

Spheres of MIGHT



Pathfinder
ROLEPLAYING GAME COMPATIBLE

DROP DEAD STUDIOS

Spheres of MIGHT



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FOREWORDS

Several years ago, a friend of mine named Thomas Keene proposed doing a couple magic-users who used a system of supernatural and spell-like abilities instead of traditional spells. I told him what he was suggesting sounded more like an alternate magic system. A kickstarter later, Spheres of Power was born. Since then, the spheres system has grown through handbooks, expansions, and now the Spheres of Might system. This book is a culmination of everything we learned from Spheres of Power, made even more difficult-yet-rewarding because combat isn't a distinct system like spells that can therefore be (relatively) easily replaced. Thank you for trusting us enough to give the Spheres of Might system a try; if you have half as much fun playing with it as we did creating it, it will be a worthwhile addition to your gaming tables indeed.

-Adam Meyers

Spheres of Might was in many ways the culmination of an extended journey for me. As someone who really enjoys Pathfinder but isn't the biggest fan of how the combat system and the classes tied to it have evolved, freelance work I've done on projects like The Genius Guide to Bravery Feats, Ultimate Battle Lord, and The Luchador were all steps along a road that led here, and I took the best of what I learned from each of those projects with me into the development of this book. One of our goals with Spheres of Might was to create a book for every player; whether you want your martial combatants to be able to do crazy anime shenanigans or just create a more cinematic experience in a gritty, low magic world, we wanted to have something for you. Making these things all come together in the same book wasn't an easy process, especially since the far end of each of those ideas seemed almost mutually exclusive at times, but I think we found a good balance between them, and using mechanics like our Legendary Talents to divide the more "fantastic" abilities out into a separate chapter really helped us along this path. Something that became very apparent as we went through this process was how differently everyone plays the game; even two designers who use the same books and have the same basic aesthetic tastes can end up playing the game in surprisingly different ways. Hopefully those differences we discovered amongst ourselves have made this something that's stronger and able to appeal to as many people as possible. Thank you for your support, and I hope you enjoy this book!

- Michael Sayre

Spheres of Might has been the largest and most ambitious project on which I have ever worked, and something that's quite a bit different than other stuff I've involved myself. I still remember getting the heads up about it even happening and popping over to see if I could help work on it, and ended up being drawn into this whirlwind of a project. As a whole, I'd say this is the project of which I'm most proud, as it involved putting together a lot of concepts into a thematic and functional package, something that I believe we have done in spades. From the myriad of concepts and characters that I wanted to enable with this book, I'd say I'd hit every one. I wanted to make sure that what we have made here is a supplement that will do the thing that I set out to do when I first started writing; allowing people to play the ideas in their head, the 'wouldn't it be cool?' concepts, the 'I wish I could do this' ideas that often die before they hit paper due to lacking the mechanics for them. Through the playtest I've met some incredible people, made a lot of friends (including my amazing playtest group Oz, Siobhan, and Higgins whom I deeply appreciate), and I appreciate everyone who's taken the time to discuss this project with me. It has been a heroic effort which has taken a long time, but in the end, I have to thank everyone who's helped us bring our vision to life here, and I hope that you enjoy it! Also I am a hero.

-Ehn Jolly



INTRODUCTION

Wendy Vox, knight of the eternal flame, counted only one giant guarding the doorway, and that was what worried her. Considering how quickly they had cut through the guards at the gate, as well as the damage they'd done to Stonejaw's forces over the past month, it only made sense that the guards placed here would be the strongest the war-leader had. The fact that only a single giant was visible was in itself suspicious enough to give her pause.

"What's your plan?" Rem whispered from beside her.

Wendy ducked back behind the stone archway. "It's obviously a trap," she whispered back, "but I couldn't tell you what exactly the trap is. Light defenses, no obvious hiding places... in the words of our dear friend Azeem, 'it couldn't smell worse if it were made of fish'."

Rem snorted softly at the reference and placed a hand on the back of his bald head.

"Well, traps are what I'm here for, right? If we wait long enough, he has to eat or sleep, and I can sneak through and see if there are any surprises waiting for us."

Wendy shook her head. "No," she said, resolve growing in her voice. "Stonejaw should be waiting right through that door, and we can't risk him escaping again. If this is a trap, the quickest way to find out what it is is to spring it."

Wendy lifted her shield into place and tossed her long red hair behind her.

"Keep your eyes peeled for any surprises. I'm going to have a chat with the guard."

Spheres of Might is a new way of doing martial combat for the Pathfinder Roleplaying Game. Rather than standing still and trading blows, *Spheres of Might* is a system of dynamics, allowing each round to become a contest of strategy as each combatant delves into their repertoire of tricks to out-manuever and ultimately defeat their opponent.

Spheres of Might is designed to allow players and game masters to more greatly employ strategy and tactical play on a round by round basis. Rather than simply exchanging damage until someone falls, practitioners of the *Spheres of Might* system make use of an extended arsenal of tricks with which to break

each other's defenses and manipulate their opponent until they are perfectly positioned to deliver a killing blow.

The giant hefted an enormous hammer, straddling the base of the stairs that led to the doorway.

"Who approaches?" the beast called as Wendy Vox stepped her way into the room. Wendy said nothing, but continued her slow, methodic approach. With the giant's attention on her, Wendy knew Rem would be slipping through the shadows, doing his best to stay one step ahead of whatever the trap might be.

"None may pass," the giant said in its deep, monstrous voice. "So orders Stonejaw the Conqueror."

Wendy planted her feet in the center of the room and throw back her head to stare the giant square in the face.

"I am Wendy Vox Olnasdaughter," she declared proudly to the giant. "I have come to call your master Stonejaw to justice for crimes against the sovereign peoples of these lands. Step aside, or face judgement in his place."

The giant twirled the hammer in its hand and slammed it into the ground.

The ground shattered.

Wendy barely had time to register what she was seeing before she ducked behind her shield, pieces of shrapnel bouncing off with enough force that it almost rocked her off her feet. No, that wasn't the shrapnel; it was the ground shaking under the force of the giant's blow, enormous cracks splintering through the floor. Before Wendy could recover, the giant was upon her, swinging its massive hammer time and again, knocking her back with the force of its blows.

And then Wendy understood. The trap wasn't a hidden force or trick. It was this. It was him. This was Stonejaw the Conqueror.

And Stonejaw needed no tricks.

The *Spheres of Might* system makes use of a fairly minimal number of new mechanics, instead opting to use the core mechanics in new and interesting ways, so as to better allow a *Spheres of Might* user to share the table with others who aren't using the system. The entire *Spheres of Might* system can be used with the custom classes and archetypes presented in this book,

or by any martial character through the investment of a few feats. With this much of a variable amount of investment, players can dip lightly or delve deeply into the system, depending on their concept and how familiar they are with the new options presented herein.

The mission statement of *Spheres of Might* is to greatly expand the scope of what non-magical characters can accomplish in the Pathfinder Roleplaying Game. This includes expanding their knowledge of skills, increasing their array of tactics and abilities, and allowing the realization of a great many character concepts that otherwise would have been impossible, or would have had such steep level requirements that it is likely the average campaign would never see its completion.

It was all she could do just to turn away the frightful blows of Stonejaw's mighty hammer, but Wendy was not a guardian of the eternal flame for nothing. Planting her feet, Wendy stopped her backward momentum and leaped forward underneath one of Stonejaw's swings, charging the beast head-on and slamming herself against its legs. Despite the differences in their sizes, Wendy struck true, knocking the giant backward as he stumbled to keep his balance against the weight of Wendy's charge.

*Not missing a beat, the knight of the eternal flame grabbed the giant's stumbling foot and heaved it to the side, throwing the giant's weight even further off-balance. To his credit, Stonejaw did not fall, but the creature's flailing gave Wendy a much needed chance to catch her breath. The giant snarled, it's hammer swinging wildly toward Wendy when—
SCHUNK!*

Stonejaw grunted in surprise and pain as bolts began sprouting from vital points under his arms and across his back.

Wendy allowed herself a sigh of relief. Good old Rem.

While not a fighter the same way she was, Rem had a tendency to think two or three steps ahead of their enemies. After scouting the area to make sure no hidden surprises awaited them, Rem had taken up a firing position on the top of the stairs, using his mechanically-enhanced crossbow (which he'd modified himself, as he was always apt to remind her) to take advantage of Wendy's charge to fire into the giant while its guard was compromised. Stonejaw howled and turned toward the crossbowman when the ground around the giant suddenly exploded again, this time in fire as one of Rem's home-made explosives ripped apart the terrain.

Wendy shouted a warcry and charged through the debris, her shield keeping the smoke away from her face as she ran. Before the giant could recover from the unforeseen explosion, Wendy was upon him again, slamming his side with her shield even as her sword cut a deep gash across his wounded leg.

It was now or never. In a single, fluid motion, Wendy dropped the sword and shield she carried and, with a forceful leap, grabbed hold of the monster's back.

There are two major divisions of these new combat talents; basic talents and legendary talents. Basic talents have no prerequisites, and cover a wide variety of character concepts. While many of the abilities granted by basic talents are powerful and worthy of being called extraordinary, they nonetheless would fit easily into any gritty, low-magic game. The other division is called 'legendary talents', and include abilities that are more wuxia and supernatural in nature; while legendary talents are not 'more powerful' in the sense of dealing more damage or breaking combats, they do allow martial fighters to accomplish



feats usually reserved for magic users, and as such include prerequisite talents.

In the end, the *Spheres of Might* system is about one thing: increasing the fun of playing martial characters. By allowing for a greater number of character concepts to be realized and increasing the options available to a given character, SoM allows players and GMs to realize new game types and perform cinematic combats that greatly increase the dynamics of the game.

Stonejaw was enormous and his strength was immense, but even the greatest of creatures needed to breath. Wendy felt her armor buckle under the force of the giant's squeezing hands as he dropped his hammer and tried to pry her off of him, but Wendy refused to budge, instead reaching up from her perch and wrapping her arms tightly around the giant's neck. The giant struggled with her and might have managed to pry her off, except suddenly Rem was there, rapier in one hand and crossbow in the other, making full use of the creature's distracted state to pierce him in the knee, the arm, and every other joint he could reach.

Wendy felt the searing pain up and down her back as the giant crushed her armor in his enormous hands, but she could feel its enormous strength failing. Pained and struggling for breath, the giant suddenly tightened and fell backward in what appeared to be an attempt to crush her under its weight, but Wendy quickly released her grip and dropped away just in time.

"Wendy!"

Her legs screamed at her in pain and the armor joint on one of her arms had been crushed, but she could still move. Turning, she saw Rem tossing her sword to her and grabbed the blade's hilt out of the air.

Stonejaw tried to stagger to his feet and take his hammer up once again, but there was no way Wendy would allow it. Ignoring her own pain, Wendy leaped onto the fallen giant's chest and slammed her blade down directly into the monster's heart. The blade struck true and sunk several feet into the giant's chest. The giant known as Stonejaw struggled for breath, his hands reaching towards Wendy one more time before finally falling to the ground, the light inside the monster's cruel eyes fading to nothing.

Wendy clutched the sword to keep her balance and breathed as deeply as she could. Was it really over? Had justice finally been brought to this land?

"Wendy."

Wendy looked up at Rem, who had opened the door atop the stairs and was staring through it, white as a sheet.

"We've got a problem."

Thank you for trying out the *Spheres of Might* system. This system is the culmination of almost a year of design work, and we couldn't be prouder of the result. May the *Spheres of Might* system give you as much fun playing it as we had developing it.

COMBAT SPHERES

In the *Spheres of Might* system, each character gains a series of talents, called combat talents. The number of combat talents a character gains are determined by their class, although a character may always spend a feat to gain a combat talent via the Extra Combat Talent feat.

Whenever a character gains a combat talent, they may spend it on a combat sphere. The first time a character spends a combat talent on a sphere, they gain that sphere's base abilities.

After a character possesses a base sphere, they may spend additional combat talents to gain talents specifically associated with that sphere. If a character is granted a bonus sphere that they already possess (such as through a class feature), they instead may gain one talent of their choice from that sphere.

Once a talent is spent, it cannot be changed except through retraining, which follows the same rules as retraining a feat. Unless noted otherwise, all abilities granted by combat spheres and their talents are extraordinary effects.

Sphere DCs: If a combat sphere ability requires a saving throw or skill check to resist, the formula for determining the DC is $10 + 1/2$ the attacker's base attack bonus + their practitioner modifier, unless otherwise indicated. If a character does not possess levels in a class that grants a practitioner modifier, they use their Wisdom modifier as their practitioner modifier. Characters who multiclass into a second practitioner class may use the higher of their practitioner modifiers for determining all relevant effects of their combat sphere abilities.

Combat Training and Combat Talents: Some practitioner classes gain the Combat Training class feature, granting them bonus talents based on their role in combat. The acquisition of these talents will typically, but not always, mirror the practitioner's base attack bonus progression. The three advancements for talent acquisition are listed in **Table: Combat Talents**.

Combat Talents

Expert	Adept	Proficient
1	0	0
2	1	1
3	2	1
4	3	2
5	3	2
6	4	3
7	5	3
8	6	4
9	6	4
10	7	5
11	8	5
12	9	6
13	9	6
14	10	7
15	11	7
16	12	8
17	12	8
18	13	9
19	14	9
20	15	10

COMBAT TRAINING FOR NON-SPHERES OF MIGHT CLASSES

While any class can buy some facility with the combat spheres by taking the Extra Combat Talent feat, some characters may want to delve deeper into the system. A character can gain a combat talent progression by trading out some or all of their standard feat progression as described in **Table: Feat to Talent Progression Conversion**.

Characters who gain a combat talent progression in this manner gain it only for levels gained in classes that do not grant a combat talent progression or High Caster casting progression (including classes that grant 9th level spellcasting or an equivalent), adding all such levels together to determine their total number of combat talents, but still losing the exchanged feats. This means that High Casters and classes that already grant a combat talent progression gain no talents from this exchange.

Feat to Talent Progression Conversion

Feats Exchanged	Granted Progression
I, 5, 9, I3, I7	Proficient
I, 3, 5, 9, II, I3, I7, I9	Adept

Some classes who naturally combine martial prowess with spellcasting, such as the inquisitor, paladin, and ranger, can choose to opt to replace their spellcasting progression with a combat training progression. Classes whose maximum spell level would be 4 (or Low Casters if using Spheres of Power) may exchange their spellcasting for the Proficient combat training progression, and classes whose maximum spell level would be 6 (or Mid-Casters if using Spheres of Power) may exchange their spellcasting for the Adept combat training progression. Characters who trade their spellcasting for a combat talent progression use whatever ability score affected their spellcasting as their practitioner modifier (for example, a paladin who trades their spellcasting for a Proficient combat talent progression would use Charisma as their practitioner modifier).

TERMINOLOGY

Attack action: An attack action is a type of standard action. Some combat options can modify only this specific sort of action. When taking an attack action, you can apply all appropriate options that modify an attack action. Thus, you can apply both the Boxing sphere's *counter punch* and Vital Strike to the same attack, as both modify an attack action. You can apply these to any combat option that takes the place of an attack made using an attack action (such as the trip combat maneuver), though options that increase damage don't cause attacks to deal damage if they wouldn't otherwise do so (such as Vital Strike and trip).

You can't combine options that modify attack actions with standard actions that aren't attack actions, such as Cleave.

Associated Feat: Some spheres and talents overlap the function of existing feats. Such a feat is listed in the talent as an associated feat. Talents with associated feats allow a character to qualify for feats that have the associated feat as a prerequi-

site, including any prerequisites the associated feat normally requires, and for abilities that modify the feat's function (such as a mythic version of the feat). Unless noted, talents do not stack with their associated feats. Any time you would gain an associated feat, you may instead choose to gain the sphere or talent it is associated with. You must still meet the prerequisites for a talent gained this way, such as possessing the base sphere.

Battered (condition): Heavy blows have left a creature with this condition vulnerable to further attacks, imposing a -2 penalty to the creature's CMD and preventing them from taking attacks of opportunity provoked by a creature performing a combat maneuver. Some talents have different effects or activation times against battered creatures. The battered condition can be removed by taking the total defense action, or through the *restore* ability of the Life sphere (see *Spheres of Power*), the *lesser restoration* spell, or similar effects. When inflicting the battered condition on a target that is already battered, the rounds stack when determining duration.

Expend: Some abilities require a character to expend their martial focus to use them; unless otherwise noted, expending martial focus happens as part of the specified action and does not require an action itself. A character will continue to receive any benefits accorded them for having martial focus until the action they choose to expend it on is complete.

Main Hand / Off-hand: The main hand and off-hand designations apply specifically when using two weapons or a double weapon to gain more attacks than that action would normally grant. You must designate one weapon as your main hand weapon when making an attack; all other manufactured weapons are treated as off-hand weapons and only add half your Strength modifier to damage on attacks.

Martial Focus: A character who has the combat training class feature, the Extra Combat Talent feat, or who has gained a martial tradition or combat talent progression by some other means can achieve martial focus.

Characters gain their martial focus after a minute of rest, or by taking the total defense action. You may not by any means regain focus more than once per round.

When you have martial focus, you can expend your focus as part of any single Fortitude or Reflex saving throw you make thereafter. When you expend your focus in this manner, your saving throw is treated as if you rolled a 13, similarly to taking 10 on a skill check, except that the number you add to your saving throw is 13. You can also expend your martial focus to gain the benefit of certain combat talents and class features, as described in their entry, while other talents and abilities may require you to currently have martial focus.

Once you have gained martial focus, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance).

Martial Tradition: A martial tradition is a combination of talents a character gains at 1st level. More information on martial traditions can be found in chapter 2.

Practitioner: Practitioners are characters who train in combat spheres. Whenever a sphere or ability refers to the practitioner, it is referring to the individual creature using that sphere or talent.

Practitioner Modifier: A practitioner modifier is an ability modifier that the practitioner uses to determine the saving

throws for their talents. If a creature has more than one practitioner modifier, they may use the highest practitioner modifier to determine the saving throws for their talents. If a character does not possess levels in a class that grants a practitioner modifier, they use their Wisdom modifier as their practitioner modifier.

Special Attack Action: A special attack action represents a unique method of making an attack. These special attack actions are granted by certain spheres and talents, and whenever a creature makes an attack action, they may choose to perform a special attack action they know, assuming they meet that special attack action's requirements. A special attack action can be augmented by feats and talents just as if it were any other attack action, but a creature cannot perform more than one special attack action at a time. (Thus, if a character trained in both the Barrage sphere and the Sniper sphere makes an attack action, they may choose to perform a *barrage* or a *deadly shot*, but not both with the same attack action).

RULES CLARIFICATIONS, ADDITIONS, AND INTERACTIONS

Double-Barreled Weapons: When using an attack action to attack with both barrels of a double-barreled weapon, bonus damage and effects from talents apply only to a single bullet or cartridge.

Improvised Weapons: An improvised weapon includes both making an attack with an item not originally intended for use as a weapon, as well as using a weapon in a way it was not meant for (for instance, using a bow or arrow to make a melee attack, or throwing a longsword at an enemy). A character not proficient with improvised weapons suffers a -4 penalty when making an attack in this fashion.

Improvised weapons (including melee weapons not designed for throwing) have a range increment of 10 ft. and deal its normal damage on a successful hit. When using ranged weapons as melee weapons, darts, pistols, and shuriken deal 1d4 damage (1d3 Small), bows, larger firearms, and light crossbows deal 1d6 damage (1d4 Small), and heavy crossbows deal 1d8 (1d6 Small).

A creature may use an improvised weapon two sizes smaller than they are as a light weapon, one size smaller as a one-handed weapon, and the same size as they are as a two-handed weapon. Generally, items larger or three sizes smaller than the creature are impractical to use as an improvised weapon. A GM may always rule that particularly dense objects (such as a stone statue) count as being one size larger than normal due to their weight.

Practitioner Improved Weapon Damage

Improvised Weapon Size	Damage Die	Sample Item
Diminutive	1d3	toothpick
Tiny	1d4	fork
Small	1d6	fire poker
Medium	1d8	chair
Large	2d6	table
Huge	3d6	wagon

Retraining: If using the retraining rules from *Ultimate Campaign*, you may retrain combat talents for the same time and cost as feats. If you retrain the class you took at 1st level into a class that qualifies for a martial tradition, you may choose to gain a martial tradition at that time, though you lose all other class-based proficiencies you may possess.

Talents gained as part of a martial tradition can only be retrained if you retrain the entire martial tradition and replace it with a new martial tradition, which requires 15 days of retraining. If your martial tradition included a base sphere that is required for other talents you possess and your new tradition does not include that base sphere, you must retrain an additional talent you possess from that sphere into the base sphere, though this can be done at no additional cost in time or money. If you gained the base sphere from multiple sources, you do not need to retrain an additional talent as long as you still possess the base sphere after retraining.

Scatter Weapons and Area Attacks: When using an attack action to attack with a scatter weapon or another weapon that attacks an area, any relevant talents you may possess affect only the nearest creature targeted by the attack. In the event that multiple creatures are equally close, the player may choose which one they want to treat as the primary target for talents and effects.

Unarmed Combatants: Practitioners who train in certain spheres focused on unarmed combat, such as Boxing, deal additional damage with their unarmed strikes based on the total number of unarmed spheres and talents they possess, as shown in the following table. Practitioners from a class that already grants an unarmed damage progression, such as the brawler or monk, may treat their unarmed strike as one size category larger if they have 3 or more talents in an unarmed combat sphere, but receive no further benefits. In addition, any practitioner with at least 1 talent in an unarmed sphere gains the benefits of the Improved Unarmed Strike feat.

Practitioner Unarmed Damage

Level	Damage (Small Practitioner)	Damage (Medium Practitioner)	Damage (Large Practitioner)
1-3 talents	1d3	1d4	1d6
4-7 talents	1d4	1d6	1d8
8-11 talents	1d6	1d8	2d6
12-15 talents	1d8	2d6	3d6
16-19 talents	2d6	2d8	3d8
20+ talents	2d8	2d10	4d8

CHARACTER CREATION

In addition to the usual choices of race and class, the *Spheres of Might* system introduces another important decision a player may make to personalize their character: the selection of a martial tradition.

A martial tradition is a set of proficiencies and beginning sphere talents that represents what, where, and how that character learned the art of martial combat. While no martial tradition presented below would be devastating for any player to possess, a game master is well within his rights to declare that, in any particular game setting, certain traditions are tied to a particular military or culture, and are only available to characters belonging to those groups. Indeed, martial traditions are a great way to customize a campaign setting and allow warriors from different cultures to truly feel unique from each other.

Some classes grant a martial tradition as part of their proficiencies, but characters who do not may choose to trade their starting proficiencies (other than simple weapons, light armor, and bucklers, if applicable) for a martial tradition at 1st level, as long as their normal starting proficiencies include proficiency with all martial weapons or at least one exotic weapon (this does not include clerics whose deity's favored weapon is an exotic weapon or similar features that modify starting proficiencies based on other character choices). Some classes who do not gain proficiency with all martial weapons but whose class description implies a strong martial background may trade their starting proficiencies for a martial tradition with GM approval.

Once a character has gained a martial tradition, they do not gain additional proficiencies for multiclassing, and characters who have already gained proficiencies from a class cannot benefit from martial traditions gained through multiclassing. Unless specifically noted otherwise, a character can only gain a single martial tradition, and can only select one as a 1st level character; creatures with racial Hit Dice may gain a martial tradition when they take their first level in a character class, but they lose the benefits of any racial proficiencies they may possess (not including natural weapons).

As always, if a martial tradition grants a sphere or talent which a character also gains through a class feature, they may instead gain a talent of their choice from that sphere. If a martial tradition grants a feat or talent that would normally have prerequisites, the character does not need to meet those prerequisites to benefit from it.

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

CREATING NEW MARTIAL TRADITIONS

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

1. Each martial tradition should include two Equipment talents, typically with at least one discipline, Armor Training, or Shield Training. These determine the weapons, armor, and other equipment a character has available to them (if any).
2. Each martial tradition should include either an appropriate base sphere, or the option to choose between 2 base spheres. The exact appropriateness of any given base sphere depends on the concept.
3. Each tradition should also include one additional thematic talent. This could be a bonus talent in the sphere you gained as part of step 2, an additional base sphere, or perhaps an Equipment talent that is not a discipline but works with the character concept in some way.

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

1. Over-specializing in a single sphere other than Equipment. A martial tradition determines a character's starting tools and characteristics; not only does over-specializing 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.
1. 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, and even some of the traditions listed below break one or more of these rules. As always, martial traditions are a tool for enhancing the game, and are subservient to that goal.

MARTIAL TRADITIONS

ANIMAL TRAINER

Animal trainers fight alongside tamed beasts, wielding the tools used for capturing and training their pets in battle.

Bonus Talents: *Equipment:* Bounty Hunter's Tools
Beastmastery sphere (handle animal package)
Variable: Animal trainers may select two additional talents, each chosen from either the Beastmastery sphere or the Equipment sphere.

ARMORED DREADNOUGHT

Armored Dreadnoughts specialize in wielding massive shields and titanic suits of armor that would crush lesser men under their enormous weight.

Bonus Talents: *Equipment:* Armor Training, Shield Training
Variable: Armored dreadnoughts gains two talents of their choice from the Equipment sphere.

BARBARIAN

Barbarians are tribal warriors who cultivate their rage for use in combat. Skilled at both hunting and warfare, Barbarians are deadly, versatile fighters. Depending on the traditions of their tribe, a barbarian might fight alongside war animals or focus on their rage, breaking their weapons as often as their enemies.

Bonus Talents: *Equipment:* Tribal training
Berserker sphere
Scout sphere
Variable: Barbarians gain either the Barroom sphere or the Beastmastery sphere.

BOLT JUGGLER

Bolt jugglers are a sight to behold, awe-inspiring on the training ground and dread-inspiring on the battleground. While some use their crossbows to compliment a melee weap-

on, others wield two crossbows at once in a dizzying display of coordination.

Bonus Talents: *Equipment:* Mechanical Training
Dual Wielding sphere
Variable: Bolt jugglers gain either Expert Reloading or Mechanical Savant from the Equipment sphere.
Variable: Bolt jugglers gain either Impossible Reload or Mixed Assault from the Dual Wielding sphere.

BUSHIDO WARRIOR

Training in the bushido way includes learning how to wear the ceremonial armor of your station, as well as wield weapons like the katana and longbow. Some bushido warriors also train in horsemanship, while others perfect the art of single combat.

Bonus Talents: *Equipment:* Armor Training, Bushido Training
Duelist sphere
Variable: Followers of the bushido way gain either the Beastmastery base sphere (Ride package), or Draw Cut from the Duelist sphere.

CANNY HUNTER

Canny hunters are skilled marksmen and trackers, capable of spotting a creature's weaknesses and felling them with a single well placed shot.

Bonus Talents: *Equipment:* Huntsman Training
Scout sphere
Sniper sphere
Variable: Canny hunters gain one additional talent of their choice from either the Equipment sphere or Scout sphere.

CHEMIST

Chemists who go adventuring often find the bottle makes as good of a weapon as what might be inside it.

Bonus Talents: *Equipment:* Fast Draw
Alchemy sphere (formulae package)
Barroom sphere
Variable: Chemists gain one additional talent of their choice from either the Barroom sphere or Alchemy sphere.

COMBAT GUNNER

Guns aren't the most friendly of weapons, making the efforts of combat gunners all the more impressive. Willing to duck and weave into melee combat as well as fire from a distance, these masters of close and long range combat lack any fear.

Bonus Talents: *Equipment:* Firearm Proficiency, Gun Kata
Open Hand sphere
Variable: Combat gunners gain either Barrage sphere or Sniper sphere.

COURTESAN

Courtesans are students of courtly manners and artistic pursuits, and are often experts at painting, dancing, music, and engaging conversation. In a world of magic and court intrigue, courtesans are often also trained as bodyguards and assassins.

Bonus Talents: *Equipment:* Dancer Training, Unarmored Training
Fencing sphere
Variable: Courtesans gain either the Dual Wielding sphere or a talent from the Fencing sphere.

CUNNING LEADER

The battlefield is an ever shifting place, causing chaos and anarchy to reign supreme. Only a cunning leader is able to properly navigate the terrain, commanding their troops while controlling the flow of combat in a way unique to them.

Bonus Talents: *Equipment:* One (discipline) talent of their choice
Fencing sphere, Expert Feint
Warleader sphere

CRUSHING JUGGERNAUT

Crushing juggernauts specialize in using their bulk and the mass of their heavy armor to grind their opponents into dust.

Bonus Talents: *Equipment:* Armor Training
Brute sphere

Variable: Crushing juggernauts gain a bonus talent of their choice from both the Brute sphere and the Equipment sphere.

DARING SCHOLAR

While many adventurers train with weapons and armor to protect them from the dangers of their chosen lifestyle, others trust in their wits and ingenuity to keep them safe. Daring scholars use a combination of explosive chemical compounds and careful observation to overcome any challenge, considering a spyglass and an alchemist's lab to be a preferable burden to a knight's heavy plate.

Bonus Talents: *Equipment:* Staff Mastery
Alchemy sphere
Scout sphere
Variable: Daring scholars gain a talent from either the Alchemy or Scout sphere.

DECISIVE FIST

Disciples of the decisive fist prefer to end fights with one powerful punch. These inspired combatants coil up like a spring, choosing the perfect moment to disrupt their foes with a brutal blow.



Bonus Talents: *Equipment:* Critical Genius
Boxing sphere
Open Hand sphere
Variable: Decisive fists gain either Finesse Fighting, Unarmed Training, or Unarmored Training from the Equipment sphere, or Bestial Training from the Open Hand sphere.

DEDICATED DUELIST

Dedicated duelists are individuals devoted to the art of the duel. Whether they simply revel in the art of single combat, or if they believe that they can prevent larger battles by risking their life alone, these deadly men and women are focused and skilled in the tools of their chosen trade.

Bonus Talents: *Equipment:* Duelist Training, Finesse Fighting
Variable: Dedicated duelists gain either the Duelist sphere or Fencing sphere
Variable: Dedicated duelists gain either Gauntlet Shield or Unarmored Training from the Equipment sphere.

DRUNKEN BRAWLER

Only a “tradition” in the vaguest sense of the word, drunken brawlers tend to learn their arts at the hands of other drunken brawlers, usually through an alcohol induced fog while their “teacher” attempts to put them through a bar. Or a wall. Or a ceiling. Occasionally a door.

Bonus Talents: *Equipment:* Unarmed Training
Barroom sphere
Wrestling sphere
Variable: Drunken brawlers gain a talent of their choice from either the Barroom or Wrestling sphere.

FEARLESS THROWER

From small blades to large spears, fearless throwers are adept at launching any such items into the air. Able to push the limits of thrown weapons far beyond what others can, they fill the air with a hail of knives, hammers, and spears.

Bonus Talents: *Equipment:* Huntsman Training, Throwing Mastery,
Variable: Fearless throwers either gain Crushing Thrower or Thrower’s Reflexes from the Equipment sphere.
Variable: Fearless throwers gain either the Barrage sphere or the Berzerker sphere.

FREE RUNNER

Free runners treat the world as their gymnasium, practicing wild acrobatics, running on and leaping from surfaces most wouldn’t consider even climbing.

Bonus Talents: *Equipment:* none
Athletics sphere (run) package, Expanded Training (leap) and one other package, Wall Stunt
Variable: Free runners gain a talent of their choice from the Athletics sphere.

GIANT

Creatures who are larger than their peers often learn to fight in fashions leveraging their enormous size, shoving their enemies around the battlefield and hurling objects far too large for their enemies to handle.

Bonus Talents: *Equipment:* Rock Toss
Brute sphere
Variable: Giants gain a talent of their choice from both the Brute sphere and the Equipment sphere.

GLADIATOR

Trained in the tradition of pure physical prowess, gladiators are known for their ability to overpower lesser combatants, imposing their will upon lesser warriors. There are many different varieties of gladiator, but all of them specialize in putting on shows worthy of an emperor.

Bonus Talents: *Equipment:* Gladiator Training
Gladiator sphere
Variable: Gladiators gain either Armor Training, Shield Training, or Gladiator Training a second time from the Equipment sphere.
Variable: Gladiators gain a talent of their choice from the Gladiator sphere.

GUILD TRAINING

While many combatants learn their arts in courtyards, dojos, or monasteries, those who learn through criminal guilds tend to have many masters, none more cruel and informative than experience. Whether their skills are assembled through observing more experienced thieves and thugs, or beaten into them by uncaring assassins who care more for their guild’s reputation than the well-being of its members, the guild trained who survive their training are invariably deadly, fast, and cunning.

Bonus Talents: *Equipment:* Finesse Fighting, Rogue Weapon Training
Alchemy sphere (poison) package
Variable: Individuals trained in the Guild Training tradition gain either the Fencing sphere or the Duelist sphere.

HEAVY ARMSMAN

A heavy armsman specializes in using hammers, axes, and other large weapons to bring down even larger foes.

Bonus Talents: *Equipment:* Dwarven Heritage, Armor Training
Berserker sphere
Variable: Individuals trained in the Heavy Armsman tradition gain one Equipment or Berserker talent of their choice.

KNIGHTLY ARTS

Training in the knightly arts includes learning how to wear and maneuver in chainmail, full plate, and other armor designed for warriors who fight in the vanguard, as well as learning how to wield weapons suitable for such combat. In addition, most knights are trained in horsemanship and the art of leadership.

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

Variable: Individuals trained in the Knightly Arts tradition gain either the Beastmastery sphere (ride) package, the Warleader sphere, or the Shield sphere as a bonus sphere.

MECHANIC

A mechanic is an engineer or craftsman adept at the working of machines and other complex systems. While not all engineers will go adventuring, those who do find their knowledge can be remarkably valuable to their allies.

Bonus Talents: *Equipment:* Expert Reloading
Trap sphere

Variable: Mechanics gain either Firearm Training or Mechanical Training from the Equipment sphere.

Variable: Mechanics gain either the Barrage sphere or the Sniper sphere.

MILITIA

Militias often rise in communities without the benefit of a formal military, where peasants of all stripes might one day have to take up arms in defence of their homes. While few militiamen have the benefits of formal war training, many are skilled at hunting, tracking, and handling animals, which can be quite handy in times of war.

Bonus Talents: *Equipment:* Peasant Training
Beastmastery sphere (handle animal package)
Scout sphere

Variable: Individuals with militia training gain a Equipment talent of their choice.

MONASTIC PATH

Those who would seek enlightenment through contemplation hone their bodies and minds alike. Followers of the monastic path train with a wide variety of challenging weapons, learning truths in every new combat technique and finding greater mysteries as they stretch their boundaries.

Bonus Talents: *Equipment:* Monk Weapon Training, Staff Mastery
Open Hand sphere

Variable: Individuals trained in the Monastic Path tradition gain either the Athletics sphere or the Dual Wielding sphere.

NINJUTSU

Shadowy warriors learn underhanded combat styles, using everything at their disposal to level the playing field against superior forces. Those trained in ninjutsu combine grace with subterfuge, confident in the knowledge that disrupting their opponents shall defeat them even before blood is shed.

Bonus Talents: *Equipment:* Finesse Fighting, Monk Weapon Training
Scoundrel sphere

Variable: Individuals trained in the Ninjutsu tradition gain either the Scout sphere or the Trap sphere.

PHALANX SOLDIER

The phalanx is a group of soldiers who combine spears and shields to create an impenetrable wall of death. Even when not

flanked by their brothers-in-arms, a phalanx soldier is still a deadly force on any battlefield.

Bonus Talents: *Equipment:* Shield Training, Spear Dancer
Shield sphere

Variable: Phalanx soldiers gain either Finesse Fighting from the Equipment sphere or a talent of their choice from the Shield sphere.

PIKEMAN

Pikemen are soldiers who specialize in using polearms to take down enemy cavalry and to keep enemies at a safe distance.

Bonus Talents: *Equipment:* Pikeman Training, Polearm Mastery
Lancer sphere

Variable: Pikemen gain either the Guardian sphere or a talent of their choice from the Lancer sphere.

PIT FIGHTER

Like the gladiator or professional wrestler, the pit fighter puts on shows for money. However, unlike those other prize fighters, in the pits there are few grand traditions and even fewer rules; whoever's alive at the end of the match is the winner.

Bonus Talents: *Equipment:* Unarmed Training
Boxing sphere
Gladiator sphere

Variable: Pit fighters gain one talent of their choice from either the Boxing sphere or the Gladiator sphere.

PIRATE

Pirates learn to fight on the decks of ships, where one must be both fast and light in order to avoid being shot or drowned.

Bonus Talents: *Equipment:* Pirate Training, Unarmored Training
Fencing sphere

Variable: Pirates gain either the Duelist sphere or the Athletics sphere.

PROFESSIONAL WRESTLER

Professional wrestlers are equal parts showman and combatant. Whether using pain-wracking joint locks or high-flying aerial maneuvers, these skilled individuals revel in their own physical might, relishing the applause that follows a particularly daring stunt.

Bonus Talents: *Equipment:* Unarmored Training
Gladiator sphere
Wrestling sphere

Variable: Professional wrestlers gain one talent of their choice from either the Wrestling sphere or the Gladiator sphere.

RUIN DELVER

Ruin delving requires quick wits and even quicker reflexes. With a backpack full of gear and a half-baked plan, ruin delvers live by the seat of their pants as they explore the leavings of past civilizations looking for what knowledge and artifacts they can recover.

Bonus Talents: *Equipment:* Toolkit Training

Athletics sphere (Climb) package, Rope Swing

Variable: Ruin delvers gain a talent of their choice from the Equipment sphere.

SHIELD MASTER

Shield masters are expert defenders, relying on their shields to defend both themselves and their allies. While some shield masters couple their shields with traditional weapons, others focus so exclusively on their shields that they become as much a weapon as a tool of defence, instead relying on brute force to knock their enemies around the battlefield and keep their allies out of danger.

Bonus Talents: *Equipment:* Shield Training
Shield sphere

Variable: Shield masters gain either the Brute sphere or a talent of their choice from the Equipment sphere.

Variable: Shield masters gain a talent of their choice from the Shield sphere.

STAFF MASTER

Whether they are magicians using magic staves as bludgeons or spearmen of exquisite skill, for some all that's needed is speed and a stick to overcome most foes.

Bonus Talents: *Equipment:* Finesse Fighting, Spear Dancer, Staff Mastery, Unarmored Training

STEPPE RIDER

Training on the harsh steppes breeds talented warriors. Whether fierce raiders or guarded nomads, steppe riders are trained in horseback archery, relying on precision and mobility in place of bulky armor or heavy melee weapons.

Bonus Talents: *Equipment:* Outrider Training, Shortbow Mastery

Beastmastery sphere (ride) package

Variable: Steppe riders gain either the Barrage sphere or the Sniper sphere.

STONE THROWER

Masters of the humble sling learn that versatility is key to survival, and a skilled stone thrower quickly learns to use their slings in almost any situation, making them deadly at any range.

Bonus Talents: *Equipment:* Halfling Heritage, Sling Combatant

Barrage sphere

Variable: Stone throwers gain a talent of their choice from the Barrage sphere.

STREET FIGHTER

Street fighters learn combat in fights with no rules; where fakeouts and a handful of sand are all that stand between winning and losing.

Bonus Talents: *Equipment:* Unarmed Training
Brute sphere

Scoundrel sphere

Variable: Street fighters gain a talent of their choice from either the Brute sphere or the Scoundrel sphere.

TATTOOED WARRIOR

Tattooed warriors turn their bodies into weapons through the use of magic symbols engraved onto their very flesh.

Bonus Talents: *Equipment:* Unarmed Training, Unarmored Training

Bonus Feats: Dragon's Tattoos, Zodiac Tattoos

Special: Tattooed warriors gain 1 bonus skill point that must be spent on Craft (tattoos) each time they gain a level in any class.

THIEF

Thieves avoid fair fights whenever possible. Their favorite tactic is to take their opponents unaware, but barring that, a dirty trick or a well-placed feint will let them end the fight quickly.

Bonus Talents: *Equipment:* Rogue Weapon Training
Scoundrel sphere

Fencing sphere

Variable: Thieves gain either an Equipment talent of their choice, or a talent from the Scoundrel or Fencing spheres.

TEMPEST DANCER

Wielding double-bladed weapons that others find impossible to master, tempest dancers are known for their ability to carve through through enemy ranks, their fluid movements beguiling even the most observant opponents.

Bonus Talents: *Equipment:* Double Weapon Training
Dual Wielding sphere

Variable: Tempest dancers gain either the Armor Training, Unarmored Training, or Finesse Fighting from the Equipment sphere.

Variable: Tempest Dancers gain a talent of their choice from the Dual Wielding sphere

WARDEN

The path of the warden is one of a stalwart protector, often employed as bodyguards or garrisoned soldiers. These warriors know that defense is the best offense, especially when you have friends to outflank your foes.

Bonus Talents: *Equipment:* Armor Training, Shield Training
Guardian sphere

Shield sphere

WEAPON MASTER

Most warriors learn the art of combat in pursuit of a goal, such as serving in the army or to protect themselves while traveling. For the weapon master, mastery of combat is its own reward, and many will seek out exotic weapons and obscure disciplines simply for the joy of having learned them.

Bonus Talents: *Equipment:* Weapon masters gain two discipline talents of their choice as bonus talents.

Dual Wielding sphere

Variable: Weapon masters gain a talent of their choice from the Dual Wielding sphere.

<CLASSES

ARMIGER

“Right tool, right job.”

A warrior trained in a variety of weapons, mastering different techniques with each, able to quickly bring the best tool to bear against her foes.

Role: The armiger is formidable in both ranged and melee combat, able to master a variety of weapons.

Alignment: Any.

Hit Die: d10

Starting Wealth: 5d6 x 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Self-taught

Class Skills: The armiger’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Proficiencies: Armigers 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.

Class Features

Combat Training: An armiger may combine combat spheres and talents to create powerful martial techniques. Armigers use the Proficient talent progression. When they gain their first level in the armiger class, armigers may choose either Charisma, Intelligence or Wisdom as their practitioner modifier.

Customized Weapons (Ex): At 1st level, an armiger may customize up to three sets of weapons in a process that takes 8 hours of modification, drilling, and practice each, reworking

scabbards, modifying grips, adding hooks and straps, and other tweaks to suit her personal fighting style. Each set may consist of: a single weapon, a pair of weapons that are wielded simultaneously, up to 10 thrown weapons of the same type, or up to 50 pieces of ammunition. A given weapon cannot be part of more than one set simultaneously. The armiger always treats her active weapon as if it were masterwork.

The armiger may choose to customize a new weapon by spending 8 hours, choosing which existing customizations to lose. The armiger must be proficient with the weapon to customize it and may not customize siege weapons. If the armiger possesses proficiency with shields, she may customize a shield with one of her weapon customization sets, either as a single weapon or as part of a pair of weapons. The enhancement bonus from enhanced customization only applies to using the shield as a weapon.

The customization process allows the armiger to train in additional talents unique to each customized weapon. At first level, each customized weapon grants a single sphere or talent. A customized weapon must possess a base sphere before additional talents of that sphere may be added unless the armiger possesses that sphere, such as through the bonus talents gained from possessing the combat training class feature, from the Extra Combat Talent feat, or levels in another class. The armiger may not use talents gained from a customized weapon to qualify for feats or to meet other prerequisites unless otherwise noted. Customization talents may be changed with the same action required to customize a new weapon. Spheres and talents that grant skill retraining never grant it when gained via a customized weapon.

The armiger may only benefit from the talents granted by one customized weapon at a time. The weapon she is currently gaining talents from is the active weapon. A customized weapon may be activated as part of drawing it or otherwise recovering it (such as picking it up from the ground) with no action cost. The active weapon must be wielded (or able to be drawn, in the case of ammunition) to provide its benefits; should the

active weapon be disarmed, stowed, destroyed, or otherwise no longer wielded (or able to be drawn, in the case of ammunition), the armiger loses access to the granted talents immediately.

If the weapon is thrown as part of an attack, the armiger retains any benefits from the weapon until the end of her turn. If the armiger customizes a set of thrown weapons or ammunition, she retains the granted talents as long as at least one of the set remains wielded. If a pair of weapons are customized to be wielded together and one is not being wielded, the armiger loses the benefits of the granted talents until the second weapon is recovered. Should the armiger be wielding weapons from two separate customization sets at the same time, she may choose which weapon is active at the beginning of each turn.

At 3rd level and every 4 levels thereafter (7th, 11th, 15th, etc.), each customized weapon grants an additional talent. The armiger gains an additional customized weapon at her 11th and 19th levels.

Customized weapons and drawbacks

If the armiger possesses a sphere-specific drawback, she may use a talent granted by a customized weapon to buy-off that drawback. If the armiger gains a base sphere from a customized weapon, with the GM's permission she may apply a drawback to that sphere to gain a bonus talent as normal for a drawback. The drawback and bonus talent must be set at the time the weapon is customized. Such a drawback may be bought off when that weapon grants an additional talent.

Quick Change (Ex): At 1st level, an armiger gains the benefits of the Quick Draw feat with her customized weapons and may stow customized weapons as a free action once per round, plus one additional time at 5th level and every 5 levels thereafter.

Table: Armiger

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Reflex Save</i>	<i>Will Save</i>	<i>Special</i>	<i>Combat Talents</i>	<i>Talents Granted per Customized Weapon</i>
1st	+1	+2	+2	+0	Combat training, customized weapons (3 weapons), quick change	0	1
2nd	+2	+3	+3	+0	Prowess	1	1
3rd	+3	+3	+3	+1	Focusing switch	1	2
4th	+4	+4	+4	+1	Prowess	2	2
5th	+5	+4	+4	+1	Enhanced customization +1, rapid assault	2	2
6th	+6/+1	+5	+5	+2	Prowess	3	2
7th	+7/+2	+5	+5	+2	Lightning change	3	3
8th	+8/+3	+6	+6	+2	Prowess	4	3
9th	+9/+4	+6	+6	+3	Enhanced customization +2	4	3
10th	+10/+5	+7	+7	+3	Prowess	5	3
11th	+11/+6/+1	+7	+7	+3	Customized weapons (4 weapons)	5	4
12th	+12/+7/+2	+8	+8	+4	Prowess	6	4
13th	+13/+8/+3	+8	+8	+4	Enhanced customization +3	6	4
14th	+14/+9/+4	+9	+9	+4	Prowess	7	4
15th	+15/+10/+5	+9	+9	+5	Lightning assault	7	5
16th	+16/+11/+6/+1	+10	+10	+5	Prowess	8	5
17th	+17/+12/+7/+2	+10	+10	+5	Enhanced customization +4	8	5
18th	+18/+13/+8/+3	+11	+11	+6	Prowess	9	5
19th	+19/+14/+9/+4	+11	+11	+6	Customized weapons (5 weapons)	9	6
20th	+20/+15/+10/+5	+12	+12	+6	Prowess, unlimited assault	10	6

ter. This class feature counts as possessing the Quick Draw feat for the purposes of meeting the prerequisites of other feats, though any feat qualified for this way may only be applied to customized weapons.

Prowess: At 2nd level and every even level thereafter, the armiger may gain a prowess from the following list. Each prowess may only be selected once unless otherwise noted. Any time a prowess requires selecting a specific customized weapon, the benefits of that prowess may be moved to a different weapon at any time a new weapon is customized. All prowesses are extraordinary abilities unless noted.

Armored Armiger: The armiger gains Armor Training from the Equipment sphere as a bonus talent. If the armiger already possesses this talent or otherwise possesses proficiency with heavy armor, she instead gains an Equipment talent of her choice.

Bare-Fisted Training: The armiger may choose unarmed strikes or a natural weapon as a customized weapon, training to quickly switch away from her other weapons. She may make unarmed strikes or a natural attack her active weapon as a free action or any time she stows her active

weapon. Additionally, the armiger gains her choice of the Open Hand sphere or the Boxing sphere (or a talent from either of those spheres if she already possesses the base sphere) as a bonus talent. The armiger's unarmed strike counts as a single weapon for the purpose of customization and thus can only be part of a single weapon set.

Deadly Prowess: The armiger gains Deadly Aim, Piranha Strike, or Power Attack as a bonus feat. She may take this prowess up to three times, selecting a different feat each time. She does not need to meet the prerequisites for the selected feat.

Extra Focus: (Requires Armiger 6) The armiger gains the Great Focus feat as a bonus feat.

Exotic Weaponry: The armiger chooses two exotic weapons; she may customize those weapons and is considered proficient with them when they are customized.

Faith in Steel: (Requires Enhanced Customization) The armiger gains her enhanced customization bonus as a competence bonus to Will saves while wielding a customized weapon.

Guarded Weapon: The armiger may add a +1 competence bonus to CMD and saves against all maneuvers and effects that targets her active weapon. This bonus increase by +1 at class level 5 and every 5 class levels thereafter. Additionally, she may ignore the broken condition on her customized weapons. This ability does not allow the armiger to benefit from any abilities that allow her to give the broken condition to a weapon to trigger them unless she chooses to suffer the normal penalties of the broken condition on that weapon until it is repaired.

Improvisationalist: The armiger may choose improvised weapons as a customized weapon set, grabbing objects from the environment to wield in a pinch. She may grab and wield a suitable unattended object as an improvised weapon as a free action any time she stows her active weapon. Additionally, the armiger gains the Barroom sphere (or a talent from either that sphere if she already possesses the base sphere) as a bonus talent. Any improvised weapon benefits from the talents granted by the improvised weapon customization set, though she may only have a single such set.

Linebreaker: (Requires Rapid Assault) When spending a move action to move as part of rapid assault, the armiger's movement does not provoke attacks of opportunity from a single creature of her choice that was affected by the attack action that triggered the rapid assault.

Mobile Assault: (Requires Rapid Assault) When spending a move action to move as part of rapid assault, the armiger may divide her movement up between the triggering action and the granted bonus attacks. This movement provokes attacks of opportunity as normal. Additionally, if she does not have a move action available, the armiger may still move up to her speed as if she spent a move action. Doing so makes the armiger staggered on her next turn even if she would normally be immune to the staggered condition.



Open Wound: When the armiger uses a customized weapon to damage a creature, all attacks made against that creature until the start of her next turn count as being of all the special materials of the previous attacks since the beginning of her turn. Additionally, if a weapon used possesses a special ability (such as the *holy* weapon ability) or enhancement bonus that allows it to bypass the target's damage reduction, subsequent attacks also count as having that ability or bonus for the purpose of overcoming damage reduction.

Penetrating Assault: (Requires Rapid Assault) When using the rapid assault ability, the armiger may total the damage from all attacks before applying damage reduction, hardness, and energy resistance.

Practiced Initiative: The armiger gains a competence bonus to initiative equal to 2 + the bonus granted by her enhanced customization class feature while wielding a customized weapon. Additionally, she may draw a customized weapon set as part of rolling initiative; doing so allows this benefit to apply to the initiative roll.

Ranged Prowess: The armiger gains either the Sniper sphere or Barrage sphere as a bonus talent. She may take this prowess twice, selecting a different sphere each time.

Sacrifice Weapon: When damage would cause the armiger or an ally within her current active weapon's reach to be knocked unconscious or killed, as an immediate action she may expend her martial focus to instead direct the damage to an active weapon. The original target takes no damage, but the weapon receives only half its normal hardness. The armiger cannot use this option with natural attacks or unarmed attacks.

Shielded Armiger: The armiger gains Shield Training from the Equipment sphere. If the armiger already possess the Shield Training talent, she instead may select any talent from the Equipment sphere as a bonus talent.

Shift Training: (Requires Armiger 4) Any feat the armiger possesses that specifies a particular weapon or weapon group (such as Weapon Focus or Improved Critical) also applies to all of her customized weapons.

Skilled Weapon: The armiger may choose one customized weapon. This weapon grants an additional talent. This prowess may be taken more than once; each time it applies to a different customized weapon.

Variable Prowess: The armiger may change one talent granted by a customized weapon with ten minutes of practice. The new talent must be a valid choice to be granted by that weapon. Once per day, she may use this ability as a move action.

Focusing Switch (Ex): At 3rd level, while using her active weapon, whenever the armiger succeeds on a combat maneuver, confirms a critical hit, or reduces a foe to 0 or fewer hit points, she may regain martial focus by activating a different customized weapon as an immediate action, stowing the current weapon and drawing the new one as needed.

Rapid Assault (Ex): Starting at 5th level, the armiger becomes an expert at rapidly integrating multiple weapons into her attack routines. Whenever the armiger successfully damages a creature or succeeds on a combat maneuver while using the attack action with a customized weapon, she may expend martial focus as a swift action to make an additional attack against that creature at her highest base attack bonus. This attack takes a -2 penalty on the attack roll and can only be taken with a customized weapon other than the one used in the triggering attack. At 10th level and every five levels thereafter, the armiger may make an additional attack, as long as each previous attack was successful, using a different customized weapon each time and increasing the attack penalty by 2 each time. The armiger cannot use the same weapon twice in the same attack sequence with this ability. The armiger may spend a move action to move up to her speed between the triggering action and her first additional attack.

Enhanced Customization (Ex): At 5th level, the armiger treats the enhancement bonus of her active weapon set as if it were 1 higher. This bonus increases by +1 every four levels thereafter, though it cannot cause the total enhancement of the weapon to exceed +5. This bonus applies even if the weapon is not masterwork or does not already have at least a +1 bonus.

Lightning Change (Ex): At 7th level, once per round the armiger may stow her active weapon and draw and activate another customized weapon as a free action even when it is not her turn. This is in addition to the number of times per round the armiger may stow her weapons per round with quick change.

Lightning Assault (Ex): At 15th level, as a full-round action, the armiger may expend martial focus to make two attack actions. Each attack action must be made with a different customized weapon. This ability cannot be used to trigger her rapid assault ability.

Unlimited Assault (Ex): At 20th level, the armiger is no longer required to expend martial focus to activate her lightning assault ability and may trigger her rapid assault ability with the first of the granted attack actions to damage a creature.

BLACKSMITH

“The only joy greater than winning a prize with your own two hands, is forging it.”

Blacksmiths are craftsman who forge the tools they need by hand. Blacksmiths are masters of equipment, both in its use on the battlefield as well as destroying the tools of their foes. While not all blacksmiths will go adventuring, those who do find their allies are more than grateful to have someone on board who can help them make the most of the tools of their trade.

Starting Wealth: 4d6 x 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Trained

Role: Blacksmiths support their party by crafting and maintaining potent weapons and armor, and wade into battle leveling powerful blows.

Alignment: Any.

Hit Die: d10

Table: Blacksmith

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat Talents
1	+1	+2	+0	+2	Combat training, equipment specialist, maintenance, thunderous blows +1d6	1
2	+2	+3	+0	+3	Skilled craftsman, smithing insight	2
3	+3	+3	+1	+3	Artisan savant (Craft Wondrous Item), reforge, thunderous blows +2d6	3
4	+4	+4	+1	+4	Smithing insight	4
5	+5	+4	+1	+4	Artisan Savant (Craft Magic Arms and Armor), thunderous blows +3d6	5
6	+6/+1	+5	+2	+5	Smithing insight	6
7	+7/+2	+5	+2	+5	Thunderous blows +4d6	7
8	+8/+3	+6	+2	+6	Smithing insight	8
9	+9/+4	+6	+3	+6	Rapid maintenance, thunderous blows +5d6	9
10	+10/+5	+7	+3	+7	Smithing insight	10
11	+11/+6/+1	+7	+3	+7	Thunderous blows +6d6	11
12	+12/+7/+2	+8	+4	+8	Smithing insight	12
13	+13/+8/+3	+8	+4	+8	Rapid maintenance, thunderous blows +7d6	13
14	+14/+9/+4	+9	+4	+9	Smithing insight	14
15	+15/+10/+5	+9	+5	+9	Thunderous blows +8d6	15
16	+16/+11/+6/+1	+10	+5	+10	Smithing insight	16
17	+17/+12/+7/+2	+10	+5	+10	Rapid maintenance, thunderous blows +9d6	17
18	+18/+13/+8/+3	+11	+6	+11	Smithing insight	18
19	+19/+14/+9/+4	+11	+6	+11	Thunderous blows +10d6	19
20	+20/+15/+10/+5	+12	+6	+12	Smith's masterpiece, smithing insight	20

Class Skills: The blacksmith's class skills are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

Proficiencies: Blacksmiths 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.

Class Features

Combat Training: A blacksmith may combine combat spheres and talents to create powerful martial techniques. Blacksmiths are considered Expert combatants and use Constitution as their practitioner modifier.

Equipment Specialist: The blacksmith gains one talent from the Equipment sphere as a bonus talent at 1st level.

Maintenance (Ex): Starting at 1st level, the blacksmith learns how to maintain and optimize his equipment and that of his party members by sharpening weapons, tightening armor straps, replacing padding, and performing other tasks that al-

low him and his companions to get the most out of their gear each day. Whenever the party has at least 8 consecutive hours of rest time (or the equivalent of 8 hour's rest, such as 2 hour's rest with a *ring of sustenance* or similar ability), the blacksmith can set aside a small period of time to perform these maintenance tasks without interfering with his normal rest to give him and a number of allies equal to 1 + his Constitution modifier (minimum 1) one of the following benefits for 24 hours, or until their next 8 hour or longer rest, whichever comes first. The blacksmith may select a different maintenance for each ally to be affected.

Armor Maintenance: The blacksmith and his allies reduce the armor check penalty of all armor they wear by 1 (minimum 0), and increase the armor bonus of their worn armor (but not shields) by +1. The armor bonus increases by +1 and the armor check penalty is reduced by an additional 1 at 5th level and every 5 levels thereafter. For the purposes of this ability, a standard set of clothing or similar equivalent (such as a wizard's robes) is treated as light armor with an armor bonus and armor check penalty of 0.

Clarifying Reinforcements: The blacksmith hammers thin lead linings into helmets and head gear, sews small packets of smelling salts into glove linings, and performs other tasks that give his allies an advantage in resisting harmful mental effects; all creatures affected by this maintenance gain a +1 competence bonus to Will saves, plus an additional +1 for every 5 class levels the blacksmith possesses.

Cobbling: The blacksmith reinforces his allies' footwear, giving them a firmer tread and providing sturdier protection; the blacksmith and his allies ignore the first square of difficult terrain they enter each round; at 5th level and every five levels thereafter, they may ignore one additional square of difficult terrain each round.

Fortifying Reinforcements: The blacksmith adds special herbal packets and additional temporary reinforcements to his and his allies armor making them heartier and more resistant; all creatures affected by this maintenance gain a +1 competence bonus to Fortitude saves, plus an additional +1 for every 5 class levels the blacksmith possesses.

Heavy-Duty Reinforcement: The blacksmith adds temporary reinforcements to his and his allies' equipment, increasing the hardness and hit points of all affected creatures' weapons and armor by an amount equal to his class level. In addition, weapons affected by this maintenance ignore an amount of hardness when used to sunder or damage objects equal to 1/2 the blacksmith's class level (minimum 1).

Pack Straps: By optimizing the straps and buckles of his allies packs and pouches, the blacksmith and his allies may treat their Strength score as though it were 2 points higher when determining their carrying capacity, plus an additional 2 points for every 5 class levels the blacksmith possesses.

Polish: The blacksmith polishes his allies metal armor, weapons, and shields, giving them a clean polish that can even deflect magical attacks. Once per day, when an affected ally would normally be hit by a ray attack, they may deflect it as a free action that can be taken even when it is not their turn so that they take no damage and are unaffected by it. The ally must be aware of the attack and not flat-footed. The blacksmith and his affected allies may reflect one additional ray per day at 5th level and every 5 levels thereafter.

Quickening Reinforcements: The blacksmith oils the joints and treats the leather of his and his allies' gear, granting them a +1 competence bonus to Reflex saves, plus an additional +1 for every 5 class levels the blacksmith possesses.

Sharpen Weapons: The blacksmith and his allies gain a +2 bonus to all damage rolls made with manufactured weapons. This bonus increases by +2 at 5th level and every 5 levels thereafter.

Thunderous Blows (Ex): Starting at 1st level, the blacksmith becomes particularly adept at striking crafted creations in exactly the right place and manner to damage them most effectively. When the blacksmith makes an attack action or attack of opportunity, he deals an additional 1d6 damage if making a successful sunder attempt or if attacking a construct or object (including animated objects). This damage increases by 1d6 at 3rd level and every two levels thereafter. The blacksmith never provokes attacks of opportunity for attempting the sunder combat maneuver, and whenever the blacksmith chooses to destroy an item held or worn by a creature with a sunder attempt any excess damage is applied to the item's wielder. The blacksmith counts as having the Improved Sunder feat for determining prerequisites.

At 3rd level, the blacksmith has learned how to swing his weapons in a way that shatters scales and claws as easily as manufactured armor and weapons. The blacksmith may make a special sunder attempt as an attack action, targeting a creature's natural armor or natural weapons. If the blacksmith chooses to sunder the creature's natural armor, on a successful check he deals damage to the creature equal to his normal weapon damage (bonus damage from thunderous blows is not applied when using sunder in this manner) and it takes a penalty to its natural armor bonus equal to the number of bonus damage dice granted by his thunderous blows class feature; a creature's natural armor bonus cannot be reduced below 0 in this manner. Any amount of magical healing removes this penalty, as does a DC 15 Heal check, which can be made as a standard action.

If the blacksmith chooses to sunder the creature's natural weapon, on a successful check he deals damage to the creature equal to his normal weapon damage and it takes a penalty to attack rolls with that natural weapon equal to the number of bonus damage dice granted by his thunderous blows class feature for 1 round.

Skilled Craftsman (Ex): Starting at 2nd level, the blacksmith may use Profession (blacksmith) in place of all Craft and Spellcraft skill checks made to create, modify, repair, and enchant weapons, armor, and shields, and he gains a competence bonus equal to 1/2 his class level (minimum 1) on all Profession (blacksmith) checks. In addition, the smith learns to quickly repair damaged objects, restoring 2 hit points per class level he possesses to an object as a standard action that provokes an attack of opportunity. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this ability to function. Magic items can be repaired by this ability, but the blacksmith's class level must be equal to or higher than the caster level of the object. This ability does not affect creatures (including constructs). This ability has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. This ability can be used to repair nonmagical weapons, armor, and shields that have been destroyed, as long as all the pieces are together in an

accessible location. At 5th level, the blacksmith no longer provokes an attack of opportunity for using this ability.

Smithing Insight (Ex): The blacksmith's expertise in crafting and maintaining weapons and equipment has given him a broader and deeper insight into the strengths and weaknesses of all kinds of equipment. Unless otherwise noted, a blacksmith cannot select an individual smithing insight more than once. At 2nd level and every 2 levels thereafter the blacksmith gains one smithing insight from the following list:

Double-Edged Sword: Whenever the blacksmith uses the sunder combat maneuver or a similar ability while using the attack action to cause a creature's wielded weapon to gain the broken condition, he can damage the weapon in such a way that any attempt to make an attack with it inflicts 1d6 damage against the wielder, +1d6 per 5 class levels the blacksmith possesses. Repairing the equipment so that it no longer has the broken condition removes this effect.

Durable: The blacksmith's time working over an anvil has forged not only weapons and armor, but also his very body. The blacksmith gains Endurance and Toughness as bonus feats.

Economic Crafting: The blacksmith learns to craft with virtually no material waste. The raw material cost to create a non-magical item is reduced from 1/3rd the market price to 1/4, and all magical items and equipment have their raw material cost reduced by 10%.

Gunsmith: The blacksmith gains proficiency with all firearms, gains the Gunsmithing feat as a bonus feat, and may make

sunder attempts at range when using a firearm, using his Dexterity in place of his Strength modifier when determining his combat maneuver bonus.

Hammer Down: When the blacksmith succeeds at a bull rush combat maneuver, he can make a trip combat maneuver at the end of the bull rush as a free action that does not provoke attacks of opportunity. Even if he does not move with the target, the force of his attack may still trip his foe, but he takes a -5 penalty on the combat maneuver check to trip.

Hampering Dents: Whenever the blacksmith successfully deals damage to a creature's armor with the sunder combat maneuver or a similar ability while using the attack action, that creature takes a -1 penalty to Acrobatics, Climb, and Swim checks, as well as to all melee damage rolls. This penalty increases by an additional -1 for every 5 levels the blacksmith possesses. Restoring at least 1 hit point to the damaged armor removes this effect.

Heat Forged: The blacksmith's time spent working over a scorching forge has inured him to the effects of heat. The blacksmith becomes immune to nonlethal damage caused by heat, and gains fire resistance 10. This fire resistance increases by 5 at 5th level and every 5 levels thereafter.

Hobbling Strikes: Whenever the blacksmith successfully deals damage to a creature's armor with the sunder combat maneuver or a similar ability while using the attack action, the creature's base speed is lowered by 5 ft. + 5 ft. per 5 class levels the blacksmith possesses; this ability cannot lower a target's speed below 5 ft. Restoring at least 1 hit point to the damaged armor removes this effect.

Master Shieldsmith: (Requires Shieldsmith) The blacksmith's shieldcraft has reached its pinnacle, allowing him to craft shields whose intricate details are too refined for anyone but him to truly master. The blacksmith does not lose his shield bonus to AC when attacking with a weapon wielded with his shield arm, and does not take two-weapon fighting penalties for his off-hand attacks when using a shield bash as one of his weapons when two-weapon fighting.

Penetrating Blows: The blacksmith's time spent pounding iron and steel has translated into an ability to strike with such force that the impact of his blows punches through his opponent's defenses with ease. The blacksmith ignores 2 points of damage reduction his target possesses when attacking with a melee weapon using the attack action, plus an additional point at 5th level and every 5 levels thereafter.

Practiced Power: Regardless of his actual physical might, the blacksmith's time working



at a forge has enabled him to strike with power beyond what his frame should allow. The blacksmith gains a +1 competence bonus to his combat maneuver bonus and damage rolls made with hammers when using an attack action to sunder, plus an additional +1 at 5th level and every 5 levels thereafter.

Satisfying Crunch: Whenever the blacksmith destroys or inflicts the broken condition on a weapon, item, or other piece of equipment with a sunder attempt, he gains a +2 morale bonus to attack rolls, and to combat maneuver checks made to perform a sunder, until the end of his next turn and may regain his martial focus as an immediate action. For every 6 class levels the blacksmith possesses, this morale bonus increases by an additional +1.

Siegesmith: The blacksmith's skill and knowledge of engineering make him particularly good at working on siege equipment. The blacksmith becomes proficient with all siege engines, lowers the costs to craft, enchant, or repair them by 25%, and no longer needs to pay any additional cost to craft a siege engine of masterwork quality (this reduction stacks with that granted by the economic crafting insight). In addition, the blacksmith gains a +2 bonus to Disable Device checks made to disable a siege engine and decreases the amount of time necessary to disable a siege engine by one round (minimum 1); at 5th level and every five levels thereafter the bonus to Disable Device checks increases by +2 and the number of rounds necessary to disable a siege engine decreases by an additional one round.

Shieldsmith: The blacksmith learns how to position the straps and clasps on a shield in such a way that he can wield it without hampering the use of an arm; the blacksmith may wear a light or heavy shield as a buckler, and does not suffer a penalty to attack rolls when using his shield arm to wield a weapon or when using a tower shield.

Stunning Strikes: The blacksmith's time at the forge has taught him how to put every iota of his mighty frame into each swing of his weapon, resulting in truly devastating attacks. When the blacksmith successfully deals damage to a creature with a bludgeoning melee weapon while using the attack action, the creature must succeed on a Fortitude saving throw (DC 10 + 1/2 the blacksmith's class level + his Constitution modifier) or be stunned for 1 round. The blacksmith must be at least 12th level to learn this insight. Regardless of whether a creature passes or fails its save against this effect, it cannot be affected by this ability again for 1d4 rounds.

Tangling Wreckage: Whenever the blacksmith uses the sunder combat maneuver or a similar ability while using the attack action to cause a creature's worn armor to gain the broken condition, he can damage the equipment in such a way that it causes the target to become entangled as long as they are wearing the equipment. Repairing the equipment so that it no longer has the broken condition removes this effect.

Toolsmith: The blacksmith's training and practice with tools increases the bonus he gets from using masterwork tool kits, such as a set of masterwork thieves' tools; the circumstance bonus granted to the blacksmith by such

masterwork tools increases by +2, plus an additional +2 at 5th level and every 5 levels thereafter (so a 5th level blacksmith using a set of masterwork thieves' tools would receive a +6 circumstance bonus on associated checks).

Artisan Savant: Starting at 3rd level, the blacksmith becomes proficient in creating powerful magic equipment, treating his class level as his caster level for crafting feats and abilities and using the appropriate Craft skill (weapons, armor, bows, etc.) for the check to complete the item. In addition, the blacksmith gains Craft Wondrous Item as a bonus feat at 3rd level, and Craft Magic Arms and Armor at 5th level.

Reforge (Ex): From 3rd level on, the blacksmith's experience with crafting excellent equipment allows him to manipulate and rework magical equipment without damaging or sacrificing its magical potency. The blacksmith can spend 1 hour per total effective bonus (minimum 1 hour) of an enchanted armor, weapon, or shield (enhancement bonus plus permanent special ability bonus equivalents) at an operational forge to reforge the equipment into another equivalent item at no additional cost; weapons into weapons of another type, armor into a separate type of armor, and shields into weapons, armor, or other types of shields; a heavy shield can be converted into a light shield or vice versa, and a tower shield can be converted into any other type of shield, but bucklers, light shields and heavy shields cannot be converted into tower shields. When reforging, the blacksmith cannot exchange one piece of equipment for another that is not predominantly made out of the same dominant material; a greatclub can be reforged into a quarterstaff or spear, but not into a bastard sword, and a suit of platemail could be reforged into a breastplate or chain shirt, but not into a suit of leather armor. The new weapon or armor must be the same size or smaller as the original.

In addition, the blacksmith can restore a magic weapon, armor, or shield that has been destroyed by a sunder attack or similar ability; if the blacksmith can acquire all the broken pieces of the equipment, he may restore it to its original complete condition, including all enchantments, with 8 hours of work at an operational forge.

Rapid Maintenance (Ex): The blacksmith's skill at performing maintenance improves and he may now perform multiple maintenances at once. At 9th, 13th, and 17th level, the blacksmith may perform 1 additional maintenance during an 8 hour rest (for a total of 4 maintenances per affected creature at 17th level).

Smith's Masterpiece: At 20th level the blacksmith reaches the pinnacle of his craft. Throughout his career, the blacksmith has collected and hoarded special materials, crafting secrets, and scraps of ancient rituals, all in preparation for his ultimate life's work. The blacksmith crafts a single magic armor, weapon, or shield of his choice, imbuing it with power beyond what any normal piece of equipment can contain. The crafted item has a +5 enhancement bonus, and the smith may choose up to +8 effective enhancement bonus' worth of special abilities to apply to this piece of equipment; once chosen, these enhancements cannot be changed. This ability supersedes the normal restriction preventing equipment from exceeding a total enhancement bonus of +10 including class abilities. As long as the blacksmith and his masterpiece are on the same plane, the blacksmith can recall the masterpiece to himself with 1 minute of concentration, even if it is currently in another creature's possession.

COMMANDER

"All men must follow, except for those who lead."

Commanders are an essential component of any army, coordinating and organizing their troops. Oftentimes, the same skills that serve when leading an army are directly relevant to leading an adventuring group. Whether commanding legions or a handful of intrepid explorers, commanders are at their best when they have a stout-hearted group of comrades whose strengths they can leverage towards victory.

Starting Wealth: 5d6 x 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Self-taught

Role: Commanders are leaders who inspire and coordinate their allies, exhorting them to greater achievements.

Alignment: Commanders can be of any alignment, but are typically lawful as their use of tactics and coordination favor an ordered mind.

Hit Die: d8

Class Skills: The commander's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engi-

neering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 6 + Int modifier.

Proficiencies: Commanders 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.

Class Features

Combat Training: A commander may combine combat spheres and talents to create powerful martial techniques. Commanders are considered Adept combatants and use the higher of their Charisma or Intelligence as their practitioner modifier.

Commander: A commander gains the Warleader sphere as a bonus sphere at 1st level.

Lingering Commands: The commander is an expert at commanding troops, even under the most difficult of conditions. Whenever the benefits of a *shout* or *tactic* the commander initiated would end, their benefits persist for a number of rounds equal to the higher of his Intelligence or Charisma modifiers. Instantaneous effects are not affected by this ability, nor are tactics that end because the commander used a swift action to activate a different *tactic*.

Table: Commander

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat Talents
1	+0	+2	+0	+2	Combat training, commander, lingering commands	0
2	+1	+3	+0	+3	Enhanced tactics	1
3	+2	+3	+1	+3	Battlefield specialist	2
4	+3	+4	+1	+4	Enhanced tactics	3
5	+3	+4	+1	+4	Group focus 1/day	3
6	+4	+5	+2	+5	Enhanced tactics	4
7	+5	+5	+2	+5	Logistic specialty	5
8	+6/+1	+6	+2	+6	Enhanced tactics	6
9	+6/+1	+6	+3	+6	Battlefield specialist	6
10	+7/+2	+7	+3	+7	Advanced tactician, enhanced tactics	7
11	+8/+3	+7	+3	+7	Group focus 2/day	8
12	+9/+4	+8	+4	+8	Enhanced tactics	9
13	+9/+4	+8	+4	+8	Logistic specialty	9
14	+10/+5	+9	+4	+9	Enhanced tactics	10
15	+11/+6/+1	+9	+5	+9	Battlefield specialist	11
16	+12/+7/+2	+10	+5	+10	Enhanced tactics	12
17	+12/+7/+2	+10	+5	+10	Group focus 3/day	12
18	+13/+8/+3	+11	+6	+11	Enhanced tactics	13
19	+14/+9/+4	+11	+6	+11	Logistic specialty	14
20	+15/+10/+5	+12	+6	+12	Enhanced tactics, expert tactician	15

Enhanced Tactics (Ex): Starting at 2nd level and every two levels thereafter, the commander may select an enhanced tactic. Enhanced tactics are special bonuses and abilities that can affect any ally currently benefiting from one of the commander's *tactics* or *shouts* granted by the Warleader sphere. The commander may start an enhanced tactic as part of the same action used to begin a *tactic* or initiate a *shout*, and the commander may switch to any enhanced tactic he knows as a free action once per round. The commander may only have one enhanced tactic active at a time.

Some enhanced tactics allow an ally to make a free action even when it isn't their turn. A single creature cannot make more than one such free action in a round, no matter how many enhanced tactics it might be benefiting from, even from multiple commanders.

Command Attack: The commander may use a standard action to allow any one creature currently benefiting from one of his *shouts* or *tactics* to immediately use an attack action as a free action that can be taken even if it's not their turn. If the granted action is not taken immediately following the commander's use of this ability, this effect is wasted (the benefiting target cannot "store" the action for use at a later time).

Command Movement: The commander may use a move action to allow any one creature currently benefiting from one of his *shouts* or *tactics* to immediately use a move action as a free action that can be taken even if it's not their turn. If the granted action is not taken immediately following the commander's use of this ability, this effect is wasted (the benefiting target cannot "store" the action for use at a later time).

Coordinated Assault: Whenever the commander uses an attack action to make a melee attack, he may immediately spend a move action to allow each ally threatening the target and currently benefiting from one of his *shouts* or *tactics* to make a single melee attack against the target as an immediate action.

Defensive Rally: As long as this enhanced tactic is active, the commander may use a move action to allow all allies currently benefiting from one of his *shouts* or *tactics* to move up to 15 ft. directly towards him. This movement does not provoke an attack of opportunity.

Direct Charge: The commander may use a standard action to allow any one creature currently benefiting from one of his *shouts* or *tactics* to charge as a free action that can be taken even if it's not their turn. If the granted action is not taken immediately following the commander's use of this ability, this effect is wasted (the benefiting target cannot "store" the action for use at a later time).

Direct Magical Assault: The commander may use a standard action to allow any one creature currently benefiting from one of his *shouts* or *tactics* to cast a spell or activate a spell-like or supernatural ability as a free action that can be taken even if it's not their turn. The granted spell or ability cannot have a casting or activation time greater than a standard action. If the granted action is not taken immediately following the commander's use of this ability, this effect is wasted (the benefiting target cannot "store" the action for use at a later time).

Directed Tackle: The commander may use a standard action to allow any one creature currently benefiting from one of his *shouts* or *tactics* to perform a bull rush, reposition, pull, or to initiate or maintain a grapple as a free action that can be tak-

Non-Core Magic: If your campaign uses an alternative magic subsystem, such as psionics, abilities that apply to spells or spell-like abilities should generally be considered to apply to these effects as well, as long as it would make sense for them to do so. For example, the commander's direct magical assault advanced tactic should allow a psion to manifest a psionic power with a manifesting time of a standard action or less.

en even if it's not their turn. If the granted action is not taken immediately following the commander's use of this ability, this effect is wasted (the benefiting target cannot "store" the action for use at a later time).

Expert Coordinator: When the commander first learn this enhanced tactic, he gains one teamwork feat he qualifies for as a bonus feat. The commander may share any one teamwork feat he knows with all allies currently benefiting from one of his *shouts* or *tactics*, even if they do not meet the feat's prerequisites. At 5th level and every 5 levels thereafter, the commander may share 1 additional teamwork feat he knows when using this enhanced tactic. This enhanced tactic may be taken multiple times, gaining a new teamwork feat each time.

Mountaineering: The commander grants quick instructions to assist in climbing over various obstacles, including calling out handholds, footholds, and piton locations. All allies currently benefiting from one of the commander's *shouts* or *tactics* gain a climb speed equal to 5 x the higher of the commander's Charisma or Intelligence modifiers (minimum 5 ft.); allies who already possess a climb speed increase their existing climb speed by this amount.

Rapid Repositioning: The commander may use his move action to direct his allies to quickly change positions, allowing a number of allies equal to the greater of his Charisma or Intelligence modifiers (minimum 1) to immediately move up to 10 ft. in any direction. An ally must be affected by one of the commander's *tactics* to benefit from this ability, and must end the granted movement within the area of one of his *tactics*.

Troop Upkeep: By haranguing and encouraging his troops, the commander can enable them to draw on inner reserves of strength and fortitude they didn't realize they possessed. Each round at the start of the commander's turn, each ally currently benefiting from one of his *tactics* or *shouts* gains a number of temporary hit points equal to his Charisma or Intelligence bonus (minimum 1), whichever is higher. These temporary hit points disappear immediately if the ally ceases to benefit from at least one of the commander's *shouts* or *tactics*.

Troop Volley: Whenever the commander uses an attack action to make a ranged attack, he may immediately spend a move action to allow each ally currently benefiting from one of his *shouts* or *tactics* to make a single ranged attack against the same creature as an immediate action.

Battlefield Specialist (Ex): At 3rd level and every 6 levels thereafter, the commander may select a specific terrain he excels at coordinating battles in. The commander chooses one terrain and its associated benefits each time he gains this ability.

Cold: The commander is an expert at fighting and leading warriors on icy glaciers and across snowy tundras. When fight-

ing or traveling in such terrain, the commander and any ally affected by one of his tactics or shouts are not impeded by ice effects (Pathfinder Core Rulebook, Cold Dangers), are immune to nonlethal damage caused by cold exposure, do not take a penalty to ranged attacks or Perception checks when fighting in snow, and take only the standard penalties for snow when fighting in heavy snow.

Desert: Whether over sandy dunes or through blasted wastelands, the commander learns to excel and lead his allies to thrive where others wither. When fighting or traveling in desert terrain, the commander and any ally affected by one of his tactics or shouts can ignore the effects of non-magical difficult terrain, double the distance at which they can make Perception checks to detect the presence of other creatures, gain a bonus on Perception checks to notice natural hazards equal to the higher of the commander's Charisma or Intelligence modifiers (minimum 1), and are immune to nonlethal damage caused by exposure to heat or sandstorms.

Forest (coniferous and deciduous): The commander has become an expert at fighting in forested terrain, learning to leverage the forest's cover and bounty to his advantage. When fighting or traveling in forested terrain, the commander and any ally affected by one of his tactics or shouts are treated as having the evasion ability while standing in the same square as a tree, do not have the DC of Acrobatics checks increased due to undergrowth or heavy undergrowth, and need only spend two squares of movement to move into heavy undergrowth.

Jungle: The commander has learned to take the natural hazards of jungle fighting and turn them

into tactical advantages. When fighting or traveling in jungle terrain, the commander and any ally affected by one of his tactics or shouts gain a bonus to saving throws against poisons and diseases equal to the greater of the commander's Charisma or Intelligence modifiers (minimum +1), increase their base Climb speed by 10 ft. (or gain a Climb speed of 10 ft. if they do not already have one), and gain a bonus on Acrobatics checks equal to 1/2 the commander's class level.

Mountain (including hills): Rocky terrain, steep cliffs, and narrow canyons are assets to be leveraged, not obstacles to be feared. When fighting or traveling in mountain terrain the commander and any ally affected by one of his tactics or shouts gain a competence bonus to their AC against ranged attacks equal to the greater of the commander's Charisma or Intelligence modifiers (minimum +1), increase their base climb speed by 10 ft. (or gain a climb speed of 10 ft. if they do not already have one), and gain a bonus on Climb and Survival checks equal to 1/2 the commander's class level.

Plains: Whether through cultured farmlands or rolling fields of untamed grass, the commander knows how to fight and travel through all kinds of plains. When fighting or traveling through plains terrain, the commander and any ally affected by one of his tactics or shouts ignore non-magical difficult terrain, double the effective distance at which a Perception check for detecting the presence of others can succeed, can exit a trench without paying an additional square of movement, and gain a competence bonus on Survival checks to scavenge food equal to the higher of the commander's Charisma or Intelligence modifiers (minimum 1).

Swamp: The commander has learned to take the natural hazards of fighting in swamplands and turn them into tactical advantages. When fighting or traveling in swamp terrain, the commander and any ally affected by one of his tactics or shouts gain a bonus to saving throws against poisons and diseases equal to the greater of the commander's Charisma or Intelligence modifiers (minimum +1), increase their base Swim speed by 10 ft. (or gain a Swim speed of 10 ft. if they do not already have one), and can move through difficult terrain normally while in a swamp.

Urban: City streets, rooftops, cobbled roads, and grimy sewers are the ideal battlefields for some commanders. When fighting or traveling in urban terrain the commander and any ally affected by one of his tactics or shouts gain a competence bonus to Acrobatics checks made to cross a rooftop or traverse a sewer and to Diplomacy checks made to direct a crowd equal 1/2 the commander's class level. In addition, the commander and any ally affected by one of his tactics or shouts increase any AC bonuses from cover by +2 while fighting in urban environments.

Underground: Through dark caverns and narrow tunnels, the commander is an expert in fighting underground. When fighting or traveling in underground terrain the commander and any ally affected by one of his tactics or shouts gain low-light vision, or double the range of their existing low-light vision. In addition, any creature benefiting from this ability may roll their miss chance due to concealment twice and take the most favorable result, and gain a competence bonus on Survival checks, and Perception checks made to notice natural hazards, equal to 1/2 the commander's class level.



Water (above and below the surface): Whether through ocean depths or over river rapids, the commander is a master of aquatic combat. When fighting in watery or aquatic terrain, the commander and any ally affected by one of his tactics or shouts never risk being swept away by water moving 60 ft. per round or faster, double the distance they can see underwater, do not take penalties as normal for attack and damage when fighting underwater with slashing or bludgeoning weapons, increase their base swim speed by 10 ft. (or gain a swim speed of 10 ft. if they do not already have one), and gain a bonus on Swim checks equal to 1/2 the commander's class level.

Group Focus (Ex): Starting at 5th level, the commander may fly into a strenuous and exhausting flurry as a standard action, shouting out commands, redirecting attention, calling out threats, and generally imposing his will and order upon the battlefield, restoring the martial focus of all allies who can see and hear him. If an affected ally would not benefit from regaining martial focus, they instead gain a morale bonus to their attack rolls, damage rolls, saving throws, AC, and CMD equal to the higher of the commander's Charisma or Intelligence bonus for 1 round. The commander may use this ability 1/day at 5th level, and gains an additional use every 6 levels thereafter.

Logistic Specialties: You may notice that some of the logistic specialties have very unusual benefits and effects, and will frequently reference contacts the commander has in the game world. While wizards and sorcerers can freely cast spells to summon magical beasts and open portals to faraway realms, commanders need to employ a different kind of power, one that relies on political alliances and favors in place of magical spells. Since this does mean that the commander has a narrative influence normally only possible through magical intervention, players and GMs should feel free to work together to establish these contacts within the framework of the game world.

Logistic Specialty (Ex): At 7th level and every 6 levels thereafter, the commander learns a logistic specialty from the following list:

Call In A Specialist: The commander makes many contacts over the course of his career, including individuals with unique skill sets capable of turning the tide of a critical battle or provide crucial information. Once per week, the commander may spread the word in any small town or larger settlement that he is looking for such a specialist to aid in a particular task. The specialist appears within 24 hours, minus 1 hour for each level the commander possesses (minimum time until appearance of 1 hour). The specialist stays until their task (as described in their entry) is completed, or for a number of days equal to 1/2 the commander's class level, whichever comes first. Specialists whose services are acquired in this way generally will not become directly involved in combat; if forced into a situation where combat is inevitable, they will fight to protect themselves but will otherwise avoid conflict. If a specialist is killed in the course of performing their services as defined in this ability, the commander must wait 1 month before another specialist will work with him again. Each time the commander uses this ability, he chooses a particular type of specialist from the following list-

Equipment Specialist: The commander gains the services of a blacksmith whose class level is equal to the commander's class level -3. This equipment specialist will use his maintenance class feature for the commander and up to 5 other individuals in preparation for the following day. In addition, the blacksmith can use his reforge ability to repair or reforge one magic weapon in the commander's possession.

Information Specialist: The commander gains the services of a bard or rogue whose class level is equal to the commander's class level -3. This information specialist can perform one of two services; first, they can provide the commander with a detailed map of the local town or city, including hidden passages, sewer passageways (if any), guild hall locations (both legitimate businesses and illicit organizations such as thieves guilds), and other relevant points of interest. Secondly, they can spend 5 days studying a single city block, or one major figure in their town or city; if they study a city block, they provide basic information about all traffic that moves in or out of this area, including what races and in what numbers, any traps or particularly dangerous individuals who frequent the area, and any other major points of interest. If they study a particular individual or citizen they gain detailed information about the figure including their friends and contacts, any significant abilities possessed by the individual (such as martial prowess or spellcasting), any weapons or possessions of particular note or value, and any addictions, habits, or other social weaknesses the individual possesses.

Medical Specialist: The commander gains the services of a cleric or scholar whose class level is equal to the commander's class level -3. This medical specialist will provide medical treatment to the commander and up to 5 other individuals, using any abilities they possess to heal the injuries and negative conditions affecting these targets. The commander must still pay for any expensive material components necessary for spells or abilities the medical specialist performs.

Scouting Specialist: The commander gains the services of a hunter or ranger whose class level is equal to the commander's class level -3. This scouting specialist can perform one of two services; first, they can provide the commander with a detailed map of nearby wilderness territory, including pathways, dungeons, and the lairs of dangerous beasts. The scouting specialist can successfully map up to 1 square mile of territory each day. Secondly, they can spend 5 days studying a wilderness area of 1 square mile or less, or a single creature; if they study a particular creature, at the end of this period they provide detailed information about it to the commander, including its current condition, weaknesses, spell-like or supernatural abilities, and its habits and daily routine (where it goes and why). If they study a particular area, they provide basic information on all creatures that move through that territory, including species and approximate number, any hazards or pitfalls in the area, and any other items of particular interest.

Call In the Cavalry: Over the course of his career, the commander makes friends and earns favors with all manner of indi-

viduals whose careers intersect with the military and adventuring lifestyles. Once per week, as long as the commander is in a small town or larger center of civilization, the commander may call in such a favor to gain temporary access to specially trained mounts for himself and his allies. These mounts may be camels, hippogriffs, sharks, or any type of animal as appropriate to the local environments, but mounts gained through use of this ability never have more than 5 HD. The commander gains access to a number of mounts equal to his class level; these mounts are typically well-equipped to deal with local terrains, whether that entails swimming, flying, or another form of movement, and have a 60 ft. movement speed appropriate to any of their modes of movement; generally, mounts should not have more than two movement modes (such as a land and fly speed), and may only have one if appropriate, such as a shark only having a swim speed. Regardless of the exact type or nature of these mounts, they know that they are on loan and consider their own safety to be of utmost importance; if the party is attacked or otherwise comes under fire from an enemy source, the mounts will immediately deposit the commander and his allies in the nearest safest location before retreating to a safe distance until the danger ends. The mounts will also not allow themselves to be sold, and generally have prominent markings declaring their ownership, such as branding or dyeing in the design or colors of the rightful owner. In addition, the mounts will not follow the commander or his allies into obviously dangerous situations, including into dungeons, active volcanoes, extra-planar rifts, etc. The commander has access to these mounts for 1 week, plus 1 additional week at 11th level and every 4 levels thereafter.

Field Feeding: The commander can make a single DC 20 Survival check to move at full overland speed while foraging and supply enough food to feed himself and up to 10 Medium humanoids per class level for 1 day. If the commander is not traveling overland, he can instead scavenge the same amount of food with an hour's time. For every 5 points by which the commander exceeds the DC for this check, each creature fed by this ability gains a +1 morale bonus to damage rolls and Fortitude saves (maximum +5) for the next 24 hours.

Mercantile Connections: Whether supplying an army or a small group of adventurers, the commander always knows how to find the best supplies at the lowest price. Whenever he buys an item that costs 500 gp or less, he can buy it at 90% of the

market price. If the commander buys multiples of such an item in units of 5 or more, he may instead buy it at 70% of market price.

Overland March: The commander and any ally who can see and hear him double the maximum distance they can travel in an hour when walking, running, or hustling during overland movement. Creatures with overland flight speeds benefiting from this ability have their overland flight speed doubled. In addition, anyone benefiting from this ability can make a forced march for up to 16 hours before needing to make a Constitution check to avoid nonlethal damage and fatigue.

Secret Ways: Once per day, the commander can use the gather information function of the Diplomacy skill over an hour's time to discern the locations and pass phrases (if any) of secret portals, tunnels, tears between planar locations, and similar effects in urban areas, or in ruins and cemeteries near urban areas; the commander cannot take 10 or 20 on this check. These passages are not necessarily permanent fixtures; they may be planar or astral convergences that only happen during particular times of the year, abnormal rifts created by recent events in the area, or any number of other possible occurrences. While passages uncovered using this ability are always reliable to the degree determined by the commander's gather information check, there are no assurances that the events that created the passage will be still viable for longer than 48 hours past the travel time to reach them. The function and reliability of this ability is determined by his gather information check, as detailed on **Table: Secret Ways:**

Advanced Tactician: Commanders of at least 10th level may have two enhanced tactics active at a time, and may activate or switch both enhanced tactics using the largest same action, as long as it is the largest activation action from among the two (for example, the commander could activate two enhanced tactics that both require a move action as a move action, but an enhanced tactic that requires a standard action and an enhanced tactic that requires a move action would require a standard action to activate together).

Expert Tactician: At 20th level, the commander may have up to three enhanced tactics active at a time, and may activate or switch all three enhanced tactics using the same action as long as he uses the largest activation action.

Table: Secret Ways

<i>Gather Information</i> DC	<i>Effect</i>
15	The commander learns of a passage within 1 week's travel of the nearest settlement of at least 1,000 people that is capable of transporting a small group (maximum 10) to a location within 1 week's travel of his desired destination.
25	The commander learns of a passage within 1 day's travel of the nearest settlement with at least 50 people that is capable of transporting a small group (maximum 10) to a location within 1 day's travel of his desired destination.
35	The commander learns of a passage within 1 day's travel of his current location that is capable of transporting him and up to 100 humanoids a day to a location within 1 day's travel of his desired destination, or to the nearest settlement.
45	The commander discovers the location of a passage within 4 hour's travel of his current location capable of transporting himself and up to 1,000 humanoids a day directly to his desired destination, or to the nearest settlement.

CONSCRIPT

"You know what they say, a spear in the hand is... Well, it's a spear. Figure it out."

Conscripts don't choose a life of battle, they have it thrust upon by them by fate or circumstance. Regardless of how they come to the battlefield, all conscripts who leave it alive do so because of the same two reasons: they have a natural gift for battle, and they figured out how to make do with the tools they had.

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: Self-taught

Role: Conscripts learn all of their combat training on the battlefield, and typically learn to fill whatever role best suits the equipment they have to work with.

Alignment: Any.

Hit Die: d10

Class Skills: The conscript's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Survival (Wis), Swim (Str),

Table: Conscript

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat Talents
1	+1	+2	+2	+0	Bonus feat, bonus talent, combat specializations, combat training	1
2	+2	+3	+3	+0	Bonus feat	2
3	+3	+3	+3	+1	Bonus talent	3
4	+4	+4	+4	+1	Bonus feat	4
5	+5	+4	+4	+1	Bonus talent	5
6	+6/+1	+5	+5	+2	Bonus feat	6
7	+7/+2	+5	+5	+2	Bonus talent	7
8	+8/+3	+6	+6	+2	Bonus feat	8
9	+9/+4	+6	+6	+3	Bonus talent	9
10	+10/+5	+7	+7	+3	Bonus feat	10
11	+11/+6/+1	+7	+7	+3	Bonus talent	11
12	+12/+7/+2	+8	+8	+4	Bonus feat	12
13	+13/+8/+3	+8	+8	+4	Bonus talent	13
14	+14/+9/+4	+9	+9	+4	Bonus feat	14
15	+15/+10/+5	+9	+9	+5	Bonus talent	15
16	+16/+11/+6/+1	+10	+10	+5	Bonus feat	16
17	+17/+12/+7/+2	+10	+10	+5	Bonus talent	17
18	+18/+13/+8/+3	+11	+11	+6	Bonus feat	18
19	+19/+14/+9/+4	+11	+11	+6	Bonus talent	19
20	+20/+15/+10/+5	+12	+12	+6	Bonus feat	20

and three other class skills of the conscript's choice, chosen at character creation.

Skill Ranks Per Level: 4 + Int modifier.

Proficiencies: Conscripts 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.

Class Features

Combat Training: A conscript may combine combat spheres and talents to create powerful martial techniques. Conscripts are considered Expert combatants. When they gain their first level in the conscript class, conscripts may choose either Charisma, Intelligence or Wisdom as their practitioner modifier.

Bonus Feat: At 1st, 2nd, and every 2 levels thereafter, a conscript gains a bonus feat. This may be spent on any combat or teamwork feat the conscript qualifies for, including the Extra Combat Talent feat.

Bonus Talent: At 1st level and every 2 levels thereafter, the conscript gains a bonus talent in addition to those gained from his combat training class feature. These talents can be used to buy a new base combat sphere or to purchase any talent the conscript qualifies for from a sphere he possesses.

Combat Specializations: At 1st level, a conscript may choose specializations, gaining additional abilities at the cost of some versatility. Every specialization costs a number of the conscripts bonus feats, as indicated on **Table: Conscript Specializations**. Each specialization costs either 1, 2, or 3 specialization points. A conscript cannot have more than 5 points worth of specializations.

Table: Conscript Specializations

Specialization Points	Lost Bonus Feats
1	1, 10, 20
2	1, 6, 10, 14, 20
3	1, 2, 6, 10, 14, 18, 20
4	1, 2, 6, 8, 10, 14, 16, 18, 20
5	All bonus feats lost

Armor Training (Ex): (1 point) Starting at 3rd level, the conscript learns to be more maneuverable while wearing armor. Whenever he is wearing armor, the conscript reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. At 6th level and every four levels thereafter (10th, 14th, and 18th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, he can also move at his normal speed while wearing medium armor. At 8th level, he can move at his normal speed while wearing heavy armor.

Banner (Ex): (1 point) From 2nd level on, the conscript gains a banner that becomes a symbol of inspiration to his allies and companions. As long as the conscript's banner is clearly visible, all allies within 60 ft. receive a +1 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 6th level, and every four levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the conscript or a creature he is currently using as a mount.

Conscript Weapon Training (Ex): (2 points) Starting at 6th level, the conscript gain a +1 bonus on weapon attack and damage rolls with all weapons from a single fighter weapon training group of his choice. This bonus increases by +1 at 10th level and every four levels thereafter. This counts as, and does not stack with, the fighter's weapon training class feature.

Coordinated Combatant (Ex): (2 points) Starting at 1st level, and again at 8th level, the conscript gains 1 teamwork feat for which he qualifies as a bonus feat. All of the conscript's allies are treated as if they possessed the same teamwork feats for the purpose of determining whether the conscript receives a bonus from his teamwork feats. His allies do not receive any bonuses from this feat unless they actually possess the feat themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the conscript to receive the listed bonus. After any rest of 8 hours or longer, the conscript may choose to retrain the teamwork feats granted by this ability for any other teamwork feat he qualifies for.

Dual Identity (Ex): (2 points) From 1st level on, the conscript is trained in techniques to hide his true identity, allowing him to move about disparate social circles without carrying the stigma of his actions or acquaintances. In effect, the conscript has two identities: one is a polite member of society while the other is a skilled and cunning warrior. To keep up this charade, the conscript usually has two names: his true name, used in polite company, and his secret identity name, used to strike fear in the hearts of those who oppose him. Knowledge checks about one do not reveal information about the other, unless the conscript's true identity is revealed to the world at large.

The conscript can start each day in either of his identities, referred to simply as social or secret. Changing from one identity to another takes 1 minute and must be done out of sight from other creatures to preserve the conscript's secret.

Changing identities is more than just changing outfits and clothing (although that is certainly a part of it); the process often also involves applying make-up, altering his hair, and adjusting other personal effects. Furthermore, the change is as much a state of mind as of body, so items such as a *hat of disguise* and similar spells and effects that change the user's appearance do not reduce the time required to change identities.

Despite being a single person, the conscript's dual nature allows him to have two alignments, one for each of his identities. When in an identity, he is treated as having that identity's alignment for all spells, magic items, and abilities that rely on alignment. For the purpose of meeting a qualification for a feat, class, or any ability, he is only eligible if both of his alignments meet the requirements.

A conscript's two alignments cannot be more than one step from each other on a single alignment axis. For example, a conscript with a lawful neutral social identity could have a secret identity that is lawful good, lawful neutral, lawful evil, neutral, neutral good, or neutral evil. If a conscript is the target of an effect that would change his alignment, it changes both of his alignments to the new alignment.

Any attempts to scry or otherwise locate the conscript work only if the conscript is currently in the identity the creature is attempting to locate (or if the creature knows that the two identities are the same individual). Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist.

Evasion (Ex): (1 point) Starting at 3rd level, the conscript can avoid even magical and unusual attacks with great agility. If he succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the conscript is wearing light armor or no armor. At 10th level, the conscript gains improved evasion; this works like evasion except while the conscript still takes no damage on a successful Reflex saving throw against an attack, he also only takes half damage on a failed save. A helpless conscript does not gain the benefits of evasion or improved evasion.

Fast Movement (Ex): (2 points) At 3rd level, a conscript's land speed is faster than the norm for his race by +10 ft. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the conscript's speed because of any load carried or armor worn. This bonus stacks with any other bonuses

to the conscript's land speed. At 6th level and every five levels thereafter, the conscript's land speed increases by an additional +10 feet.

Favored Enemy (Ex): (2 points) From 2nd level on, a conscript selects a creature type from the ranger's favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A conscript may make Knowledge skill checks untrained when attempting to identify these creatures.

At 8th level and again at 16th level, the conscript may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the conscript chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated in the ranger's favored enemy class feature. If a specific creature falls into more than one category of favored enemy, the conscript's bonuses do not stack; he simply uses whichever bonus is higher.

Favored Terrain (Ex): (1 point) Starting at 3rd level, a conscript may select a type of terrain from the ranger's favored terrain list. The conscript gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A conscript traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and again at 16th level, the conscript may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

Finesse Training (Ex): (2 points) At 1st level, a conscript gains the Finesse Fighting Equipment talent (if he already has or gains Finesse Fighting or an equivalent feat from another source, he may select another combat talent for which he qualifies). In addition, starting at 4th level, he can select any one type of weapon that can be used with Finesse Fighting (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever he makes a successful melee attack with the selected weapon, he adds his Dexterity modifier instead of his Strength modifier to the damage roll. If any effect would prevent the conscript from adding his Strength modifier to the damage roll, he does not add his Dexterity modifier. The conscript can select a second weapon at 12th level and a third at 18th level.

Gear Training (Ex): (1 point) At 1st level, a conscript gains proficiency with all martial weapons, and with medium armor and shields (except tower shields). At 6th level, the conscript also gains proficiency with heavy armor and tower shields.

Indomitable Will (Ex): (1 point) A conscript's base Will save bonus from his conscript levels is equal to 2 + half his conscript level.

Inspiration (Ex): (1 point) From 2nd level on, a conscript gains the ability to augment skill checks and ability checks through his brilliant inspiration. The conscript gains an inspiration pool equal to 1/2 his class level (minimum 1). A conscript's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 (his inspiration die) to the result of a skill or ability check, including any on which he takes 10 or takes 20. This choice is made after the check is rolled and before the result is revealed. A conscript can use inspiration once only per check or roll.

Inspiration can also be used on attack rolls and saving throws, at the cost of two uses of inspiration each time from the conscript's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

This counts as the investigator's inspiration class feature, and conscripts with this ability add their investigator and conscript levels together when determining their uses per day and other level related functions of this ability.

Maneuver Training (Ex): (1 point) At 3rd level, a conscript can select one combat maneuver to receive additional training. He gains a +1 bonus on combat maneuver checks when performing that combat maneuver and a +1 bonus to her CMD when defending against that maneuver.

At 8th level and every four levels thereafter, the conscript becomes further trained in another combat maneuver, gaining the above +1 bonus combat maneuver checks and to CMD with that maneuver. In addition, the bonuses granted by all previous maneuver training increase by 1 each. (For example, if a conscript chooses grapple at 3rd level and sunder at 8th level, her bonuses to grapple are +2 and bonuses to sunder are +1. If she then chooses bull rush upon reaching 12th level, her bonuses to grapple are +3, to sunder are +2, and to bull rush are +1.)

Martial Flexibility (Ex): (2 points) Starting at 2nd level, the conscript can take a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The conscript must meet all the feat's prerequisites. He may use



this ability a number of times per day equal to $3 + 1/2$ his conscript level (minimum 4 times per day).

The conscript can use this ability again before the duration expires to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as with Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. At 8th level, the conscript can use this ability to gain the benefit of two combat feats at the same time. He may select one feat as a swift action or two feats as a move action. He may use one of these feats to meet a prerequisite of the second feat; doing so means that he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

At 16th level, the conscript can use this ability to gain the benefit of three combat feats at the same time. He may select one feat as a free action, two feats as a swift action, or three feats as a move action. He may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability. This counts as the brawler's martial flexibility class feature; characters who gain martial flexibility from multiple sources add their class levels from all sources that grant martial flexibility together when determining their total class level and uses per day for this ability.

Mount (Ex): (2 points) At 1st level, the conscript gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the conscript's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium conscript can select a camel or a horse. A Small conscript can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

A conscript does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A conscript's mount does not gain the share spells special ability.

A conscript's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a conscript's mount die, the conscript may find another mount to serve him after 1 week of mourning.

Resolve (Ex): (1 point) Starting at 1st level, the conscript gains resolve that he can call upon to endure even the most devastating wounds and afflictions. He can use this ability once per day at 1st level, plus one additional time per day for every two conscript levels beyond 1st. Whenever the conscript defeats a target, he regains one daily use of his resolve, up to his maximum number of uses per day. Defeating a target usually involves reducing the target to 0 hit points or fewer, but the GM might rule that an enemy who surrenders or flees the battle is also defeated. He can use this resolve in a number of ways.

Determined: As a standard action, the conscript can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the conscript is at least 8th level, he can alternatively remove the exhausted, frightened,

nauseated, or staggered condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns. The duration of effects suppressed by this ability continues during the hour in which it is suppressed.

Resolute: Whenever the conscript is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

Unstoppable: When the conscript is reduced to fewer than 0 hit points but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but he does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source, unless he spends an additional use of resolve as an immediate action. A conscript reduced to a sufficient number of negative hit points to kill him still dies as normal.

Sneak Attack: (2 points) Starting at 3rd level if the conscript can catch a creature when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The conscript's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the conscript flanks his target. This additional damage is 1d6 at 3rd level, and increases by 1d6 every three levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a conscript can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The conscript must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A conscript cannot sneak attack while striking a creature with total concealment.

Sphere Specializations: (3 points) The conscript specializes in a combat sphere of his choice. When specializing in a sphere, the conscript gains that sphere as a bonus sphere at 1st level (or a combat talent belonging to that sphere if he already possesses that base sphere) and may treat his base attack bonus as being equal to his conscript level +1 when determining the benefits and effects of that sphere; if a sphere would grant effects based on the user's Hit Dice instead of their base attack bonus, the conscript may treat his total Hit Dice as being equal to his conscript level +1 for the purposes of determining what benefits he receives. In addition, he gains a series of abilities associated with that sphere as detailed at the end of the class.

Special: The conscript may buy an additional sphere specialization by trading away the bonus talents granted at 1st, 5th, 9th, 13th, and 17th level. Sphere specializations bought in this manner are slightly delayed however; the conscript gains the bonus talent and effective base attack bonus or HD increase

at 2nd level, the ability normally gained at 3rd level at 4th level, and the ability normally gained at 8th level at 9th level.

Studied Target (Ex): (2 points) From 1st level on, a conscript can study a creature he can see as a move action. The conscript then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that creature, and a +1 bonus on weapon attack and damage rolls against it. The DCs of conscript class abilities and combat sphere effects against that creature increase by 1. A conscript can only maintain these bonuses against one creature at a time; these bonuses remain in effect until either the creature is dead or the conscript studies a new target.

At 8th level and again at 16th level, the bonuses on weapon attack rolls, damage rolls, and skill checks and to conscript DCs against a studied target increase by 1. In addition, at each such interval, the conscript is able to maintain these bonuses against an additional studied target at the same time. The conscript may discard this connection to a studied target as a free action, allowing him to study another target in its place.

At 10th level, a conscript can study a creature as a move or swift action. If the conscript possesses the sneak attack combat specialization, whenever a conscript deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

SPHERE SPECIALIZATIONS

ALCHEMY

Chemical Specialization (Ex): Starting at 3rd level, whenever the conscript throws an alchemical splash weapon and misses, he may select the square in which the splash weapon lands rather than rolling. Whenever an alchemical item created by the conscript would heal a creature's hit points, any healing in excess of the creature's maximum hit points is applied as temporary hit points that last for 1 hour per conscript class level.

In addition, the conscript learns how to create an antivenom for any poison he can obtain a sample of. He can prepare such an antivenom in 1 minute; if the conscript has a poison prepared from the alchemy sphere, he can convert it into an antivenom as a full-round action.

Whenever the conscript confirms a critical with a poisoned weapon, the DC of the poison is increased by +1.

Masterful Chemistry (Ex): From 8th level on, the conscript doubles the number of formulae or enhanced poisons he can have prepared at any one time.

Master Alchemist (Ex): At 20th level, the conscript doubles the affected area of any splash or burst items he uses; effects that normally only affect a single target instead affect all targets within 5 ft. of the point of impact, splash damage affects all creatures within 10 ft. instead of 5 ft., etc. In addition, the conscript may apply any poison in his possession to a wielded weapon as a free action, and each dose of poison applied to a weapon lasts for 1 additional attack.

ATHLETICS

Expert Climber (Ex): Starting at 3rd level, the conscript gains a climb speed of 20 ft. If he has or gains a climb speed from another source, he instead increases his climb speed in-

stead increases by 10 ft. (unless that would make his total climb speed less than 20 ft.). Whenever he climbs and uses another movement mode in the same round, treat his speed for both movement modes as being equal to his greatest movement speed.

Uncanny Swimmer (Ex): From 8th level on, the conscript gains a swim speed of 30 ft. If he has or gains a swim speed from another source, increase that swim speed by 10 ft. instead (unless that would make his total swim speed less than 30 ft.). Whenever the conscript swims and uses another movement mode in the same round, treat his speed for both movement modes as being equal to his greatest movement speed.

Athletic Paragon (Ex): Upon reaching 20th level, the conscript has achieved the peak of physical fitness. Increase the total speed of any movement mode he possesses by 10 ft. (this is applied after any modifications or bonuses gained from the expert climber or uncanny swimmer class features). In addition, he gains a competence bonus to Fortitude and Reflex saving throws equal to his practitioner modifier, and he does not suffer any penalties to his physical ability scores (Strength, Dexterity, and Constitution) due to aging. Any penalties that have accrued due to age prior to this point are removed.

BARRAGE

Always Ready (Ex): At 3rd level, the conscript gains a +2 bonus to his initiative rolls and the first damage roll he makes during combat. If his hands are open and he is aware of the enemy, he may draw a ranged weapon as part of making his initiative roll.

Startling Barrage (Ex): At 8th level, whenever a conscript successfully attacks an unaware creature with a ranged or thrown weapon, that creature remains flat-footed until the beginning of their next round.

Barrage Beast (Ex): At 20th level, whenever the conscript strikes a target at least twice during a *barrage*, he deals an additional +4d6 points of precision damage on each attack after the first; this stacks with precision damage from other sources, such as a rogue's sneak attack.

BARROOM

Broken Creativity (Ex): At 3rd level, a conscript can deal either bludgeoning, piercing, or slashing damage with an improvised weapon, and while drunk a conscript deals additional damage with an improvised weapon equal to 1/3 his base attack bonus (minimum 1).

Lasting Drunkenness (Ex): At 8th level, whenever a conscript expends his drunk status, he is still treated as though he had the drunk status for the purpose of talents which would grant him benefits for having it for 1 minute. In addition, he gains a +2 dodge bonus to his armor class and a +2 circumstance bonus to Reflex saving throws while drunk. At 16th level, these bonuses increase by +2.

Eternal Drunk (Ex): At 20th level, the conscript is always treated as though he had the 'drunk' status for the purpose of talents which would grant benefits for having it, and all improvised weapons he wields are always treated as 2 size categories larger than they actually are for the purpose of determining how much damage they deal.

BEASTMASTERY

Companion Creature (Ex): At 3rd level, a conscript gains an animal companion (as the druid class feature) using his conscript level as his druid level. The animal companion may gain the Light Armor Proficiency feat in place of the share spells feature. In addition, he can use Handle Animal in place of Knowledge (nature) to identify a creature of the animal type, or Ride if the animal is a suitable mount for him.

Nature's Friend (Ex): At 8th level, creatures of the animal type have a starting attitude toward the conscript one step better than normal, to a maximum of friendly. Whenever the conscript attempts a Diplomacy, Handle Animal, Ride, or wild empathy check against a creature that is the same type of creature as their mount or animal companion, they receive a competence bonus on the check equal to 1/2 their class level (rounded down, minimum 1).

Beast Master (Ex): At 20th level, a conscript is always treated as though they rolled a natural 20 when making a Handle Animal, Knowledge (nature), or Ride check. In addition the conscript gains one of the following options:

- Any creature the conscript is mounted on gains gains fast healing 5 and a competence bonus to AC, combat maneuver defense, and all saving throws equal to half the conscript's base attack bonus.
- The conscript's mount or animal companion improves any armor proficiency it may have by one step (non-proficient to light, light to medium, medium to heavy), and gains a competence bonus on damage rolls and saving throws equal to 1/2 the conscript's base attack bonus as long as it has line of sight to the conscript. Whenever the conscript takes damage from an attack while his mount or animal companion is in line of sight, his mount or animal companion may move up to its maximum base speed directly towards the conscript as an immediate action.

BERSERKER

Iron Rage (Ex): At 3rd level, whenever a conscript takes a penalty to their AC from the Berserker sphere, they also gain DR 1/- for 1 round. At 5th level and every five levels afterwards, this DR increases by 1.

Steel Rage (Ex): At 8th level, whenever a conscript gains temporary hit points from the Berserker sphere ability, they gain an additional number of temporary hit points equal to 1/2 their conscript level.

Adamantine Rage (Ex): At 20th level, whenever a conscript takes a penalty to their AC from a Berserker sphere ability, they treat all creatures as battered for as long as the penalty lasts.

BRUTE

Mighty Flex (Ex): At 3rd level, whenever a conscript successfully executes a bull rush, drag, reposition, or overrun combat maneuver while he has martial focus, he may attempt a grapple or trip combat maneuver as an attack of opportunity (this attempt does not provoke an attack of opportunity itself). The conscript cannot attempt a grapple check in this manner unless the opponent is within his natural reach (for example, if the conscript triggered this ability by making a bull rush at-

tempt against a target he chose not to move with, he could only use the trip option of this ability).

Never Outmatched (Ex): At 8th level, the conscript ignores the size bonus to a creature's combat maneuver bonus and CMD when performing or resisting a bull rush, drag, reposition, or overrun combat maneuver.

Giant Physique (Ex): When the conscript reaches 20th level, he gains a +4 bonus to his CMB and CMD when performing or defending against a bull rush, pull, reposition, or overrun combat maneuver. In addition, the conscript doubles his critical threat range when performing a shove or a bull rush, pull, reposition, or overrun combat maneuver that deals damage.

BOXING

Raw Knuckle (Ex): At 3rd level, whenever a conscript uses his *counter punch* ability, he deals an additional +2 damage. At 6th level and every six levels afterwards, this additional damage increases by +2.

Lights Out (Ex): At 8th level, whenever a conscript makes a successful attack using his *counter punch* ability, the creature he damaged with it treats the conscript as though he had concealment for 1 round. At 16th level, he is instead treated as though he had total concealment.

Impossible Preparation (Ex): At 20th level, as long as a conscript has an action readied, he is immune to being moved or teleported (he may choose to allow himself to be moved or teleported if he wishes) and may roll two times whenever he is required to make a Will saving throw, taking the most favorable result.

DUAL WIELDING

Perfect Ambidexterity (Ex): From 3rd level on, the conscript reduces all penalties taken for two-weapon fighting or attacking with a main hand and off-hand weapon using the Dual Wielding sphere by 1 (so a conscript wielding at least one light weapon will only take a -1 penalty for dual wielding, and a conscript wielding two one-handed weapons would take a -3 penalty for dual wielding). This reduction applies after any other effects that reduce the conscript's dual wielding penalties, such as the Mercurial Flow talent.

Rending Strikes: At 8th level, a conscript gains Two-Weapon Rend as a bonus feat, even if he would not normally qualify for it. Whenever the conscript rolls maximum damage on his rend damage dice (normally this means rolling a 10 on 1d10), the target of his attack is sickened for a number of rounds equal to his practitioner modifier.

Eviscerate (Ex): At 20th level, a conscript becomes an expert at cutting his foes apart with his perfectly paired weapons; whenever the conscript deals damage with his main-hand weapon, his next attack with his off-hand weapon is automatically a critical threat as long as it successfully hits the target, regardless of the actual roll.

DUELIST

Death By A Thousand Cuts (Ex): Starting at 3rd level, a conscript's attacks slowly sap away his foe's strength. Whenever the conscript deals bleed damage to a creature, it must make a Fortitude save (DC = 10 + the total amount of bleed damage the target is currently taking) or become fatigued; creatures who are already fatigued become exhausted, and exhausted

creatures who fail their save lose consciousness and fall asleep. Sleeping creatures are helpless. Slapping or wounding (but not taking bleed damage) awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Creatures immune to bleed are immune to all other effects of this ability.

Blooded Riposte (Ex): From 8th level on, whenever a creature currently taking bleed damage successfully deals damage to a conscript with a melee attack, the conscript may make an attack action to disarm that creature as an immediate action.

Exsanguinating Strikes (Ex): At 20th level, the bleed damage granted by *blooded strike* increases to $1d6 + 1d6$ per 4 points of base attack bonus he possesses. In addition, the conscript's attacks now ignore immunity to bleed damage; even if the target is not a creature with blood or capable of bleeding, his penetrating blows still sap whatever force animates the target creature.

EQUIPMENT

Well Equipped (Ex): At 3rd level, a conscript gains a +1 competence bonus to attack and damage rolls with any weapon with which he is proficient; at 10th level, this bonus increases by +1.

Guarding Gear (Ex): From 8th level on, the conscript gains a competence bonus to his CMD equal to his practitioner modifier.

Well Studied (Ex): At 20th level, whenever a conscript rolls to confirm a critical hit with a manufactured weapon, he can roll twice and select the better result. While wearing any armor or carrying a shield, the conscript is treated as though they had the *heavy fortification* armor special ability.

FENKING

Subtlety (Ex): At 3th level, the conscript treats Bluff as a class skill. If he already has Bluff as a class skill, he may instead treat any one other skill of his choice as a class skill. In addition, the conscript gains a competence bonus on Bluff checks equal to $1/2$ his base attack bonus (minimum +1).

Agile Defense (Ex): At 8th level, whenever a conscript successfully damages a creature with a *fatal thrust*, he gains a dodge bonus to his AC for 1 round against all attacks from the damaged creature equal to the number of precision damage dice in his *fatal thrust*.

Shadowed Defense (Ex): At 20th level, whenever the conscript succeeds at a feint attempt against a creature, he gains total concealment against all attacks made by that creature until the start of his next turn.

GLADIATOR

Armed Intimidator (Ex): At 3rd level, whenever the conscript is wielding a weapon with the performance special feature, or any weapon from the Gladiator Training discipline, he may add its enhancement bonus (if any) to his Intimidate checks.

Celebrity Combatant (Ex): From 8th level on, the conscript treats every battle as a performance combat as long as he is wielding a weapon with the performance special feature or a weapon from the Gladiator Training discipline, treating his allies and other creatures participating in the combat as a small, indifferent crowd for the purposes of determining what benefits he receives. In addition, whenever he begins a performance

combat, he starts with a number of victory points equal to half his practitioner modifier (rounded down, minimum 1).

Gladiatorial Weapon Master (Ex): Once the conscript reaches 20th level, whenever he threatens a critical hit with a weapon with the performance special feature or any weapon from the Gladiator Training discipline, he automatically confirms the critical threat. In addition, he is always treated as having the Improved Critical feat for any of these weapons.

GUARDIAN

Increased Toughness (Ex): At 3rd level, a conscript gains 3 hit points. At every following level, he gains an additional hit point; these hit points stack with those granted by the Toughness feat.

Increase Defense (Ex): At 8th level, the amount of damage which can be redirected to his delayed damage pool increases to 4 x his base attack bonus. If the conscript also has the Greater Delayed Damage talent, these bonuses stack.

Calculated Resistance (Ex): At 20th level, a conscript can choose to not empty their pooled damage from the Guardian sphere for up to 5 rounds, although if the pooled damage reaches its maximum limit at any point, it immediately empties. Any healing the conscript receives also removes an equal amount of damage from their pooled damage.

LANKER

Impaling Adept (Ex): At 3rd level, a conscript no longer takes an attack penalty when attempting to impale a creature.

Impaling Professional (Ex): At 8th level, as long as a conscript is impaling a creature, that creature cannot take a swift action.

Impaling Monster (Ex): At 20th level, a conscript can attempt to impale a creature with any attack he makes, and the impaled creature cannot take a move action or expend their martial focus.

OPEN HAND

Empty Hand (Ex): At 3rd level, as long as a conscript has nothing in any of his hands, he gains a +2 shield bonus to his armor class and CMD. At 7th level and every four levels afterwards, this bonus increases by +1.

Empty Fist (Ex): At 8th level, as long as a conscript has nothing in any of his hands, his unarmed strikes are treated as 1 size larger to a maximum size of Large. If they would normally be treated as Large, he instead gains a +1 circumstance bonus to damage for every 4 base attack bonus he possesses.

Empty Soul (Ex): At 20th level, as long as a conscript has nothing in any of his hands, he can add the shield bonus from his empty hand class feature to one of his saving throws as a circumstance bonus (he can change the saving throw to which this bonus is applied as a swift action).

SCOUNDREL

Easy Mark (Ex): At 3rd level, a conscript deal damage equal to $1/2$ his level + his practitioner modifier whenever he successfully resolves a dirty trick or steal combat maneuver.

Brutal Trickster (Ex): At 8th level, whenever the conscript successfully uses a dirty trick or steal combat maneuver, the creature affected by it must make a successful Fortitude

saving throw or be staggered for 1 round. At 16th level, the creature also loses their martial focus if they possess it.

Master Thief (Ex): At 20th level, whenever the conscript makes a successful steal or dirty trick attempt against a creature, the next time the conscript forces that creature to make a saving throw within 1 minute, they must roll twice and take the worse result.

SCOUT

Analytical Gaze (Ex): At 3rd level, whenever a conscript uses his *scout* ability, he does not take a -5 penalty on the Perception check, and his successful use of the *scout* ability reveals any additional information which would be gained by making a successful Knowledge check. In addition, the conscript gains a +1 dodge bonus to his AC and Reflex saves against any attacks or abilities from a creature he has successfully *scouted*.

Stealth Surge (Ex): From 8th level on, creatures the conscript has successfully *scouted* take a penalty on all Perception checks against him equal to 1/2 the conscript's base attack bonus. In addition, the first time the conscript attacks a *scouted* creature while it is unaware of his presence due to his use of Stealth or a similar ability, the conscript automatically treats the base damage dice for his weapon as though they had rolled the maximum amount.

Hidden Death (Ex): When the conscript reaches 20th level, the first time he attacks a *scouted* creature while it is unaware of his presence due to his use of Stealth or a similar ability, the creature must succeed on a Fortitude save (DC 10 + 1/2 the conscript's base attack bonus + the ability modifier used for the triggering attack roll) or die. Regardless of whether or not the save is made, the target is immune to further uses of this ability for 24 hours.

SHIELD

Shielded Adept (Ex): At 3rd level, a conscript may treat heavy and tower shields as light weapons, and decreases the armor check penalty of any shield he wields by 1. In addition, bucklers are treated as heavy shields when determining how much damage they deal.

Shield Striker (Ex): At 8th level, a conscript's first use of active defense each round does not require him to expend an attack of opportunity, and he adds his shield bonus to his Reflex saves.

Shielded Defender (Ex): At 20th level, a conscript carrying a shield gains the benefits of *heavy fortification*, and the hardness of any shield he wields is increased by an amount equal to his practitioner modifier.

SNIPER

Precision Shots (Ex): At 3rd level, the conscript may use a move action to aim his weapon, gaining a competence bonus on damage rolls with his next ranged attack equal to 1/2 his base attack bonus (rounded down, minimum 1).

Uncanny Accuracy (Ex): At 8th level, whenever a conscript makes a successful *deadly shot*, he treats any *deadly shot* or weapon damage dice roll of 1 or 2 as 3.

Perfect Aim (Ex): At 20th level, whenever a conscript makes a successful *deadly shot*, all weapon damage dice added by this ability are maximized.

TRAP

Surprising Activation (Ex): At 3rd level, whenever a creature fails a save against a conscript's trap, they are flat-footed until the beginning of their next turn.

Engineering Genius (Ex): At 8th level, a conscript's dart traps extend to medium range and his snare traps double their normal area.

Enduring Trapper (Ex): At 20th level, a conscript's traps do not break when activated, resetting after 1 round. Each time they are activated, they lose 5 rounds of their duration (if a trap's duration would be measured in minutes, it instead loses 5 minutes each time it is activated), breaking when their duration would expire. Traps that contain expendable items such as alchemical items still expend the item upon usage, but may be pre-loaded with additional items, in which case a new one is loaded when the trap resets.

WARLEADER

Born Leader: At 3rd level and every five levels thereafter, a conscript gains a teamwork feat he qualifies for as a bonus feat. The conscript may share these feats with any ally currently benefiting from one of his tactics or shouts, even if they would not normally qualify for it.

Triumphant Stand (Ex): Starting at 8th level, whenever a conscript would be dropped to 0 or fewer hit points by a melee or ranged weapon attack while he has a tactic active, any ally currently benefiting from the tactic may make an aid another check as an immediate action to add +2 to the conscript's AC (to a maximum bonus of +10). If these bonuses would be enough to raise his AC above the attack roll for the triggering attack, the attack is instead treated as a miss and he takes no damage from it.

Concerted Finish (Ex): At 20th level, whenever a conscript confirms a critical hit against a creature, each ally currently benefiting from one of the conscript's tactics or shouts may make a single attack against the target as an immediate action. This attack may be made with a melee or ranged weapon, but the ally must be threatening the creature to make a melee attack, or have a ranged weapon in hand and ready to fire in order to make a ranged attack.

WRESTLING

Mobile Grapppler (Ex): At 3rd level, whenever the conscript makes a successful grapple check to maintain a grapple, he may move himself and the grappled creature up to 5 ft. as a free action; this movement is in addition to the movement normally granted by using the move option available whenever he maintains a grapple. At 9th level and again at 15th level, he may move himself and that creature an additional 5 ft.

Bear Hug (Ex): At 8th level, whenever the conscript makes a successful grapple check to maintain a grapple, that creature must pass a Fortitude save (DC 10 + 1/2 conscript level + conscript's Strength or Dexterity modifier, whichever is higher) or become fatigued for 1 round and lose their martial focus if they possess it. At 15th level, they are also exhausted for 1 round.

Fatal Clutch (Ex): At 20th level, whenever the conscript maintains a grapple against a creature, the grappled creature must make a Fortitude save (DC 10 + 1/2 conscript level + conscript's Strength or Dexterity modifier, whichever is higher) or take damage equal to 1/4 of their maximum hit points (rounded down).

SCHOLAR

"Knowledge is power."

Scholars are not front-line combatants. They're not weapons experts, nor are they charismatic leaders. What they *are*, are adventurers who use their brains instead of their brawn, identifying enemy's weaknesses, laying dangerous traps, and leveraging their diverse knowledge to turn the tide of battle. Scholars lack a wizard's magical mastery to supplement their mind's strength, relying instead on keen observation and mechanical mastery to win their battles.

Starting Wealth: 5d6 x 10 gp (average 175 gp) plus 1 healer's kit. In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Trained.

Role: Scholars support their allies in combat by targeting enemy weaknesses and using powerful alchemical concoctions

to help control the flow of battle. Out of combat, scholars are masters of any trade or skill they choose to undertake.

Alignment: Any.

Hit Die: d6

Class Skills: The scholar's class skills are- Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks Per Level: 8 + Int modifier.

Proficiencies: Scholars 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.

Class Features

Combat Training: A scholar may combine combat spheres and talents to create powerful martial techniques. Scholars are considered Proficient combatants and use Intelligence as their practitioner modifier.

Table: Scholar

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat Talents
1	+0	+0	+2	+2	Careful packer, combat training, medical training, problem solver	0
2	+1	+0	+3	+3	Flashbangs, scholar's knack	1
3	+1	+1	+3	+3	Material imposition	1
4	+2	+1	+4	+4	Scholar's knack	2
5	+2	+1	+4	+4	Advanced medical training, material imposition	2
6	+3	+2	+5	+5	Scholar's knack	3
7	+3	+2	+5	+5	Material imposition	3
8	+4	+2	+6	+6	Scholar's knack	4
9	+4	+3	+6	+6	Expert medical training, material imposition	4
10	+5	+3	+7	+7	Scholar's knack	5
11	+5	+3	+7	+7	Material imposition	5
12	+6/+1	+4	+8	+8	Scholar's knack	6
13	+6/+1	+4	+8	+8	Material imposition	6
14	+7/+2	+4	+9	+9	Scholar's knack	7
15	+7/+2	+5	+9	+9	Material imposition	7
16	+8/+3	+5	+10	+10	Scholar's knack	8
17	+8/+3	+5	+10	+10	Material imposition	8
18	+9/+4	+6	+11	+11	Scholar's knack	9
19	+9/+4	+6	+11	+11	Material imposition	9
20	+10/+5	+6	+12	+12	Mastered imposition, scholar's knack	10

Careful Packer: The scholar knows that being prepared for any eventuality with a variety of useful tools is essential to success. Starting at 1st level, her talents for organization allow her to treat the storage space of any backpack, pouch, or similar container as though it were twice its normal size, and she uses her Intelligence score in place of her Strength score when determining her carrying capacity.

Medical Training (Ex): The scholar may use her Intelligence modifier in place of her Wisdom modifier as her associated ability score modifier with the Heal skill. In addition, the scholar may expend one use of a healer's kit and make a special DC 15 Heal check on an ally as a standard action that provokes an attack of opportunity; if this check is successful, the ally recovers 1 hit point +1 for each point by which the scholar exceeds the DC. If the scholar has at least 5 ranks in the Heal skill, she may instead use this ability to restore 1 point of

ability damage +1 point for every 5 points by which she exceeds this ability's DC. The scholar can only attempt to heal a particular creature with this ability a number of times per day equal to her Intelligence bonus (minimum 1). Attempting to heal a creature but failing to meet the DC of this ability still counts towards this daily total.

Problem Solver: A scholar gains the Alchemy and Scout spheres as bonus combat talents at 1st level. If she already has either of these talents from another source, she may instead gain any talent she qualifies for from the corresponding sphere.

Flashbangs (Ex): At 2nd level, the scholar learns how to create unstable preparations using various salts and minerals that she can hurl at a creature as a ranged touch attack with a range of 30 ft. + 10 ft. per class level, dealing 1d4 bludgeoning, slashing, and piercing damage, and forcing the target to succeed on a Fortitude save (DC 10 + 1/2 the scholar's class level + her Intelligence modifier) or be deafened and dazzled for 1d4 rounds; in addition, whenever a creature fails their saving throw against one of the scholar's flashbangs, she may recover her martial focus as an immediate action. Preparing and throwing a flashbang is a standard action. If the scholar has at least 5 ranks in the Craft (alchemy) skill, the target takes 1d8 bludgeoning and piercing damage and is instead blinded and deafened for 1d4+1 rounds on a failed Fortitude saving throw. Some material impositions grant secondary effects that have the [explosive] descriptor; these impositions allow the scholar to expend her martial focus when using a flashbang to add additional effects as described in their entry. You can only add one [explosive] to a given flashbang.

Scholar's Knack (Ex): At 2nd level and at every two levels thereafter, the scholar gains a scholar's knack from the below list. Unless otherwise noted, all scholar's knacks are extraordinary abilities.

Academic Knowledge: The scholar adds half her class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained. If the scholar succeeds on a Knowledge check to identify a creature that she has successfully *scouted*, she may spend a move action to instruct her allies on how best to take it down, granting them a +2 bonus on combat maneuver checks and to the DCs of any abilities used against the creature for 1 minute.

Aeronautics: The scholar has learned how to construct a basic gliding apparatus that can be quickly assembled and disassembled for easy use. It takes the scholar 1 hour to assemble the glider, and it has a number of hit points equal to the scholar's class level, hardness equal to twice her Intelligence bonus (minimum 2), and weighs 10 lbs. The scholar may attach the glider to her or an ally's pack or clothing as a standard action; while it is attached, the character can make a DC 15 Fly check to fall safely from any height without taking falling damage. When falling safely, they may make an additional DC 15 Fly check to glide, moving 5 ft. laterally for every 10 ft. they fall. Allies may use a glider in this manner once for a maximum number of rounds equal to 1 + the scholar's Intelligence modifier before it breaks, and the scholar can use the glider in this way a total number of times per day equal to her Intelligence bonus (minimum 1) for the same duration; any attempt to exceed this usage results in failure and causes the glider to break, forcing the scholar to



spend an hour building a new one before it can be used again. Only one glider can be attached to a single creature at a time.

At 6th level, the scholar and any ally given a glider are able to fly with a speed of 30 ft. and average maneuverability. The duration that the glider lasts during a single use increases to a number of minutes equal to 1 + the scholar's Intelligence bonus. In addition to using the glider to fall safely, the scholar can use the glider to fly a total number of times per day equal to 1 + her Intelligence bonus; any attempt to exceed this usage or remain in flight after the glider's normal duration results in failure and causes the glider to break, forcing the scholar to build a new one before it can be used again. Allies using a glider still suffer breakage after the first usage.

If the scholar is at least 10th level, her gliders instead grant a fly speed of 60 ft. with good maneuverability, and may now stay aloft during a single use for a number of hours equal to 1/2 the scholar's class level (rounded down).

Animal Training, Large: The scholar's familiar takes the form of an animal companion of her choice, using her scholar level as her effective druid level. The animal retains the special abilities and the Intelligence score of the scholar's familiar, but also has the statistics and abilities of an animal companion. If the animal is dismissed, is lost, or dies, it can be replaced in the same way as a normal familiar can be.

The scholar must have the small animal training knack to select this knack.

Animal Training, Small: The scholar gains a familiar, treating her class level as her arcane spellcaster level. The scholar is unable to utilize the share spells, deliver touch spells, or scry on familiar abilities normally granted to a familiar, but is still considered to have them for the purposes of determining what archetypes her familiar qualifies for. If a familiar is dismissed, lost or dies, it can be replaced 1 week later through a specialized ritual that costs 200 gp per scholar level. The ritual takes 8 hours to complete.

Astrology: The scholar has learned to divine helpful information from the positions of the stars and planets. Once per day, the scholar may spend one hour studying star charts, the position of the celestial bodies, and other relevant astrological data to gain important insights into the day's challenges, granting a pool of insight points equal to half the scholar's class level (minimum 1) plus her Intelligence bonus. The scholar may spend a point from this pool as part of an attack roll, saving throw, or skill check to add 1d4+1 to the result; the scholar may spend a point to grant this bonus to an ally, but must spend an immediate action to do so.

Cunning Socialite: The scholar learns to leverage her keen insight to her advantage in social settings. Whenever the scholar has successfully used the *scout* ability to identify a creature's weaknesses, she gains an insight bonus equal to 1/2 her class level on all Bluff, Diplomacy, and Sense Motive checks made against the target, as well as to Intimidate checks made to improve the creature's attitude towards the scholar.

Cunning Attacker: The scholar's preference for brains over brawn translates into an ability to plan attacks her opponent cannot easily counter. Whenever the scholar has successfully used the *scout* ability to identify a creature's weaknesses, she may use her Intelligence bonus in place of her Strength modifier for melee attack rolls, combat maneuver checks, and in place

of her Dexterity modifier with ranged attack rolls against the target. In addition, the scholar also gains a +1 insight bonus on all attack rolls made while using her Intelligence bonus to hit, plus an additional +1 at 5th level and every five levels thereafter.

Experimental Evolution: The scholar performs various experiments with breeding, chemical modification, or other techniques to create powerful and unusual creatures loyal to her. When the scholar learns this knack, a familiar, animal companion, or mount she possesses gains a pool of evolution points equal to 1 + 1 per 4 class levels she possesses that can be used to give the creature evolutions as though it were an eidolon. If the scholar possesses multiple familiars, mounts, or companions, she may divide these evolution points amongst them however she chooses. Once a creature has spent its evolution points on a given evolution, the choice cannot be changed until the next time the scholar gains a class level. If the scholar's companion creature dies or is otherwise permanently lost, she regains any evolution points spent on it and may apply them to a new creature after 1 week of training and experimentation.

Expert Healing: The scholar adds half her class level (minimum 1) as a bonus on all Heal checks. Whenever a creature regains hit points due to the scholar's use of the Heal skill (including her medical training class feature), or from an alchemical item the scholar has prepared (such as the *salve* formulae from the Alchemy sphere), any healing in excess of their normal maximum hit point total is applied as temporary hit points which last for 1 hour per class level the scholar possesses.

Genetic Modification: The scholar gains Evolved Familiar and Improved Familiar as bonus feats, even if she would not otherwise qualify for them. The scholar uses her class level in place of her arcane caster level when determining what improved familiars she qualifies for. If the scholar has the large animal training knack, she may add the bonuses for level normally gained by her animal companion (bonus HD, feats, Strength and Dexterity bonuses, skill points, tricks, etc.) to her improved familiar, subtracting the familiar's base form's CR from her effective druid level when determining its advancement. Regardless of the improved familiar's type, bonuses gained from progressing as an animal companion, such as bonus HD, use the normal advancement rules presented in the animal companion base statistics table. The scholar must have the small animal training knack to select this knack.

Lightning Rod: Scholars with this knack gain a masterwork quarterstaff specially modified with mechanical and alchemical attachments that allow them to channel, store, and redirect electrical energy. This quarterstaff can be enchanted as a standard weapon of its type. If it is ever broken or destroyed, the scholar cannot use the abilities granted by this knack (or the *improved lightning rod* knack) until she spends 8 hours modifying another quarterstaff of at least masterwork quality. The scholar can spend an immediate action whenever she would be damaged by an attack dealing electricity damage to negate an amount of electricity damage up to 5 x her class level. In addition, the scholar can spend a full-round action while wielding her lightning rod quarterstaff to create a small localized storm that creates a bolt of lightning targeting one enemy within 60 ft. of the scholar and dealing 1d6 per class level electricity damage (Reflex halves, DC 10 + 1/2 scholar's class level + her Intelligence modifier). The scholar can maintain this effect

each round as a standard action, generating a new bolt of lightning each time she does so.

Lightning Rod, Improved: The scholar's understanding of atmospheric phenomenon and ability to control and manipulate atmospheric conditions with her lightning rod quarterstaff reaches new heights. The scholar can spend a standard action while carrying or wielding her quarterstaff to raise or lower the temperature within 30 ft. around herself by up to 5 degrees Fahrenheit per class level, simultaneously granting herself and any allies within the affected area fire resistance (if she increases the temperature) or cold resistance (if she lowers the temperature) equal to her class level. The scholar and any allies granted resistance by this ability are also immune to nonlethal damage due to exposure to extreme temperatures. In addition, the scholar can spend 1 minute focusing on nothing but activating her lightning rod to change the weather in the local area over a 1 mile radius centered on her. She can call forth weather appropriate to the climate and season of the area she is in, and can also use this ability to cause the weather in the area to become calm and normal for the season.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late Winter	Hurricane-force winds or early spring

The scholar can control the general tendencies of the weather, such as the direction and intensity of the wind. She cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. The weather continues as the scholar left it for up to one hour, or until she uses this ability to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously. The scholar must have the lightning rod knack to select this knack.

Liquefying Injections: The scholar may deliver one poison she has prepared or knows an Alchemy talent for as a melee touch attack; this poison is treated as being a contact poison even if it normally would not be. In addition to the poison's normal effects, targets who fail their saving throw begin to liquefy. The first time a target fails a saving throw from a poison delivered by this ability, they take a -5 penalty to their natural armor (minimum 0) for 24 hours. The second time a target fails a saving throw against a poison delivered by this ability, they take 5 points of Dexterity and Strength damage. The third time a target fails a save against a poison delivered by this ability, they are permanently transformed into an ochre jelly, gaining the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own and losing all class abilities, racial abilities, and other class or level bene-

fits. Multiple instances of this ability throughout the day stack, though any ability that would cure the initial poison also removes all effects of this ability except for the final transformation. Creatures transformed into an ochre jelly revert to their original form upon death, but can otherwise only be restored to their original form via a *miracle*, *wish*, or similar effect. This is a polymorph effect.

Scholars must be at least 6th level to select this knack.

Martial Study: The scholar chooses a single combat sphere she possesses; she may use her class level in place of her base attack bonus when determining her bonus to hit, combat maneuver bonus, combat maneuver defense, ability DCs, and all other functions of the sphere normally determined by her base attack bonus when using talents or abilities granted by that sphere. The scholar may take this knack multiple times, choosing a different combat sphere each time. The scholar may not select the Equipment sphere with this knack.

Nautical Exploration: The scholar has learned how to construct a basic nautical apparatus that can be quickly assembled and disassembled for easy use. It takes the scholar 1 hour to assemble or disassemble the nautical apparatus, and it has a number of hit points equal to the scholar's class level and hardness equal to twice her Intelligence bonus (minimum 2), and weighs a total of 40 lbs. The nautical apparatus is capable of transporting up to 2 + the scholar's Intelligence bonus Medium creatures underwater with a swim speed of 60 ft., and contains enough air to allow up to the maximum number of passengers to breathe for 1 hour per class level. Small creatures take up half the space and air of a Medium creature, while Large creatures take up twice the amount of space and air.

Scholars of 7th level or higher can treat the gadget with special materials, allowing it to be used safely in virtually any liquid, including harmful substances like acid or lava. Creatures inside the gadget are protected from the effects of exposure to such materials as long as they remain inside. Opening or sealing the nautical apparatus requires a move action. Only the scholar can pilot this gadget; if anyone else attempts to pilot it, it requires a DC 15 Intelligence or Profession (sailor) check each round; failure means the gadget does not move in a desired direction and instead sinks 10 ft., or the distance to the first surface capable of sustaining its weight, whichever is closer. In addition, the gadget takes 1 point of damage each round someone other than the scholar who created it attempts to pilot it due to the fragile nature of some of the control mechanisms.

Poisoncraft: The scholar has trained and studied in the arts of preparing and handling poisons. The scholar never risks accidentally poisoning herself when applying poison to a weapon or trap, and may apply poison to a weapon or trap as a move action. If the scholar is at least 6th level, she also adds 1/2 her class level to the DC of any non-Alchemy sphere poison she prepares herself, and she may now apply poisons to her weapons and traps as a swift action.

Rapid Alchemy: The scholar's research has taught her speedy and efficient techniques for creating various alchemical items. The scholar may craft any single alchemical item worth 150 gp or less (such as a vial of alchemist's fire, smokestick, or tanglefoot bag) in half an hour; she must still succeed at a Craft (alchemy) check and pay all material costs as normal. The scholar cannot decrease this time any further by increasing the Craft

DC. If the scholar knows the formulae for an improved version of an alchemical item worth 150 gp or less (such as the *improved alchemist's fire* formulae) she reduces the crafting time to 15 minutes instead of half an hour. In addition, the scholar adds her Intelligence modifier to the DC of any alchemical item she crafts herself (this does not include improved alchemical items made with the Alchemy sphere).

Studied Technique: The scholar formulates and masters a unique combat style or technique she can use to defeat her foes. Each time the scholar takes this knack, she gains three bonus talents; these bonus talents may be spent on any talent she qualifies for, or to gain one or more new base combat spheres. The scholar may take this knack up to a total of three times.

Survival Training: The scholar may move through any sort of nonmagical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. If the scholar is at least 6th level, this extends to areas of thorns and other natural impediments that have been magically manipulated to impede motion. In addition, the scholar leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Trick Arrows: Scholars with this knack learn how to affix their flashbangs to bolts or arrowheads. As part of an attack action made with a ranged weapon, the scholar can affix a flashbang to her weapon, causing any creature struck by it to be treated as though it had also been struck by one of the scholar's flashbangs. Flashbangs whose effects would affect an area larger than a single target treat the target of the scholar's attack as the center of their effect.

Material Imposition: Starting at 3rd level, the scholar has learned that certain mundane materials, plants, or even creatures, properly utilized, can have unusual effects on magical energies. The scholar learns one material imposition from the below list, plus an additional one at 5th level and every two levels thereafter. Unless stated otherwise, activating an imposition is a standard action that provokes attacks of opportunity and expends the scholar's martial focus. A scholar damaged by an attack of opportunity while activating an imposition must make a concentration check adding her class level and Intelligence modifier to a d20 roll (DC 12 + damage dealt) or she fails to activate the ability and the action is wasted. Feats and abilities that normally improve concentration checks, such as the Combat Casting feat, also apply to scholar's using material impositions. If the imposition grants a save, the DC is equal to 10 + 1/2 the scholar's class level + her Intelligence bonus.

Impositions with activated abilities can interfere with each other's energies and effects; if the scholar uses the activated ability of a material imposition while another activated ability is still in effect, the previous effect immediately ends. Impositions which do not require activation do not interfere with other impositions' effects. Activating a material imposition consumes raw materials, but generally the cost of these materials is insignificant — comparable to the valueless material components of most spells. A scholar can assume she has all materials necessary to use her material impositions unless otherwise noted as long as she has a designated belt pouch or spell component pouch in her possession. Unless otherwise noted, material impositions are extraordinary effects.

Ammonium Nitrate: Advanced research into various chemical reactions has taught the scholar how to create a substance that can drastically lower temperatures, or even freeze an opponent solid. The scholar may activate this imposition in two ways:

First, she may use it to lower the ambient temperature in an area, protecting herself and every creature within 30 ft. from the effects of extreme heat, such as heat exhaustion and nonlethal damage for 10 minutes; this cooling effect can even protect the scholar and her allies from the heat of lava, cooling molten stone within the radius of the effect and allowing the scholar and her allies to safely traverse it. Creatures within the radius of this effect also gain fire resistance equal to the scholar's class level, or increase any fire resistance they currently possess by the same amount.

Secondly, she may make a single ranged touch attack against an opponent within 30 ft.; on a successful attack the opponent takes 1d8 cold damage for every five class levels the scholar possesses (rounded down, minimum 1d8), and must make a Fortitude save or be frozen solid in a block of ice for 1 round, plus 1 round per class level. (this ability can affect objects and undead). While trapped in the ice, the creature is paralyzed but does not need to eat or breathe for the duration of the effect, and any physical attack or damaging spell deals damage to the ice first and cannot harm the trapped creature until the ice is destroyed, which ends all other effects of this ability. The ice has 20 hit points and hardness 0.

Glacial Percussion [explosive]: Mixing various freezing compounds into her flashbangs, the scholar allows them to deal an additional 1d6 cold damage per two class levels she possesses, and creatures that fail their Fortitude save are staggered for 1d4 rounds in addition to the flashbang's normal effects. If the scholar hits a target that is already staggered with this effect, the target is instead paralyzed for 1 round.

Aspect Infusion: The scholar learns how to combine a small sample of a chosen element with other materials to grow a living elemental that they can keep in a small container, such as a bottle or potion vial. When this imposition is chosen, the scholar selects one of the following: air, earth, fire, or water. The scholar may grow a small elemental of this type during an 8 hour rest; at 5th, 10th, 15th, and 20th level, the scholar increases the size and power of the elemental she can grow in this way by 1 step (medium, large, huge, greater). The scholar may activate this imposition to release the elemental from the vial, allowing it to aid her on and off the battlefield. The elemental understands the scholar and follows her commands to the best of its ability. If the elemental moves more than 100 ft. away from the scholar, it disperses 1d4 rounds later, regardless of whether or not it returns to the scholar's side during that time. The scholar cannot have more than one elemental active with this ability at a time, and activating another imposition dismisses the elemental, causing it to return to its vial. As long as the elemental is not destroyed, banished, or dispersed, it can be reclaimed into its vial as a swift action. Elementals conjured in this way are treated as summoned creatures for spells and effects.

Elemental Enhancement [explosive]: As long as the scholar is adjacent to an active elemental from this imposition's primary effect, she may use it to augment her flashbangs

with elemental power, allowing them to deal damage of the type matching her elemental. Targets must make a Reflex save instead of the normal Fortitude save; in addition to the normal effects of the flashbang, the scholar deals an amount of additional damage of the chosen element type (air deals electricity damage, water deals cold damage, earth deals acid damage, and fire deals fire damage) equal to 1d6 per scholar level. Creatures who succeed on their Reflex save take 1/2 damage and are not subject to the flashbang's normal effects.

Special: The scholar may choose this imposition more than once, selecting a different element each time.

Belladonna Barrier: The scholar activates this imposition by quickly mixing a piece of belladonna root with several other herbs and minerals and then ingesting it or feeding it to an adjacent ally. This mixture protects the target from being subjected to the belladonna's poison, and confers several of its properties to them. First, the target is immune to lycanthropy; if the target has already been afflicted with lycanthropy, they cannot be affected by or benefit from any of its effects for the duration of this ability. Secondly, the target gains a circumstance bonus to their armor class against all natural attacks equal to the scholar's Intelligence bonus. These effects last for a number of rounds equal to the scholar's Intelligence bonus. In addition, her work with belladonna has made the scholar particularly adept at treating and preventing poisoning; whenever the scholar uses her medical training, advanced medical training, or expert medical training on a creature, the subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the effect's duration does not affect the subject until the effect's duration has expired, though the duration of the effect continues to expire as normal; this does not reverse instantaneous effects of poison that have already occurred, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

Belladonna Bursts [explosive]: The scholar may enhance her flashbangs with crushed belladonna, causing targets who fail their save to take 1d6 points of Strength damage, plus an additional 1d6 points of Strength damage at 8th and 16th level, in addition to the normal effects. This is a poison effect, and creatures with resistance to poison apply that resistance to their save against the flashbang's effects.

Black Cat: Familiars belonging to scholars with this ability always take the form of a black cat and cannot be exchanged for other creatures with the Improved Familiar feat or large animal training knack unless that creature is also feline in appearance in its natural form (such as a cait sith or panther); if the scholar had an animal other than a cat as her familiar before gaining this imposition her connection with it is broken and the black cat drives it away. The scholar can activate this imposition to cause her black cat to set off a series of minor events that result in remarkably bad luck for anyone affected; all creatures within 20 ft. of the black cat other than the scholar take a -2 penalty on attack rolls, Dexterity-based skill checks, and Perception checks for a number of rounds equal to the scholar's Intelligence bonus (minimum 1); this penalty increases by an additional -1 at 5th level and every 5 levels thereafter.

The scholar must have the small animal training scholar's knack or have gained a familiar from another source to select this imposition.

Brimstone: Brimstone, also known as sulfur, has effects that can ward off illness and disease when used in small and controlled amounts. The scholar may activate this imposition by snapping a small piece of brimstone in two and placing it in a vest pocket or pouch resting between the nose and heart of a target creature within reach, granting a +1 competence bonus to Fortitude saves, +1 per 5 class levels she possesses. This bonus lasts for a number of minutes equal to 1 + her Intelligence modifier. While a creature is benefiting from this imposition, any time a creature attempts a bite or swallow whole against them,



that creature must succeed at a Fortitude saving throw or be nauseated for 1 round.

Sulfuric Detonations [explosive]: The scholar may enhance her flashbangs with large doses of brimstone, causing them to smoke and burn. In addition to the flashbang's normal effects, the target also takes 1d6 points of fire damage per 2 class levels the scholar possesses; creatures who succeed on their Fortitude save against the flashbang take 1/2 damage from this effect. In addition, noxious smoke fills a radius around the target equal to 5 ft. + 5 ft. per four class levels the scholar possesses, causing any creature that is in the smoke to make a Fortitude save against the flashbang's original DC or be sickened for as long as they remain in the effect and for 1d4 rounds thereafter. The smoke dissipates naturally after 1 minute, and is dispersed in 1 round by strong or stronger winds.

Circle of Salt: The scholar carefully lays out an unbroken circle of salt, creating a protective circle around herself and up to 1 adjacent ally per 2 class levels (minimum 1) that lasts for a number of rounds equal to the scholar's Intelligence bonus (minimum 1). If a protected ally moves outside of the square they occupied when the circle was created, the protective energy is disrupted and the effect immediately ends. While within this circle, the scholar and protected allies gain a circumstance bonus to saving throws against spells, spell-like abilities, and supernatural effects equal to the scholar's Intelligence bonus (minimum 1). Whenever the scholar succeeds on a saving throw against such an effect while protected by the circle, she immediately regains her martial focus if it is currently expended.

In addition, while within the circle, the scholar and affected allies are also protected from bodily contact by summoned creatures and incorporeal undead. This causes the natural weapons and touch attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection ends if the warded creature takes any hostile action against a blocked creature, and that creature may pass through the barrier (though other creatures are still warded as normal).

Dispelling Detonations [explosive]: The scholar adds a mixture of silver, salt, lead, and other materials which naturally disrupt magical energies to her flashbangs. Creatures that fail their save against the flashbang's initial effect are also subject to a targeted *dispel magic* spell, using the scholar's level as the caster level. This cannot be used to target a specific spell effect. If the scholar also possesses the silver material imposition, this instead acts as a targeted *greater dispel magic* effect.

Crystalline Focus: Some crystals are believed to assist with clarity, memory, and mental focus. The scholar learns to create small amulets or charms incorporating such crystals using crystals or precious gemstones, costing 8 hours and 100 gp times the scholar's class level to create. A *crystalline focus* may be sold for 1/2 its crafting cost, as long as it is currently functioning. As long as the scholar or an ally is wearing this amulet, they gain an insight bonus to concentration checks and Sense Motive checks equal to 1/2 the scholar's class level (minimum 1), as determined at the time the amulet or charm was created. The scholar may rework a *crystalline focus* after leveling up to increase its bonus based on her current class level by paying the difference between its original crafting cost and the cost of creating one

based on her current level. These charms do not occupy an item slot, but wearing more than one has no additional effect. The exact cleanliness, positioning, and presentation of the crystals to receive these benefits is very important, and extremely distressing events that would jostle or damage the charm, such as the wearer failing a Reflex saving throw or suffering a critical hit, have a 50% chance of throwing the charm out of alignment, breaking it and ending its benefits until the scholar spends at least 1 hour re-attuning it. A scholar who would lose a *crystalline focus* she is wearing in such a manner may expend her martial focus as an immediate action to prevent the charm from breaking. The scholar may create a purposely weaker foci, in which case the cost and bonuses are both reduced.

Dowsing Rod: The scholar's studies have taught her how to identify objects that serve as natural dowsing rods capable of leading her towards a person, place, or thing. The scholar must have seen the thing she seeks or an accurate representation of it (such as a detailed portrait) in order for this ability to work. If searching for a non-specific type of thing (such as the nearest body of water, the nearest city, etc.) the scholar need not have seen it or a representation before, but the rod becomes much less accurate, and may lead to something other than what she seeks (for example, a scholar seeking the nearest body of water could be led to a puddle or the ocean, and one seeking the nearest city could be led to a bustling metropolis or the ruins of an ancient civilization). Once activated, the dowsing rod will always point towards the desired target, though it gives no indication as to the target's distance and always points directly towards it, regardless of obstacles. If the target is protected by a *nondetection* spell or similar effect, the scholar uses her class level as her caster level when determining if her dowsing rod can pierce the effect. This is a supernatural effect, except for when using it to locate the nearest body or source of water, in which case it can be used as an extraordinary ability.

Gold: Gold is the metal most closely associated with the sun, willpower, and vitality. By following a carefully designed formula and creating a small structure in an adjacent square using at least 50 gp worth of gold, the scholar and all allies in a 30 ft. radius of the structure are protected from the powers of negative energy and undeath, gaining a +2 morale bonus to saving throws against death effects, disease, and paralysis effects for a number of minutes equal to 1/2 her class level (minimum: 1). This bonus increases by +2 for every five class levels the scholar possesses. In addition, any undead creature attempting to enter the protected radius of the structure must succeed on a Will save or find itself prevented from entering. The structure can be destroyed if it takes a number of points of damage equal to 5 times the scholar's class level; as long as the structure is not destroyed, the scholar can retrieve it and recoup the gold used in its construction as a move action.

Purifying Detonations [explosive]: The scholar learns how to mix small amounts of gold flakes and holy water into her flashbangs, allowing her to damage undead with positive energy in addition to the flashbang's normal effects, though the target must make a Will save instead of the Fortitude save normally granted. Undead creatures targeted by this ability take 1d6 points of positive energy damage per class level the scholar possesses. This ability has no effect on living creatures, unless they are also dam-

aged by positive energy, such as most dhampirs. Undead who succeed on their Will save take 1/2 damage from this effect.

Howling Herbology: The mandrake root is feared in myth and legend for its ability to rend the life from mortals with its banshee-like wail. The scholar knows that while much of this is simply myth, the root does contain certain properties that gave rise to the legends. By ingesting a small portion of ground mandrake root mixed with various catalyzing agents, the scholar is able to unleash a piercing scream that deals an amount of sonic damage equal to 1d4 per class level to all creatures within a 30 ft. radius (Fortitude save for half). This ability affects objects and undead. The scholar herself is immune to the damage from this effect.

Sonic Shriekers [explosive]: Scholars with the howling herbology material imposition may enhance their flashbangs with mandrake root, granting them thunderous power. In addition to the flashbang's normal effects, the target also takes 1d6 points of sonic damage per class level the scholar possesses, and the DC for Fortitude saves against flashbangs modified with this imposition increases by 1, +1 for every 5 class levels the scholar possesses. Creatures who succeed on their Fortitude save against the flashbang take 1/2 damage from this effect. The damage and effects from this ability apply to objects and undead.

Lodestone: Lodestone's unusual properties often seem like magic to the uninitiated, but to the scholar, it is a predictable and reliable tool. The scholar may activate this imposition in one of two ways: firstly, the scholar may draw one primarily metal item or creature within 60 ft. + 10 ft. per class level directly towards herself. This item or creature cannot weigh more than 50 lbs. per class level the scholar possesses, and if it is a living creature or an item held by a living creature, the scholar must succeed on a combat maneuver check against the opponent's CMD, using her class level in place of her base attack bonus and her Intelligence modifier in place of her Strength modifier for the check. Upon a successful use of this ability, the targeted creature or item is moved up to 10 ft. per class level directly towards the scholar; if this ability is used on a creature, this movement provokes attacks of opportunity.

Secondly, the scholar may use this ability to repel all metal creatures or objects within a 30 ft. radius; this ability cannot effect a single item or creature whose weight is more than 50 lbs. per class level the scholar possesses. Any unattended metal objects within the radius of this effect are immediately moved directly away from the scholar to the first legal square outside of the effect's radius; when the scholar activates this ability, she makes a single combat maneuver check using her class level in place of her base attack bonus and her Intelligence modifier in place of her Strength modifier and compares the result against the CMD of all metal creatures or creatures wielding metal equipment within the area's effect, moving any creature whose CMD her check exceeds directly away to the first legal square outside of the effect's radius. Creatures wielding metal weapons may choose to drop them rather than be subject to this ability's effects, but creatures wearing metal armor are treated as metal creatures for determining this ability's effects.

Magnetic Bursts [explosive]: Scholars with the lodestone material imposition may enhance their flashbangs with

lodestone flakes that cling to the target, making it easier for metallic weapons, or weapons whose primary damage-dealing apparatus is composed of metal, such as spear or arrowheads, to hit the target. For the next 1d4 rounds, any attack made with a metal weapon against a target who has failed their save against a flashbang modified with this explosive gains a +1 circumstance bonus to the attack roll, +1 for every 3 class levels the scholar possesses.

Magnesium: The scholar has learned to distill magnesium into a highly reactive material that, when ignited, burns at extreme temperatures and sheds a brilliant white light. Activating this imposition gives the scholar a brilliant magnesium torch that can be wielded as a light weapon the scholar is proficient with, dealing 1d6 fire damage with an 18-20/x2 critical range and multiplier. This torch sheds bright light to a range of up to 30 ft., +5 ft. per 2 class levels, and increases the light level by one step within twice that range. This effect automatically dispels any darkness effect within its area whose spell level is equal to or less than half the scholar's class level (rounded down), as well as any darkness effects from the Dark sphere whose effective caster level is lower than the scholar's class level. Whenever the scholar confirms a critical hit against a target with this weapon, they catch fire, taking 1d6 points of fire damage each round. A creature ignited by this ability is entitled to a Reflex saving throw at the start of their turn each round to attempt and extinguish the flame. If the fire is not extinguished, it burns out naturally after 1 minute. The scholar must have a hand free when she activates this imposition, otherwise the torch falls to the ground in an adjacent square, causing any unattended flammable items or substances in that square to catch fire.

Sun Flare [explosive]: The scholar mixes a blend of magnesium and phosphorescent materials into her flashbangs, allowing them to cause targets who fail their save against them to be blinded and shed bright light out to 30 ft. +5 ft. per two class levels for 1 round per class level. This effect automatically dispels any darkness effect within its area whose spell level is equal to or less than half the scholar's class level (rounded down), as well as any *darkness* effects from the Dark sphere whose effective caster level is lower than the scholar's class level. If the scholar's flashbangs would normally be capable of blinding due to the scholar having at least 5 ranks in Craft (alchemy), the duration of this effect is doubled.

Ooze: The scholar's alchemical studies branch out into learning how to cultivate, manipulate, and establish mastery over the strange creatures known as oozes. The scholar may grow a simple garden ooze^{B3} in a specially prepared vial during an 8 hour rest; at 5th level and every five levels thereafter she learns to cultivate a powerful ooze in the following order- ochre jelly^{B1}, living mirage^{B5}, gunpowder ooze^{B5}, immortal ichor^{B4}. The scholar may activate this imposition to release the ooze from the vial, allowing it to quickly reconstitute and aid her on the battlefield. The ooze understands basic commands such as "attack", "defend", or "move" from the scholar and follows them to the best of its ability. If the ooze moves more than 100 ft. away from the scholar, it begins to lose cohesion and dissolves 1d4 rounds later, regardless of whether or not it returns to the scholar's side during that time. The scholar cannot have more than one ooze active with this ability at a time, and activating

another imposition dismisses the ooze, causing it to return to its vial. The scholar can only have a total number of prepared or captured oozes equal to 1 + her Intelligence bonus. If an ooze is split by an attack, the scholar retains control of one of the oozes (chosen at the time the split occurs), but the other ooze becomes its own creature and acts according to its own impulses, as do any future oozes split off such an independent ooze. As long as the ooze is not destroyed, banished, or dispersed, it can be reclaimed into its vial as a swift action. Oozes conjured in this way are treated as summoned creatures for spells and effects.

Alchemical Solvent [explosive]: The scholar mixes special solvents into her flashbangs that dissolve the flesh of non-ooze creatures. In addition to the flashbang's normal effects, the target takes 1d4 acid damage per class level the scholar possesses; creatures who succeed on their saving throw take half damage from this effect. When a flashbang modified with this explosive is used against a creature of the ooze type, instead of dealing additional acid damage the target takes a -5 penalty to its saving throw and is stunned for 1d4 rounds if it fails its saving throw. If the scholar does not have an ooze currently active through this imposition, she may spend a full-round action to attempt to capture the ooze inside an alchemical vial, though the ooze is entitled to a Fortitude saving throw (DC 10 + 1/2 scholar level + Intelligence modifier) to resist this effect; oozes whose CR is greater than the scholar's class level are immune to this effect. Oozes who fail their saving throw are captured and may be used as though they were cultivated through the primary use of this imposition.

Silver: Silver is the metal most closely related to the moon and is said to ward off bad luck and witchcraft. When the scholar first gains this imposition she learns how to craft a small amulet that must use at least 10 sp worth of silver and costs 1 hour and a total of 100 gp times the scholar's class level to create. A silver amulet crafted in this manner may be sold for 1/2 its crafting cost, as long as it is currently functioning. As long as the scholar or an ally is wearing this amulet, they gain spell resistance equal to 10 + the scholar's class level. These charms do not occupy an item slot, but wearing more than one has no additional effect. Because they are not true magic items but rather science and geometry applied in a way that interferes with magical energies, these amulets are exceedingly fragile, and they cease to function after they have forced casters to attempt a caster level check to overcome the granted spell resistance a number of times equal to the scholar's Intelligence modifier (minimum 1), as determined at the time the amulet was crafted. Once this limit has been reached, the amulet ceases to function until the scholar spends at least 1 hour re-attuning it. As an immediate action, the scholar may expend their martial focus to quickly realign the amulet, causing a caster level check to not consume one of its uses.

Dispelling Detonations [explosive]: The scholar adds a mixture of silver, salt, lead, and other materials which naturally disrupt magical energies to her flashbangs. Creatures and objects that fail their save against the flashbang's initial effect are also subject to a targeted *dispel magic* spell,

using the scholar's level as the caster level. This cannot be used to target a specific spell effect. If the scholar also possesses the circle of salt material imposition, this instead acts as a targeted *greater dispel magic* effect.

Advanced Medical Training (Ex): From 5th level on, the scholar's research has taught her advanced medical techniques for treating certain ailments; the scholar may expend 5 uses of a healer's kit as a standard action that provokes attacks of opportunity and make a DC 20 Heal check to cure any one of the following conditions affecting a creature: blindness, deafness, paralysis, or poison. For each 10 points by which the scholar exceeds the DC of this check, she may cure an additional condition from the list that the target is suffering as part of the same check. If the scholar has at least 8 ranks in the Heal skill, she may instead use this ability to restore 1 point of ability drain +1 point for every 5 points by which she exceeds this ability's DC. The scholar can only attempt to heal a particular creature with this ability a number of times per day equal to her Intelligence bonus (minimum 1). Attempting to heal a creature but failing to meet the DC of this ability still counts towards this daily total. In addition, the scholar increases healing done by the hit point healing option of the medical training class feature to 2 hit points +2 for each point by which the scholar exceeds the DC, and may activate it as a move action.

Expert Medical Training (Ex): At 9th level, the scholar's research has taught her rare and little known techniques for treating even the most virulent and uncommon ailments; the scholar may expend 10 uses of a healer's kit as a standard action that provokes attacks of opportunity and make a DC 25 Heal check to cure any one of the following conditions affecting a creature: confusion, cursed, or disease (including magical diseases). If the scholar has at least 11 ranks in the Heal skill, she may instead use this ability to attempt to heal an ally who has died within a number of rounds equal to her Intelligence bonus (minimum 1). If her check is successful, the ally is restored to life and consciousness at 0 hit points, +1 hit point for each point by which she exceeds this check's DC. The scholar can only attempt to heal a particular creature with this ability a number of times per day equal to her Intelligence bonus (minimum 1). Attempting to heal a creature but failing to meet the DC of this ability still counts towards this daily total. In addition, the scholar increases healing done by the hit point healing option of the medical training class feature to 3 hit points +3 for each point by which the scholar exceeds the DC, may activate it as a swift action, and no longer provokes an attack of opportunity for using any of her medical training abilities.

Mastered Imposition: At 20th level, the scholar chooses any one material imposition she knows; the scholar no longer needs to expend her martial focus for uses of this imposition, never provokes an attack of opportunity for activating it, and may activate it as a swift action. If the scholar chooses a material imposition that grants an explosive option, any bonus damage it deals and the save DC for flashbangs modified by it are determined as though the scholar's class level were 4 levels higher than it actually is.

SENTINEL

"My will cannot break, but your body can."

A sentinel is a warrior of steel and determination, using their iron will and training to withstand blows that would crush weaker warriors. Masters of defense, sentinels live to hold the line, guarding others against fatal blows while delivering punishment all her own. To a sentinel, there is nothing stronger than a warrior and their tools, forming a bond that can weather magical assaults and impossible odds regardless of what stands in their way. The might of a sentinel is not to be underestimated, as they are the pillars upon which armies are built.

Starting Wealth: 5d6 × 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Self-taught.

Role: A sentinel stands in the thick of battle, absorbing punishment and defending those weaker than herself.

Alignment: Any

Hit Die: d12

Class Skills: The Sentinel's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Proficiencies: Sentinels 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.

Class Features

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

Defender's Soul: A sentinel gains the Guardian sphere as a bonus sphere, although she must select the *challenge* package. If she already possesses the Guardian sphere *challenge* package, she instead gains a Guardian talent for which she qualifies.

Guardian Challenge (Ex): At 1st level, whenever a sentinel uses the challenge ability of the Guardian sphere, for the duration of the challenge she gains a +1 bonus to attack and

Table: Sentinel

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat Talents
1	+1	+2	+0	+2	Combat training, defender's soul, guardian challenge, sentinel's reserve, wise reflexes	1
2	+2	+3	+0	+3	Dedicated defense, guard wall	2
3	+3	+3	+1	+3	Second wind	3
4	+4	+4	+1	+4	Sentinel's imposition	4
5	+5	+4	+1	+4	Opportunistic offense	5
6	+6/+1	+5	+2	+5	Critical counter, dedicated defense	6
7	+7/+2	+5	+2	+5	Defender's determination	7
8	+8/+3	+6	+2	+6	Deathless challenge	8
9	+9/+4	+6	+3	+6	Stalwart	9
10	+10/+5	+7	+3	+7	Dedicated defense	10
11	+11/+6/+1	+7	+3	+7	Empowering challenge	11
12	+12/+7/+2	+8	+4	+8	Sentinel's wrath	12
13	+13/+8/+3	+8	+4	+8	Sentinel's poise	13
14	+14/+9/+4	+9	+4	+9	Dedicated defense, eternal challenge	14
15	+15/+10/+5	+9	+5	+9	Instant challenge	15
16	+16/+11/+6/+1	+10	+5	+10	Diamond aegis	16
17	+17/+12/+7/+2	+10	+5	+10	Sentinel's surge	17
18	+18/+13/+8/+3	+11	+6	+11	Dedicated defense	18
19	+19/+14/+9/+4	+11	+6	+11	Invincible soul	19
20	+20/+15/+10/+5	+12	+6	+12	Dedicated defense, final challenge	20

damage rolls against a challenged creature. At 5th level and every four levels thereafter, these bonuses increase by +1, to a maximum of +5 at 17th level.

Sentinel's Reserve (Ex): Each day, a sentinel gains a number of reserve points equal to 1/2 her sentinel level + her Wisdom modifier (minimum 1). She can spend a reserve point as a swift action to gain an amount of temporary hit points equal to two times her base attack bonus + her Wisdom modifier; these temporary hit points last for 1 minute or until lost, whichever comes first. She regains reserve points after resting for 8 hours, although she may only regain reserve points once every 24 hours.

Wise Reflexes (Ex): A sentinel can use her Wisdom modifier in place of her Dexterity when determining her initiative and Reflex save bonus, although this bonus cannot exceed her class level.



Guard Wall (Ex): At 2nd level, whenever a sentinel ends her turn without moving more than 5 ft., she gains a +2 circumstance bonus to her CMD. At 12th level, this bonus increases to +4.

Dedicated Defense (Ex): At 2nd level, a sentinel's devotion begins to manifest in a more powerful fashion, granting her DR 1/- (this damage reduction stacks with similar damage reduction, such as that granted by wearing adamantine armor or the barbarian class feature). At 6th level and every four levels afterwards, this damage reduction is increased by 1.

Second Wind (Ex): At 3rd level, a sentinel can choose to spend a reserve point as a swift action; if she does so, she heals 1d6 hit points of damage for every two sentinel levels she possesses + her Wisdom modifier; this healing cannot raise a sentinel's hit points beyond 1/2 of their maximum amount. She can reduce this healing by half to also regain her martial focus, but she must decide to do so before rolling to determine how much she would be healed.

Sentinel's Imposition (Ex): At 4th level, whenever a creature that has been challenged by the sentinel makes an attack that does not include the sentinel as a target, they provoke an attack of opportunity from her.

Opportunistic Offense (Ex): At 5th level, once per round when the sentinel makes an attack of opportunity, she can treat it as an attack action for the purpose of which talents she can apply to the attack.

Counter Critical (Ex): At 6th level, whenever a critical hit is confirmed against the sentinel, she can expend her martial focus as a free action which can be taken even when it is not her turn to make an opposed attack roll. If the sentinel's attack roll is higher than the confirmation roll for the critical hit, the critical hit instead deals normal damage. A helpless sentinel cannot use this ability.

Defender's Determination (Ex): At 7th level, whenever a sentinel uses her second wind, she can also ignore the following conditions for 1 minute: blinded, deafened, entangled, fatigued, sickened, shaken, or staggered. Once a specific instance of a condition has been ignored by this ability, it cannot be ignored again for 24 hours, or until she has rested for 8 hours (whichever comes first). She can also spend an additional point of reserve while using her second wind to ignore the normal limitations on how much she can heal with it.

Deathless Challenge (Ex): At 8th level, as long as the sentinel has an active challenge, whenever her hit points are 0 or lower but she is not dead, she automatically stabilizes and can act as though she was disabled instead of dying. While disabled, she is not staggered, although she still takes 1 damage for making a standard action. The sentinel adds her Wisdom score to her Constitution when determining her death threshold, even while not making a challenge.

Stalwart (Ex): At 9th level, a sentinel can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless sentinel does not gain the benefit of the armored stalwart ability.

Empowering Challenge (Ex): At 11th level, whenever a sentinel reduces the target of her challenge to 0 or fewer hit points, she gains temporary hit points equal to her sentinel

level + her Wisdom modifier which last for 1 minute or until lost, whichever comes first. If the target of her challenge has fewer Hit Dice than half of her class level, this ability does not activate.

Sentinel's Wrath (Ex): At 12th level, whenever a sentinel makes an attack action against a creature she has challenged, she rolls damage twice and chooses whichever result she desires.

Sentinel's Poise (Ex): At 13th level, whenever the sentinel uses her second wind, she can also ignore the following conditions: dazed, exhausted, frightened, nauseated, paralyzed, or stunned (if a condition would cause the sentinel to be unable to act, as long as she can take purely mental actions, she can use her second wind).

Eternal Challenge (Ex): At 14th level, whenever the sentinel has an active challenge and her hit points are 0 or lower but she is not dead, she is no longer staggered. As long as she is below 0 hit points, she gains fast healing equal to her Wisdom modifier.

Instant Challenge (Ex): At 15th level, if the target of the sentinel's challenge is reduced to 0 or fewer hit points, she can challenge another creature as a free action.

Diamond Aegis (Ex): At 16th level, whenever the sentinel fails a saving throw, she can spend a reserve point as a free action, even if it is not her turn.

Sentinel's Surge (Ex): At 17th level, whenever a sentinel reduces the target of her challenge to 0 or fewer hit points, she is treated as though she used her second wind. If the target of her challenge has less Hit Dice than half of her sentinel level, this ability does not activate.

Invincible Soul (Ex): At 19th level, any damage reduction the sentinel possesses is doubled against attacks made by creatures under the effects of her challenge and the sentinel is immune to critical hits and sneak attack from the target of her challenge.

Final Challenge (Ex): At 20th level, a sentinel cannot die while she has an active challenge against a creature she considers an enemy, regardless of her hit points. She can still be killed by death effects and other similar abilities, and if she would die due to her hit points being too low, she dies immediately if she has no active challenges for one turn.



STRIKER

“Who needs a weapon when I am one?”

To a striker, only one thing matters; rhythm. Combat is a delicate dance for these daredevils, weaving in and out of skirmishes wearing little or no armor and often only bringing their fist to bare. But to a striker, combat isn't worth it without risk, as they thrive on taking risks and living to tell the tale. While other warriors may boast of their ability to hold others at bay, a striker delights in risking life and limb in the pursuit of the combat high which drives them, willing to do anything in order to reach that state of excitement, even at the cost of their lives.

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

Role: A striker is meant to stay in the front lines, gaining tension to tear through her foes with devastating counter attacks.

Alignment: Any.

Hit Die: d10

Table: Striker

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat Talents
1	+1	+2	+2	+0	AC bonus, bare knuckles, combat training, tension, tension techniques	1
2	+2	+3	+3	+0	Striker art, tension boost	2
3	+3	+3	+3	+1	Drill knuckle, uncanny dodge	3
4	+4	+4	+4	+1	Desperate tension	4
5	+5	+4	+4	+1	Striker art, tension training	5
6	+6/+1	+5	+5	+2	Drill knuckle	6
7	+7/+2	+5	+5	+2	Pummeling punisher, tension boost	7
8	+8/+3	+6	+6	+2	Striker art	8
9	+9/+4	+6	+6	+3	Drill knuckle	9
10	+10/+5	+7	+7	+3	Rising tension	10
11	+11/+6/+1	+7	+7	+3	Striker art, tension training	11
12	+12/+7/+2	+8	+8	+4	Drill knuckle, improved uncanny dodge	12
13	+13/+8/+3	+8	+8	+4	Tension boost	13
14	+14/+9/+4	+9	+9	+4	Striker art	14
15	+15/+10/+5	+9	+9	+5	Drill knuckle	15
16	+16/+11/+6/+1	+10	+10	+5	Rising tension	16
17	+17/+12/+7/+2	+10	+10	+5	Striker art, tension training	17
18	+18/+13/+8/+3	+11	+11	+6	Drill knuckle	18
19	+19/+14/+9/+4	+11	+11	+6	Tension boost	19
20	+20/+15/+10/+5	+12	+12	+6	Striker art, ultimate tension	20

Class Skills: The striker's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival, (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Proficiencies: Strikers are proficient with simple weapons, as well as 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. When wearing medium or heavy armor, using a shield, or carrying a medium or heavy load, a striker loses her AC bonus.

Class Features

Combat Training: A striker may combine combat spheres and talents to create powerful martial techniques. Strikers are considered Expert practitioners and use Constitution as their practitioner modifier.

AC Bonus (Ex): When wearing light armor or no armor, not carrying a shield, and unencumbered, the striker adds her Constitution bonus (if any) to her AC and her CMD; this bonus cannot exceed her class level. (A 1st level striker with 16 Constitution still gains only a +1 bonus to her armor class from

this class feature.) This AC bonus does not stack with any class features which share the same name as it.

This bonus to AC applies even against touch attacks or when the striker is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears medium or heavy armor, uses a shield, or when she carries a medium or heavy load.

Bare Knuckles (Ex): The striker gains their choice of Boxing, Brute, or Open Hand as a bonus sphere. If she already possesses Boxing, Brute, or Open Hand, she can choose to gain either a sphere she does not have or a talent from the sphere she does possess.

Tension (Ex): A striker is at home in battle, thriving on the raw energy of combat to fuel her attacks. A striker begins the day with no tension, but can gain tension in the following ways (a striker cannot gain tension from each of these more than once per round and a striker must be in combat to gain tension):

- *Offensive Pressure:* Whenever the striker successfully damages a creature with an unarmed strike or makes successful combat maneuver check against a creature to initiate a combat maneuver, she gains 1 tension.
- *Defensive Determination:* Whenever the striker takes damage from an attack originating from a creature (including spells, spell-like abilities, and supernatural abilities), she gains 1 tension. A striker does not gain tension from attacks made against her while she is flat-footed or unaware.
- *Maneuvering Momentum:* Whenever the striker moves 10 ft. or more during her turn (this cannot be forced movement), she gains 1 tension.

Her tension goes up or down throughout the day, but usually cannot go higher than her Constitution modifier (minimum 1), though some feats, abilities, and magic items may affect this maximum. At 3rd level and every three levels afterward, her maximum tension increases by 1. If a striker spends 1 minute or longer outside of combat, she loses all tension she possesses.

Tension Techniques (Ex): A striker can spend tension in order to accomplish incredible feats and each tension technique can only be used once per round (if an ability does not have an associated action listed, using it is a free action which can be done during anyone's turn):

1 Tension

- *Expert Guard:* For each tension a striker spends on this tension technique, she gains a +1 circumstance bonus on all saves until the beginning of her next turn.
- *Fiery Offense:* For each tension a striker spends on this tension technique, she gains a +1 circumstance bonus to attack and damage rolls made with unarmed strikes until the beginning of her next turn.
- *Light Step:* The striker spends a swift action and selects a single creature, all movement she makes until the beginning of her next

turn does not provoke attacks of opportunity from that creature.

- *Stalwart Form:* For each tension a striker spends on this tension technique, she gains DR 1/- until the beginning of her next turn; this damage reduction stacks with similar damage reduction.
- *Timely Dodge:* For each tension a striker spends on this tension technique, she gains a +1 dodge bonus to her armor class until the beginning of her next turn.



2 Tension

- **Critical Knuckle:** The striker increases the critical threat range of her unarmed strikes by 1 until the beginning of her next turn; this bonus stacks with other increases to the striker's unarmed strikes critical threat range, but is applied last.
- **Perfect Offensive:** The striker automatically confirms a critical threat made with an unarmed strike.
- **Swift Focus:** The striker spends a swift action to regain martial focus.

3 Tension

- **Rapid Pummel:** Whenever a striker makes an attack action with an unarmed strike or attempts a combat maneuver check as a standard action, she can spend a swift action to make an additional attack with an unarmed strike with a -2 penalty (she can wait until the results of the attack roll before deciding to use this tension technique) once per turn.
- **Second Chance:** The striker can reroll a saving throw after the result has been revealed, although she must accept the result of the reroll, even if it is worse.
- **Speed Step:** The striker can spend a swift action to move up to her speed with whatever methods of moment she possesses.

Striker Art (Ex): At 2nd level and every three levels thereafter, a striker gains a striker art from the following list (striker arts with the [Tension] tag add new tension techniques):

Adrenaline Surge [Tension]: For every tension the striker spends on this tension technique, she gains a number of temporary hit points equal to her Constitution modifier (minimum 1); these temporary hit points last for 1 minute or until lost, whichever comes first, and stack with other sources of temporary hit points including itself.

Armored Striker: The striker retains her AC bonus class feature while wearing medium armor. This talent can be selected a second time, allowing the striker to retain her AC bonus class feature while wearing heavy armor.

Blindside Offense: Whenever the striker successfully attacks a creature who is unaware of her presence, who consider her an ally, or who cannot see her, she gains 1 additional tension from her offensive pressure.

Blink Step: (Requires Striker 5) The striker can use her speed step tension technique as a free action.

Critical Tension [Tension]: (Requires Striker 8) The striker can spend 4 tension to treat a successful attack with an unarmed strike as a critical threat and gains a bonus to the confirmation roll equal to her Constitution modifier, although the critical hit multiplier of the weapon used for this attack is reduced to x2 if it wasn't already (this striker art cannot be used with the perfect offensive tension technique).

Dispelling Knuckle [Tension]: (Requires Striker 5) The striker can spend 3 tension whenever she makes a successful attack against a creature or object to treat the results of that attack roll as a caster level check against 1 spell as though using the targeted dispel option of *dispel magic* or the Counterspell feat; if this attempt fails, the striker cannot use this striker art against that creature or object for 24 hours. At 8th level and every 4 levels afterwards, she can dispel an additional spell with this ability as

though using *greater dispel magic* or the Improved Counterspell feat.

Enduring Critical: Whenever the striker uses her critical knuckle tension technique, its effects lasts for an additional number of rounds equal to her Constitution modifier.

Exploited Opening [Tension]: Whenever the striker makes an attack of opportunity, she can spend 2 tension to make an additional attack with an unarmed strike with a -2 penalty.

Extra Boost: (Requires Striker 5) The striker gains an additional tension from her tension boost class feature. At 11th level and again at 17th level, the striker can select this striker art an additional time.

Favored Weapon: The striker can select a single light melee weapon or ranged weapon which can be used with 1 hand (such as a light crossbow or pistol), or any improvised weapon they would treat as a light melee weapon, treating it as though it was her unarmed strike for how much damage it deals and striker class features (but not for combat spheres and talents); a weapon used with this talent has its critical multiplier reduced to x2.

High Tension: (Requires Striker 5) The striker increases her maximum tension by 1. This striker art can be gained once at 5th level, plus an additional time for every 6 levels thereafter.

Lightning Dodge [Tension]: For each 2 tension the striker spends on this tension technique, she gains a +3 circumstance bonus to her AC until the beginning of her next turn.

Lucky Chance: The striker reduces the tension needed for her second chance tension technique by 1. Also she can spend an additional tension while using this tension technique to gain a bonus on the reroll equal to her Constitution modifier.

Improved Determination: (Requires Striker 5) The striker can gain up to 2 tension from their defensive determination ability, although she cannot gain tension from the same creature dealing damage to her two or more times.

Invigorated Spirit [Tension]: The striker can spend 2 tension to ignore temporary penalties to her physical ability scores for 1 minute.

Iron Body [Tension]: For each 2 tension the striker spends on this tension technique, she gains DR 3/- until the beginning of her next turn; this damage reduction stacks with similar damage reduction.

Iron Soul [Tension]: The striker can spend 2 tension as an immediate action to ignore any of the following conditions for a number of rounds equal to her Constitution modifier (minimum 1): blinded, deafened, entangled, fatigued, sickened, shaken, or staggered. Once a specific instance of a condition has been ignored by this striker art, it cannot be ignored again for 24 hours or until she has rested for 8 hours (whichever comes first).

Lasting Flame: The circumstance bonus on attack and damage rolls granted by the striker's fiery offense tension technique now lasts until the end of her next turn.

Mobile Step: The striker can use her light step tension technique as a free action.

Piercing Fist: Whenever the striker uses a tension technique to make multiple attacks with her unarmed strike against the same creature, total the damage from each additional hit before applying that creature's damage reduction and energy resistance.

Speed Pummeling: (Requires Striker 5) The striker can use her rapid pummeling tension technique as a free action.

Steel Heart: (Requires Iron Soul) The striker adds the following conditions she can ignore with her iron soul striker art, although she must spend 1 additional tension when ignoring the following conditions: dazed, exhausted, frightened, nauseated, paralyzed, or stunned (if a condition would cause the striker to be unable to act, as long as she can take purely mental actions, she can use this striker art).

True Desperation: (Requires Striker 8) The striker gains an additional tension from her desperate tension class feature.

Vital Tension [Tension]: (Requires Striker 5) The striker can spend 1 tension to be treated as though she had the Vital Strike feat for a number of rounds equal to her Constitution modifier. At 10th level, she is instead treated as though she possessed the Improved Vital Strike feat. At 15th level, she is instead treated as though she possessed the Greater Vital Strike feat.

Unarmored Striker: The striker gains Unarmored Training from the Equipment sphere.

Wild Charge [Tension]: (Requires Striker 5) Whenever the striker uses the charge action, for each tension a striker spends on this tension technique, she deals additional damage equal to her Constitution modifier (minimum 1) on the first successful attack she makes with an unarmed strike as long as it is made before the end of her turn.

Tension Boost (Ex): At 2nd level, a striker gains 1 tension at the start of her first turn in combat (including surprise rounds). At 7th level and every six levels thereafter, she gains an additional tension at the start of her first turn in combat.

Drill Knuckle (Ex): At 3rd level, a striker gains the ability to break through even the hardest of foes. A striker ignores up to 2 points of damage reduction or hardness whenever she makes an attack with an unarmed strike. At 6th level and every 3 levels thereafter, she can ignore an additional 1 point of damage reduction or hardness.

Uncanny Dodge (Ex): At 3rd level, a striker gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A striker with this ability can still lose her Dexterity bonus to armor class if a creature successfully uses the feint action against her.

If a striker already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Desperate Tension (Ex): At 4th level, if the striker starts her turn with 0 tension, she gains 1 tension (this is gained before the tension gained from tension boost, rising tension, or ultimate tension).

Tension Training (Ex): At 5th level and every six levels thereafter, a striker learns new ways to gain tension; she can select one of the following new methods through which to gain tension (a striker cannot gain tension from any of these more than once per round); a striker cannot regain tension if any of these tension training abilities are used against a helpless or unaware creature, or on a creature that has fewer Hit Dice than half the striker's character level:

- *Critical Offense:* Whenever the striker confirms a critical hit with an unarmed strike while in the heat of combat, she gains 1 tension.
- *Deadly Offense:* Whenever the striker reduces a creature's hit points to 0 or less with an unarmed strike, she gains 1 tension.
- *Deceptive Taunt:* Whenever a striker makes a successful Bluff check to feint in combat against a creature, she gains 1 tension.
- *Threatening Taunt:* Whenever the striker makes a successful Intimidate check to demoralize a creature, she gains 1 tension.
- *Victorious Defense:* Whenever the striker makes a successful saving throw against a non-harmless effect, she gains 1 tension.

Pummeling Punisher (Ex): At 7th level, whenever a striker uses her rapid pummel tension technique, she can spend an additional 2 tension to make two attacks instead of one; both of these attacks suffer a -4 penalty.

Rising Tension (Ex): At 10th level, a striker gains 1 tension at the start of her turn. At 16th level, she instead gains 2 tension at the start of her turn.

Improved Uncanny Dodge (Ex): At 12th level and higher, a striker can no longer be flanked. This defense denies a rogue the ability to sneak attack the striker by flanking her, unless the attacker has at least four more rogue levels than the target has striker levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Ultimate Tension (Ex): At 20th level, a striker gains 7 tension at the start of her first turn in combat (including surprise rounds). She also has no limit to how much tension she can possess, and if she possesses the high tension striker art, she can immediately swap it for another striker art. The striker also reduces the cost of all abilities which require tension by 1, to a minimum of 1.

TECHNICIAN

"If it only works as intended, it's not working well enough."

A technician is a man with a plan, capable of taking a piece of equipment and seeing not what it is, but what it could be. No matter what the problem, the technician is the one who will find a way to invent, contrive, or improvise a way to solve it. A technician could be a professional thief, a medieval engineer, or a master mechanic, but such details are unimportant in the long run. What is important is that when something needs doing or needs improving, the technician is the one who will see it gets done.

Starting Wealth: 5d6 × 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Self-taught

Role: The technician is a support class that aids his allies through tricks, traps, and machines. While the technician can face enemies down on the front line, his strength is always most manifest through cunning and careful planning.

Alignment: Any.

Hit Die: d8

Class Skills: The technician's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier

The following are class features for the technician.

Proficiencies: Technicians 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.

Class Features

Combat Training: A technician may combine combat spheres and talents to create powerful martial techniques. Technicians are considered Adept combatants and use Intelligence as their practitioner modifier.

Gadgets (Ex): Technicians are experts at building things, be they improvised tools or unique mechanical marvels. These items, called gadgets, are built out of components the technician has prepared in his spare time out of commonly-found items; so long as the technician has access to a trap bag, he is

Table: Technician

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat Talents
1	+0	0	+2	+2	Gadgets, invention (1), trap specialist, trapfinding	0
2	+1	0	+3	+3	Technical insight, technically minded	1
3	+2	+1	+3	+3	Danger sense +1, invention (2), trap insight	2
4	+3	+1	+4	+4	Technical insight	3
5	+3	+1	+4	+4	Improvements (2)	3
6	+4	+2	+5	+5	Danger sense +2, technical insight	4
7	+5	+2	+5	+5	Invention (3), trapmaster	5
8	+6/+1	+2	+6	+6	Technical insight	6
9	+6/+1	+3	+6	+6	Danger sense +3, improvements (3)	6
10	+7/+2	+3	+7	+7	Technical insight	7
11	+8/+3	+3	+7	+7	Greater Trapmaster, invention (4)	8
12	+9/+4	+4	+8	+8	Danger sense +4, technical insight	9
13	+9/+4	+4	+8	+8	Improvements (4)	9
14	+10/+5	+4	+9	+9	Technical insight	10
15	+11/+6/+1	+5	+9	+9	Danger sense +5, invention (5), supreme trapmaster	11
16	+12/+7/+2	+5	+10	+10	Technical insight	12
17	+12/+7/+2	+5	+10	+10	Improvements (5)	12
18	+13/+8/+3	+6	+11	+11	Danger sense +6, technical insight	13
19	+14/+9/+4	+6	+11	+11	Invention (6), perfect trapmaster	14
20	+15/+10/+5	+6	+12	+12	True genius	15

assumed to have access to all the parts he needs to build his gadgets, and to have already prepared components beforehand to quickly create whatever gadget he needs.

Creating and activating a gadget is a standard action, but may be reduced to a move action by expending martial focus.

A technician can create a total number of gadgets in a day equal to $1/2$ his technician level + his Intelligence modifier (minimum: 1). If a gadget calls for a saving throw, that saving throw's DC is equal to $10 + 1/2$ his technician level + his Intelligence modifier. A gadget must be used the round it is created, or fall apart back into its component parts, which does not expend the gadget.

Improvised Tools: By expending one use of his gadgets, the technician can make any skill check that requires having tools and requires less than 1 hour to make as if he possessed the necessary tools. The technician does not suffer the usual penalties for using improvised tools. If the technician already possesses the necessary tools, the technician can expend a gadget to treat those tools as masterwork for one skill check. The technician can create improvised tools that function as masterwork tools for one skill check, but doing so expends 2 gadgets.

Constructed Weapons: The technician can expend a gadget to allow an improvised weapon to function as a simple melee weapon of his choice for 1 minute.

Detonator: The technician may create a gadget that explodes in 1 round, at the end of his turn. As part of the standard action used to create this detonator, he may throw the detonator (with a range increment of 10 ft.), place it, or hide it in a space within his natural reach. After one round (at the end of his turn), the detonator explodes, dealing 1d6 damage per technician level to everything within 5 ft. of the square in which the detonator sits, half fire damage and half bludgeoning/piercing/slashing damage. Targets within this area may make a Reflex save for half damage.

A detonator counts as a trap from the Trap sphere for the purpose of determining its hardness, armor class, hit points, Disable Device DC, and its Perception DC if hidden, as well as for things such as the Opportunist or Trapper's Recovery talents. A detonator cannot be placed in the same space as a trap, or another detonator.

If a detonator is destroyed (including by another detonator), it does not explode. If two detonators explode at the exact same time, creatures in the overlapped area suffer diminished results from every detonator but 1, suffering instead 1d6, +1d6 per 5 technician levels for each overlapping detonator after the first.

Hook and Pulley: The technician may create a gadget that allows him to manipulate objects from a distance. This gadget counts as a thrown weapon with a range increment of 20 ft. Make a ranged touch attack against an unattended object that he could hold in one hand. If successful, he may move that object to his hand as a free action. Targets whose natural reach includes the path that object must take (i.e., are within the line of effect) can make a Reflex save as an immediate action to attempt to grab the object as it flies by.

Alternately, the technician may use this gadget to attempt a drag, trip, disarm, or steal combat maneuver at a distance. Performing a maneuver from a distance in this fashion does not provoke an attack of opportunity (except as normal when making a ranged attack), but requires the technician to succeed on

a ranged touch attack against the target first before the maneuver may be attempted.

Launcher: The technician can create a gadget to allow him to throw an object. The object can travel 10 ft. + 5 ft. per technician level before the technician begins adding range penalties or calculating its maximum range.

This gadget can be used at the same time as another gadget to hurl that first gadget a greater distance. This expends a gadget for the launcher as well as for the hurled gadget. The technician cannot attach more than one launcher to a device or object.

Trap Specialist: At 1st level, the technician gains the Trap sphere as a bonus sphere. If he already possesses this sphere, he instead gains one talent from that sphere.

Trapfinding: A technician adds $1/2$ his level on Perception checks to locate traps and on all Disable Device checks (minimum +1). A technician can use Disable Device to disarm magic traps.

Inventions: Every technician knows how to create custom items, called inventions. Inventions could be anything from a simple improved crossbow, to a powerful and complex machine that to the uneducated appears to be magic. Inventions are finicky, improvised things that require constant tinkering and fixing, and there is a limit to how many a technician can maintain at any one time. A technician can have and maintain a maximum of 1 invention at 1st level, plus an additional invention at 3rd level and every 4 levels thereafter. If the technician has already reached this limit and wishes to create a new invention, he must select one of his existing inventions to dismantle. Whenever an invention includes an ability that calls for a saving throw, the DC equals $10 + 1/2$ the technician's class level + the technician's Intelligence modifier.

Some inventions have prerequisites, which must be met before the invention can be created. These prerequisites might be items, a cost in gp for specialty parts, or feats and skill ranks the technician must possess. A technician may create any invention which he meets the necessary prerequisites to create.

Creating an invention takes 8 hours of work. The work need not be consecutive, and the technician can do this work while out adventuring, but in that situation he can only devote 4 hours each day to item creation, and only nets 2 hours' worth of work due to being in a distracting environment. Once the invention has been created, altering its improvements requires only 1 hour of work.

See **inventions** at the end of the class description for more information on creating inventions.

Technical Insight: At 2nd level and every 2 levels thereafter, the technician gains additional insights that expand his knowledge and capacity. He may choose one of the technical insights below. Unless otherwise noted, a technical insight may only be selected once.

See **technical insights** at the end of the class description for more information on creating inventions.

Technically Minded: At 2nd level, a technician gains a bonus to all Knowledge (engineering) checks equal to $1/2$ his technician level, and takes half the usual time when using the Craft skill to repair an object.

Whenever the technician uses the Disable Device skill, he reduces the required time by 1 step (2d4 rounds, 1d4 rounds, 1 round, a standard action, a move action, a swift action).

Danger Sense (Ex): At 3rd level, a technician gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, he gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 technician levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite. The bonuses gained from this ability stack with those gained from trap sense (from another class).

Trap Insight (Ex): At 3rd level the technician gains Heightened Awareness from the Scout sphere, whether or not he possess that sphere. If he already possess that talent, he may instead gain any one martial talent for which he qualifies.

Trapmaster (Ex): At 7th level, all uses of the Disable Device skill have their required time decreased by 2 steps instead of 1.

When a technician disarms a trap through the Disable Device skill and beats the trap's DC by 10 or more, in addition to being able to pass by the trap without activating it, he gains one of the following benefits as well:



Trap Sphere: If the technician beats the DC by 10 of a trap from the Trap sphere, he may take control of that trap. The trap's previous owner is no longer able to pass through the trap's space unharmed, although any creatures who knew where the trap was placed still gain the usual bonuses against activating the trap. Additionally, the technician may upgrade the trap if it is inferior to his own and it is a trap he is able to create, changing its variables such as damage, and saving throws, to become as if he had been the one to place the trap.

Magical Trap: When disarming a magic trap that allows specific creatures to pass without danger and beating the trap's DC by 10 or more, the technician can modify which creatures are allowed to pass, such as adding his allies or restricting his enemies if he desires.

Greater Trapmaster (Ex): At 11th level, all uses of the Disable Device skill have their required time decreased by 3 steps instead of 2, to a minimum of a swift action.

In addition to using Disable Device to sabotage mechanical gadgets, the technician can also use the Disable Device skill to tamper with magical effects as well. With 2d4 rounds of work (reduced to 1 round with the benefits of trapmaster and greater trapmaster), the technician may make a Disable Device check (DC 11 + the effect's caster level) that dispels magical effects on a creature or area.

Instantaneous effects cannot be disabled in this fashion. The technician may target a specific effect if he has identified it, otherwise the effect with the highest caster level is affected first. He may also target a magical item, in which case the magic is not dispelled, but is instead suppressed for 1d4 rounds. The technician must be touching the target to affect it in this way; he may use this power on an unwilling target, but must succeed at a melee touch attack, and must remain in contact with the target for the entire process (if this process requires 1 round or longer, often the target must be grappled, helpless, unaware of the technician, or in some other way unable to get away from the technician for the duration).

Supreme Trapmaster (Ex): At 15th level, all uses of the Disable Device skill have their required time decreased by 4 steps instead of 3, to a minimum of a swift action.

In addition, the technician may use his Disable Device skill to dispel all non-item magical effects on a target, rather than just one. When making the Disable Device check, compare it to each effect individually; if the check exceeds a DC of 11 + that effect's caster level, the effect ends.

Perfect Trapmaster (Ex): At 19th level, all uses of the Disable Device skill have their required time decreased by 5 steps instead of 4, to a minimum of a swift action.

In addition, when the technician is the direct target of an unwanted magical effect, as an immediate action he may attempt a Disable Device check to negate the incoming effect before it can affect him, as detailed under greater trapmaster.

True Genius: At 20th level, the technician gains a permanent +2 bonus to all mental ability scores.

TECHNICAL INSIGHT

At 2nd level and every two levels thereafter, the technician gains additional insights that expand his knowledge and capacity. He may choose one of the technical insights below. Unless otherwise noted, a technical insight may only be selected once.

Aesthetic Insight: The technician knows how to create inventions that are user-friendly, balanced, and sleek. Other creatures suffer only half the usual penalty when attempting to use one of his inventions. If attempting to pilot an independent invention, the piloting DC increases by +2 per improvement rather than +4.

Always Ready (Ex): The technician may expend a gadget to create any non-magical piece of equipment with a market value of 10 gp or less and a size of one cubic foot or smaller, such as rope, soap, oil, etc. This item remains functional for 1 hour per technician level.

Anatomical Insight (Ex): Whenever the technician attacks a target who is flat-footed, is denied their Dexterity bonus to AC, or that the technician is flanking, the technician's attacks deal an additional amount of damage equal to 1/2 the technician's class level (minimum: 1). This insight qualifies the technician for feats and other options that require sneak attack dice, as if each point of precision damage dealt was a sneak attack die that always rolls '1'. This stacks with any sneak attack the technician might possess from another source.

Architectural Insight (Ex): With 10 minutes of work, the technician can expend a gadget to create quick, artificial structures that last for 24 hours.

The nature of the structure depends on what materials are available; if the technician only has cloth available he can create a cloth structure, but if he is in a forest or has access to wood he may build a structure out of wood, and if he is in a cave with loose stones or have access to stone he could build a structure out of stone. The technician must have about 10 square feet of cloth, 50 lbs. of wood, or 100 lbs. of stone to create a 5 ft. square of structure. Other materials can be substituted with GM permission, and the GM makes the final decision about what materials are available. All structures have 5 hp per technician level, but a hardness dependent on the material in question (0 for cloth, 5 for wood, 8 for stone).

There are three types of structures that can be created: huts, platforms, and walls.

Huts give cover from all sides except any entrances the technician chooses to leave. Huts provide cover and impede movement as walls do, except they only fill a 5 ft. space. This hut can comfortably sit 2 people. Several huts can be combined together to form a single, larger hut.

Platforms either raise terrain by 5 ft. in a single 5 ft. square, or create a bridge or platform up to 5 ft. wide and 15 ft. long. The platforms themselves are about an inch thick.

Walls are 10 ft. tall and long, and impede movement unless a creature first climbs or destroys the wall. The technician may expend an additional gadget when creating the wall to create stairs to allow easy scaling on one side, and to allow someone climbing the wall from that side to stand on the top and fire, retaining partial cover from attacks coming from the other side.

Chemical Insight: The technician unlocks special options for his inventions, as detailed under that section. Whenever he

creates an independent invention, he may give it the alchemical subtype by adding the following properties (a construct or independent invention cannot possess more than one subtype):

Alchemy: All natural attacks made by the alchemical construct deal an additional 1d6 acid damage.

Broken Containers: Any strike on an alchemical construct with a melee weapon deals 1 point of acid damage to the attacker. This amount increases to 1d6 points of damage if the attack is a critical hit. Alchemical constructs are not immune to bleed damage, and if subject to a critical hit, they suffer 1d6 bleed damage in addition to other effects. It is possible to provide first aid to stop bleeding as if the construct were a living creature.

Vulnerable to Fire: alchemical constructs take 150% as much damage as normal from fire attacks, unless they are immune to fire via other special defenses.

Difficult to Create: Increase the time and gp cost required to create an alchemical construct by 50% over normal for a construct.

In addition, whenever he creates an detonator, he may choose to grant it one of the following benefits.

Powerful: The detonator's explosion radius increases to 10 ft around the square it is in, rather than 5 ft.

Foam: The detonator fills an area with a radius of 10 ft, +5 ft per five class levels with foam. Any invisible creatures in the area at the time of the explosion are revealed for 1 minute per class level, or until the creature spends a full-round action wiping it off. Any invisible creature who enters this area leaves footprints behind, revealing their location so long as they remain in the foam-covered area. The foam dissipates on its own after 1 minute per level.

The technician may choose to have this detonator not deal damage. Instead, the foam makes all affected creatures entangled, and all creatures who are within the blast radius or who enter the area while the foam remains must pass a Reflex save or be stuck in place until the foam is removed. This foam may also be burned or cut with a slashing weapon, and each 5 ft. square possesses 5 hp per technician level.

Flare: The detonator sheds bright light for 30 ft +5 ft per two class levels, and increasing the light level by one step to a maximum of normal for 30 ft +5 ft per two class levels beyond this for 1 minute per class level.

The technician may choose to have this detonator not deal damage. Instead, all creatures within the area of bright light must pass a Fortitude save each round they are within this area or be blinded for 1 round.

Incendiary: The detonator deals all fire damage instead of half fire/half piercing, and any flammable materials within its area of effect catch fire. Creatures who fail their Reflex save are also set on fire.

Smoke: The detonator fills a 5 ft. radius + 5 ft per five levels with harmless smoke. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The smoke remains for 1 minute per level. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

The technician may choose to have this detonator not deal damage. Instead, all creatures within the blast area or who enter the area must pass a Fortitude save or be sickened for $1d4+1$ rounds. If a creature stays in this area for multiple rounds they must make an additional save each round or be sickened. If a target is already sickened and enters the area or stays in the area for an additional round, they must pass a Fortitude save or be nauseated for 1 round.

Demolitions Insight: The technician's detonators deal full damage to objects rather than half, and deals an additional 3 damage per technician level to unattended objects, walls, and terrain.

Additionally, the technician may choose to give his detonator a cone area of effect rather than a burst area of effect. Rather than affecting all squares within 5 ft., it affects everything in a 15 ft. cone. He may choose which direction this cone extends when holding or placing the detonator, and if the detonator destroys a wall or piece of terrain, it can affect creatures on the other side of the blast. If combined with a benefit from Chemical Insight, the cone's size becomes 3x the effect's radius.

Electric Insight: The technician gains many new options for inventions, as detailed under that section.

He may give his independent inventions the robot subtype by adding the following properties (a construct or independent invention cannot possess more than one subtype):

Intelligent: Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific robot, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive. independent inventions can be made Intelligent. **Note:** When piloting an independent invention with its own feats, the pilot may choose on any given round to use his own feats or the construct's, but not both.

Vulnerable to Critical Hits: Whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes the saving throw, it is instead staggered for 1 round.

Vulnerable to Electricity: Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.

Difficult to Create: Increase the time and gp cost required to create a robot by 50% over normal for a construct.

In addition, he may create the following gadgets:

Taser: The technician may create a gadget that sends electric shocks through a target to incapacitate them. Make a melee touch attack against a target. That target suffers $1d8$ electricity damage for every level the technician possesses, half of which is nonlethal damage. The target must pass a Fortitude save or be sickened and staggered for 1 round. The technician may choose to make the taser weaker than his maximum damage if he so chooses.

Shocker: The technician may attach a gadget to a target that fills them with low-grade electric shocks, debilitating them. Make a melee touch attack against a target. The technician may also throw the gadget as a ranged touch attack with a range increment of 10 ft. If successful, the target suffers $1d8$ nonlethal damage per round for a number of rounds

equal to the technician's level. Each round the target suffers this damage, their muscles seize up causing them to be sickened and staggered.

Either the affected target or another creature may remove this gadget as a standard action. The gadget cannot be used again after being removed.

Expert's Insight: The technician chooses a number of skills equal to his Intelligence modifier. He may take 10 on these skills, even when stress or other circumstances would normally impede him from doing so. A technician must be at least level 10 to select this insight. This insight may be gained multiple times, choosing additional skills each time.

Golemsmith: You gain the Craft Construct feat. You may use your ranks in any relevant Craft or Profession skills as your caster level with this feat and for the required check to create the construct, but you may only use it to create animated objects. These animated objects cannot possess the haunted drawback.

If you have chemical insight, you may create any 'alchemical' constructs from official bestiaries, as well any construct so long as you give it the alchemical subtype.

If you have electrical insight, you may create any 'robot' constructs from official bestiaries, as well any construct so long as you give it the robot subtype.

If you have mechanical insight, you may create any 'clockwork' constructs from official bestiaries, as well any construct so long as you give it the clockwork subtype.

If you have steampowered insight, you may create any 'steam' constructs from official bestiaries, as well any construct so long as you give it the steampowered subtype.

If you possess the Craft Wondrous Items and Craft Magical Arms and Armor feats, these restrictions are lifted and you may craft any constructs you meet the prerequisites for.

A technician must be at least level 8 and possess Greater Craftsman to gain this insight.

Greater Craftsman: The technician may create permanent inventions. These inventions are still limited by the maximum number of improvements he is able to give them, but do not count against his usual maximum number of inventions. Just as with all inventions, permanent inventions still grant penalties to anyone other than the technician who uses them.

In addition to any other costs, a permanent invention costs $500 \text{ gp} \times (\text{the technician's level} \times \text{the number of improvements})$ to create. Crafting a permanent invention uses the same time crafting rules as magic items, and just as with magic items, the technician may decrease his effective technician level when creating a permanent invention. However, an item must still have an effective technician level high enough for its total number of improvements (thus, an item must be constructed with a minimum technician level of 5 to gain 2 improvements, etc.). The technician must be at least level 6 to gain this insight.

Gunpowder Insight: The technician gains proficiency with all firearms (except siege weapons) and gains the Gunsmithing feat. If the technician already possesses these abilities via feats or martial talents, he may immediately retrain them.

In addition, the technician may make the following gadget:

Firework: This gadget flies in a specific direction and loudly explodes in a color of the technician's choice. A firework is considered a splash weapon, but with a range increment of

100 ft. The firework deals 1d6 fire damage per 2 technician levels on a direct hit, and the target must pass a Fortitude save or be blinded for 1 round. On a successful save, the target is still dazzled for 1 round. Creatures within 5 ft. of the target square suffer splash damage equal to the firework's minimum damage and are dazzled for 1 round.

Intuition (Ex): The technician has learned to trust his gut as much as calculations, and to have faith in wisdom and meditation as well as science.

He gains a pool of intuition points equal to 1 + his Wisdom modifier (minimum: 1). These intuition points refresh after roughly 8 hours of rest. A technician may spend 1 point of intuition as part of any skill check or ability check to add 1d6 to that roll. He may spend 2 points as part of an attack roll or saving throw to also gain this bonus. The decision to spend intuition must be made before the d20 is rolled. Intuition can only be used once on any individual roll.

Intuition, Combat: The technician's intuition pool increases by 1. When spending intuition to improve an attack roll or saving throw, he only needs to spend 1 point instead of 2. A technician must have the intuition technical insight to select this insight.

Intuition, Lucky: The technician's luck pool and intuition pool both increase by 1 point. In addition, he may spend luck points as if they were intuition points, and intuition points as if they were luck points.

A technician must possess the luck and intuition technical insights to gain this insight.

Intuition, Meditative: The technician's intuition pool increases by 1, and counts as a ki pool when meeting the prerequisites for feats. In addition to other uses of intuition, he may spend a point to grant himself a +20 enhancement bonus to speed for 1 round, a +4 dodge bonus to AC for 1 round, or a +20 bonus on a single Acrobatics check made to jump. An intuition pool counts as a supernatural ability when used in these ways. A technician must have the intuition technical insight to select this insight.

Intuition, Reactive: The technician's intuition pool increased by 1. Rather than spending a point of intuition before the d20 is rolled, he may spend his intuition after the die is rolled but before the results are revealed. This can change a failure into a success. A technician must have the intuition technical insight to select this insight.

Inventor's Insight: The technician may create one extra invention with no more than 1 improvement. Alternately, he may add 1 additional improvement to one of his other inventions. If he dismantles this invention, he may create a new invention with 1 improvement, or choose another invention to gain +1 improvement. This insight may be selected multiple times. The effects do not stack. Each time this insight is gained, the technician may create a new invention with only 1 improvement, or choose a different invention to gain a bonus improvement.

Luck: The technician's plans and creations are often half-baked and highly improvised, yet somehow always seem to work out.

The technician gains a pool of luck equal to 1 + his Charisma modifier (minimum: 1). This pool replenishes after roughly 8 hours of rest. Throughout the day, he may spend luck points to accomplish any of the following feats.

Uncanny Disarm (Ex): As a standard action, the technician may spend a luck point and throw an object or fire a ranged weapon at a trap or object within 30 ft. to attempt a Disable Device check to disable or sabotage it. This could include disarming a trap, jamming a door, causing a chandelier to fall immediately or fall in 1 round, or cause a mechanical object such as a siege engine or a crossbow or firearm to gain the broken condition. If the object to be affected is being carried by a creature, he must succeed at a ranged touch attack against the target first. He suffers a -5 penalty to his Disable Device check when making an Uncanny Disarm.

Quick Fix (Ex): The technician may spend 1 luck point as a move action to remove the broken condition from an object for 1 minute.

Luck, Combatant's: The technician knows how to stay one step ahead of an opponent and survive situations he should not be able to. His luck pool increases by 1, and he gains the following abilities:

Lucky Strike (Ex): Whenever the technician threatens a critical hit, he may spend a point of luck to roll the critical confirmation twice and take the better result.

Opportunistic Evasion (Ex): Whenever the technician succeeds at a Reflex saving throw against an effect that deals half damage on a successful save, he can spend 1 luck point to instead take no damage for that effect.

A technician must possess the luck technical insight to gain this insight.

Luck, Showman's: The technician knows how to use showmanship to his advantage. His luck pool increases by 1 point, and he gains the following abilities:

Manipulative (Ex): Whenever the technician makes a Bluff check or Sense Motive check, he may spend 1 point of luck to roll the dice twice and take the better result. He must choose to use this ability before the dice are rolled.

Lucky Distraction (Ex): As a standard action, the technician may make a Bluff check to make a distraction opposed by the Sense Motive skill of all creatures within 30 ft. All creatures who fail this check do not see him, allowing him to hide from them via the Stealth skill. In addition, all creatures who fail this check are considered to have been successfully feinted, losing their Dexterity bonus vs. his next attack, as well as any other benefits associated with his feint.

A technician must possess the luck technical insight to gain this insight.

Luck, Socialite's: People are like machines, and can be manipulated just as easily. The technician's luck pool increases by 1, and he gains the following abilities:

Charming Smile (Ex): Whenever he makes a Diplomacy check or Intimidate check, the technician may spend 1 point of luck to roll twice and take the better result.

Misplaced Trust (Ex): When attacking a flat-footed target whose attitude towards him is Friendly or higher, the technician may spend a point of luck. If his attack is successful, it deals double damage. This damage is not multiplied on a critical hit, and precision damage is not doubled by this ability.

A technician must possess the luck technical insight to gain this insight.

Magic Craftsmanship: The technician gains the Master Craftsman feat and either the Craft Wondrous Items or Craft Magical Arms and Armor feat (player's choice). The technician may use his ranks in any relevant Craft or Profession skill as his caster level and when making checks with either feat, not just the skill selected with Master Craftsman. This insight may be gained twice. If gained a second time, the technician gains the feat not chosen the first time. The technician must be at least level 6 to gain this insight.

Mechanical Insight: The technician unlocks special options for his inventions, as detailed under that section. He may also give his independent inventions the clockwork subtype by adding the following properties (a construct or independent invention cannot possess more than one subtype):

Winding: The construct must be wound with a special key in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per HD, but shorter or longer durations are possible.

Vulnerable to Electricity: Clockwork constructs take 150% as much damage as is normal from electricity attacks.

Swift Reactions: Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

Difficult to Create: Increase the time and gp cost required to create a clockwork construct by 50% over normal.

In addition, he may add one of the following triggering mechanisms to his detonators, chosen whenever one is created. When using any of these triggering mechanisms, the detonator becomes inert if not detonated within 10 minutes per technician level, and may be recovered to reclaim the expended gadget.

Remote: A remote trigger allows the gadget to be placed as a standard action, then triggered as a swift action from anywhere within medium range. He may place multiple detonators and detonate them with the same swift action, but as mentioned under detonators, multiple blast radiuses do not stack.

Timed: A timed trigger causes the detonator to explode after a set amount of time. A timed trigger has a duration of 1 hour per technician level rather than 10 minutes per technician level.



Land Mine: A tripwire trigger causes the detonator to explode when a creature enters its square. This allows the detonator to count as a snare trap for the purpose of Trap sphere talents such as Remote Trigger and Trap Wielder.

Medical insight (Ex): The technician may create a gadget that heals a target within his natural reach for a number of hit points equal to $1d8 +$ his technician level. At 5th level and every four levels thereafter, this gadget heals for an additional $1d8$.

The technician may also create a gadget that empowers a willing target within his natural reach. That target gains a +2 alchemical bonus to Strength, Dexterity, and Constitution for 1 minute per technician level.

Poisoner's Insight: The technician no longer suffers a chance to poison himself when applying poison to a weapon, and may apply poison to a weapon as a move action rather than a standard action.

Professional Insight (Ex): The technician adds $1/2$ his technician level to all Craft and Profession skill checks.

Steampower Insight: The technician unlocks special options for his inventions, as detailed under that section. He may also give his independent inventions the steampowered subtype by adding the following properties (a construct or independent invention cannot possess more than one subtype):

Refill: A steampowered construct can only function for 1 day per HD before needing to be refilled with water. A Medium construct must be refilled with 8 gallons of water. This is multiplied by 4 for each size category over Medium, or divided by 4 for every size category below Medium.

Hydraulic Force: Steampowered constructs Gain a +2 bonus to Strength. This bonus increases by +2 for every size category above Medium they possess.

Vulnerable to Cold: Steampowered constructs take 150% as much damage as normal from cold attacks, unless they are immune to cold via other special defenses.

Difficult to Create: Increase the time and gp cost required to create a steampowered construct by 50% over normal for a construct.

In addition, he may create the following gadgets:

Grapple Gun: The technician may create a gadget that uses pressurized steam to fire a rope and grapple. This grapple gun has a range of close (25 ft. + 5 ft. per two levels). If used to attack a creature, make a ranged attack with the gadget. If successful, the grapple gun deals $1d6$ piercing damage to the target. If the target is the same size or smaller than the technician, he may make a drag combat maneuver at range against the target as a free action without provoking an attack of opportunity, and gains a bonus on the check equal to his Intelligence modifier. The technician needn't move with the target. The target cannot move further away than the length of the rope without first breaking it, or making a drag combat maneuver against the technician to pull him along.

If the technician uses the grapple gun to successfully attack a target larger than himself, or if he targets a wall, floor, or ceiling, he moves to that spot, provoking attacks of opportunity as normal, except for the space in which he began his movement. If he ends his movement in the air such as dangling from a wall or ceiling, he may end his turn hang-

ing in place, or may grab a ledge or even let go and fall to the ground. The technician cannot remain hanging in the air for more than 1 round, after which the grapple gives way and he falls. Dangling from the grapple gun counts as climbing a rope for all purposes.

The technician may expend 2 uses of a gadget to increase the grapple gun's range to medium (100 ft. + 10 ft. per technician level).

Steam Release: The technician may create a gadget that releases a jet of steam. This deals $1d6$ fire damage per 2 technician levels to all creatures within a 15 ft. cone (Reflex half). He may increase the cone's size by 5 ft. per 5 technician levels he possesses. The steam obscures all sight, including darkvision, beyond 5 feet within its area of effect for 1 round. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Unlike most sources of fire damage, a steam release can function underwater but cannot ignite flammable substances.

INVENTIONS

Inventions are usually improved versions of regular items, and can be made from both mundane or magical equipment. All inventions have the ability to be granted one improvement, +1 at 5th level and every four levels thereafter. Many inventions or improvements have requirements that must be met, be they materials or technical insights the technician must know.

Because inventions are unwieldy objects, each invention also carries a penalty that anyone other than the technician suffers when trying to use an invention. Unless otherwise specified, an improvement may only be granted to an invention once.

GRAND GADGET

Rather than create an improved version of another object or an independent machine, it is possible for the technician to create a device that functions similarly to a gadget, but on a more permanent basis. A grand gadget is an object similar in size and structure to a light crossbow, meaning it suffers a -2 penalty to any attack rolls if wielded with only one hand, and is considered a crossbow for the purposes of drawing it, being considered armed while holding it, or integrating it with another invention. If the technician possesses mechanical insight, he can craft smaller grand gadgets, about the size and structure of a hand crossbow, meaning they may be fired one handed without penalty and may be hidden with the Sleight of Hand skill. Anyone other than the technician suffers a -2 penalty to attack rolls or to the grand gadget's save DCs per improvement when using it.

Prerequisites: A grand gadget is not based on a pre-existing item, and therefore must be built out of other materials. A grand gadget costs 10 gp to create, and is considered to have a market price of 10 gp when calculating the cost of repairs.

Improvements

Chemical Thrower: (*requires chemical insight*) Choose fire, cold, electricity, or acid. 3 times per day as a standard action, a creature wielding the grand gadget can fire a spray of that element in a close range cone (25 ft. + 5 ft. per two levels) or a line of twice that length, dealing $1d8$ damage per 2 technician levels

(minimum: 1d8) to all creatures in the area. A successful Reflex save (DC 10 + 1/2 the technician's level + his Intelligence modifier) divides this damage in half. This improvement can be gained multiple times. Each time it is gained, increase the number of times this ability may be used by 3, or gain 3 uses of a different element. **Note:** If the technician possesses mechanical insight, this improvement grants 4 uses instead of 3.

Permanent Gadget: Choose a gadget the technician can create. The grand gadget allows the wielder to use this gadget 3 times, as if the technician had made it but without expending one of the technician's gadgets. This improvement may be gained multiple times. Each time it is gained, the wielder may use the gadget an additional 3 times, or may use a different gadget 3 times. **Note:** If the technician possesses mechanical insight, this improvement grants 4 uses instead of 3.

Laser: (*requires electrical insight*) With pressurized gas and an electrical array, the wielder can fire a short-range laser as a standard action, dealing 1d8 fire damage per technician level to a target. The laser has a range of close range (25 ft. +5 ft. per two levels), and requires a ranged touch attack to hit. This laser may be used 3 times per day. This improvement may be gained multiple times. Each time it is gained, increase the number of daily uses by 3. **Note:** If the technician possesses mechanical insight, this improvement grants 4 uses instead of 3.

Machine Gun: (*requires steampower insight*) Through steam-powered centrifugal forces, the grand gadget can fire pellets in rapid succession to create a stream of death. As a standard action, the grand gadget deals 1d8 bludgeoning and piercing damage per 2 technician levels (minimum 1d8) to all creatures within a line that extends out to medium range (100 ft. +10 ft. per level). Creatures in this area of effect are allowed a Reflex save (DC 10 + 1/2 the technician's level + his Int modifier) for half damage. This ability may be used 3 times per day. This improvement can be gained multiple times. Each time it is gained, the wielder may use this ability 3 additional times per day. **Note:** If the technician possesses mechanical insight, this improvement grants 4 uses instead of 3.

Weaponized Gadget: The grand gadget is fitted with an attached item such that wielding one wields the other. A grand gadget can be fitted with any one-handed weapon, two-handed weapon, or any shield other than a buckler. The technician must supply the item to be attached. **Note:** If the technician possesses mechanical insight, the grand gadget may be attached to any weapon (including light weapons) as well as bucklers.

IMPROVED ARMOR

Anyone other than the technician suffers a -2 penalty to the armor's maximum Dexterity bonus (minimum: 0), and a +2 increase to its armor check penalty for every improvement it possesses. **Prerequisites:** A suit of medium or heavy armor.

Improvements

Air Bladder: The suit of armor comes equipped with an air tank. Filling the air tank requires 10 minutes of work in a place that possesses air. After the tank is filled, the wearer may switch it on as a swift action, allowing the wearer of the armor to survive underwater or in other airless places for 1 hour before needing to hold his breath. While the air bladder is engaged, the wearer is immune to gases and other attacks or hazards that require a creature to breathe.

Attached Weapon: The armor includes a light or one-handed weapon that may be extended as a swift action, and retracted as a standard action. This weapon is attached to the armor and cannot be disarmed, but the hand needed to wield the weapon cannot be used for any other purpose when the weapon is extended. If the weapon is used to make an attack on the same round it is extended, the added momentum adds +1 damage to that attack, +1 at 5th level and every four levels thereafter. In place of a weapon, other items may also be attached in this manner, such as a wand or staff. The technician must supply the weapon or item to be attached.

Improved Joints: The armor's maximum Dexterity bonus is increased by 1, and the armor's armor check penalty is reduced by 1. This improvement may be taken multiple times, increasing these bonuses by the number of times this improvement is taken. **Note:** If the technician possesses mechanical insight, this improvement increases the armor's maximum Dexterity bonus and decreases the armor's armor check penalty by 2 instead of 1.

Improved Mobility: The penalty to movement from the armor is cut in half. This improvement can be taken twice. If taken a second time, this improvement removes the movement penalty completely. **Note:** If the technician possesses mechanical insight, this improvement removes the armor's entire movement penalty if taken once rather than twice.

Magnetized Repulsion: (*requires electric insight*) The armor grants the wearer a +1 deflection bonus to AC, +1 at 5th level and every 4 technician levels thereafter.

Mechanized Fist: When making attacks with a gauntlet or spiked gauntlet attached to the piece of armor (this may be added to a suit of armor such as a breastplate that does not naturally come with these pieces), the gauntlet or spiked gauntlet deals additional damage equal to 1 +1 at 5th level and every four levels thereafter. A mechanized fist can also be outfitted as an attached weapon, in which case these bonuses to damage stack. The technician must supply the gauntlet or spiked gauntlet to be attached.

Mechanized Strength: (*requires steampower insight*) The armor is outfitted with gears, pistons, and pressure gauges to improve the wearer's strength. The wearer gains a +2 enhancement bonus to Strength. This bonus increases by +1 at 5th level and every four levels thereafter.

Parachute: The wearer of the suit of armor never suffers falling damage, regardless of the distance fallen. The wearer falls at a rate of 60 ft. per round, and can move 30 ft. in a horizontal direction for every 60 ft. fallen.

Resistance: (*requires chemical insight*) The armor is tempered with chemicals that make it resistant to a type of energy. Choose fire, electricity, cold, or acid. The armor grants the wearer resistance to that energy type equal to 10 + 1/2 the technician's class level. This improvement can be taken multiple times. Each time it is taken, choose a different element.

IMPROVED BACKPACK

Anyone other than the technician himself suffers a -1 penalty to all Strength and Dexterity-based skill checks per improvement while wearing an improved backpack, and suffers an additional -1 penalty per improvement to any attack roll

or skill check made involving the backpack's attached arms.

Prerequisites: A backpack.

Improvements

Aided Flight: (requires *steampower insight*) The backpack comes equipped with a system of grappling hooks and winches. Using a grapple gun gadget while wearing the backpack consumes 1 less gadget than normal. **Note:** If the technician possesses mechanical insight as well as steampower insight, this improvement may be gained an additional time. Doing so allows the wearer to use the grapple guns supplied by the backpack as a move action instead of a standard action. This also causes movement made via the improved backpack's grapple guns to count as both flying and leaping for the purpose of the Athletics sphere.

Armor Improvements: The improved backpack can gain the air bladder or parachute improvements as if it were a suit of improved armor.

Attached Arm: The improved backpack contains an attached mechanical arm. This arm can hold objects or retrieve them from the wearer, although it does not possess the fine

motor skills to wield a weapon or make Dexterity-based skill checks, and does not grant additional attacks. However, each attached arm gains 1 of the following qualities. This improvement may be gained multiple times. **Note:** If the technician possesses mechanical insight, each arm gains 2 qualities instead of 1.

Slam: The wearer may make a slam attack with the attached arms as either an attack action, or as a swift action with a -5 penalty when using the attack action with another weapon. This attack possesses the grab universal monster ability. A mechanical arm uses Intelligence in place of Strength when calculating its bonus to hit, and deals 1d6 damage (1d4 Small, 1d8 Large) with no Strength bonus. The attack deals an additional 1d6 damage and gains a +1 bonus to attack rolls and grapple checks for each additional attached arm that possesses this quality. The wearer of the improved backpack is always considered proficient with this attack, and may treat it as a wielded melee weapon for the purposes of talents and feats. All arms with this quality are treated as a single manufactured weapon for the purpose of enchanting.

Reach: The attached arms have a natural reach 5 ft. larger than would be normal for their size. The arms do not threaten this extra space, and therefore cannot make attacks of opportunity at this increased reach.

Fine Manipulation: The attached arm counts as a normal arm for most purposes. It can manipulate objects as well as a hand, including making Dexterity-based skill checks. The attached arm can even wield weapons or shields, although this does not grant additional attacks.

Extra Quality: (requires *attached arm*) All attached arms gain an additional quality.

Freezer: (requires *chemical insight*) The improved backpack contains a compartment that is kept at freezing temperatures that may hold up to 50 pieces of ammunition including darts or shuriken, 10 daggers, or 2 other light weapons. After being stored in this freezer for 1 minute, the weapon or piece of ammunition deals an additional 1d4 cold damage. This counts as the *frost* weapon special ability and does not stack with it. At 5th level and every four levels thereafter, this damage is increased by one die step (1d6, 1d8, 2d6, 3d6). This damage only applies to the first attack made with that weapon. Drawing a weapon or piece of ammunition from the freezer is the same as drawing it from a belt or quiver. A freezer can also be used to preserve organic objects, chill food, or other uses with GM permission.

Gloved: (requires *attached arm*) The attached arm gains an improvement as if it were improved gloves. The technician must still meet all prerequisites for that improvement.

Propellor: (requires *steampower insight*) The improved backpack possesses a propellor that can be activated as a move action. One round later, the wearer gains a 20 ft. fly speed with a maneuverability of average.

The propellor can be deactivated as a free action, and cannot be used for more than 1 round per technician level at a time (not including the round when it is first activated as a move action). If left on for too long without being allowed to rest for at least 10 minutes, the propellor gains the broken condition and cannot be used until the technician spends at least 10 minutes repairing it.



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This improvement may be gained multiple times. Each time it is gained, the fly speed increases by 10 ft., and the duration increases by 1 step (1 minute per level, 10 minutes per level, 1 hour per level).

Self-Supporting: The backpack can hold x2 as much equipment as normal. This multiplier increases by 1 for every five technician levels possessed. In addition, the wearer gains a bonus equal to the technician's level to their Strength score when determining their carrying capacity.

Transmitter: (*requires electrical insight*) The improved backpack possesses a dish that serves as a central transmitter. The technician may create a number of small 1 lbs. metal boxes, to a maximum equal to his technician level. Any creature holding one of these boxes may speak into it and be heard by any other creature holding one of the boxes, provided these creatures are each within medium range (100 ft. +10 ft. per technician level) of the transmitter.

This improvement can be gained twice. If taken a second time, the distance improves to long (400 ft. +40 ft. per level).

Turtle Shell: The backpack provides extra protection from the back, making it much more difficult to hurt the wearer from that side. Flanking bonuses against the wearer are reduced by 2, and they gain a +4 bonus to their AC when using the full defense action. This does not prevent rogues from being able to sneak attack with a flank nor other creatures from gaining other similar situational bonuses.

IMPROVED BOOTS

Anyone other than the technician himself has his base land movement speed reduced by 5 ft. per improvement while wearing improved boots (if dividing this penalty in half such as via the aesthetic insight improvement, it reduces to 5 ft. per 2 improvements).

Many improvements grant the boots different modes. The wearer may only have one mode active at a time. Activating, deactivating, or switching modes requires a swift action.

Prerequisites: A pair of boots, which may be both common boots or armored boots from a suit of armor, and may include a blade boot.

Improvements

Inflatable Shoes: The boots gain a waterwalking mode. While in waterwalking mode, the wearer's land speed is reduced by half, but they may walk on liquid as if it were solid.

Magnetic Shoes: (*requires electric insight*) The boots gain a magnetic mode. While in magnetic mode, the wearer's base land speed is reduced by half, and they gain a bonus to their CMD to resist trip, drag, bull rush, reposition, and overrun attempts, equal to 1/2 the technician's level (minimum: 1). Additionally, the wearer may walk on metal surfaces such as metal walls and ceilings as easily as if they were ground.

Motorized Steps: The wearer's base speed is increased by 5 ft. This improvement may be gained multiple times. The effects stack. **Note:** If the technician possesses mechanical insight, this improvement increases speed by 10 ft instead of 5 ft.

Retractable Flippers: The boots gain a swimming mode. While in swimming mode, the wearer's land speed is reduced by half, but they gain a bonus to Swim checks equal to the technician's level.

Retractable Skates: The boots gain a skating mode. While in skating mode, the wearer gains a +30 ft. increase to land

movement speed, but they can only easily move in a straight line; each 45 degree turn costs 5 ft. of movement. Difficult terrain is even more difficult to traverse, and costs 20 ft. of movement for each 5 ft. moved. However, the wearer may still jump as normal as part of movement while in skating mode, including jumping over obstacles or difficult terrain.

Retractable Toe Claws: The boots gain a climbing mode. While in climbing mode, the wearer's land speed is reduced by half, but they gain a bonus to Climb checks equal to the technician's level.

Rocket Boots: (*requires chemical insight*) The boots come equipped with packets that may be ignited to add power to a jump. Whenever the wearer makes an Acrobatics check to jump as part of a move action, as a free action they may activate a rocket boot packet, increasing the distance of the jump by 5 ft. per technician level in any direction. This can allow their jumping distance to exceed their movement for the round. Rocket boots can be used a total number of times per day equal to the technician's Intelligence modifier.

If activated right after making a successful attack with the improved boots (such as an unarmed strike or an attack with a bladeboot) or when otherwise stepping on or leaping off of a creature, in addition to the bonus movement the target also suffers 1d4 fire damage, which increases by 1 die size at 5th level and every four levels thereafter. The target is also subject to a bull rush combat maneuver made as a free action that does not provoke an attack of opportunity, and gain a bonus to that maneuver equal to the technician's Intelligence modifier.

This improvement may be gained multiple times. Each time it is gained, the rocket boots may be used an additional number of times per day equal to the technician's Intelligence modifier.

Super Kick: (*requires steampower insight*) The boots come equipped with a large pressurized piston. As a move action, the wearer can begin to build up pressure in the boots. Beginning the next round, whenever the wearer successfully makes an attack with the improved boot (such as an unarmed strike or an attack with a blade boot), they may release this pressure, dealing an amount of additional damage to the creature equal to 1d6, +1d6 per two technician levels beyond 1st (3rd, 5th, etc.). This extra damage is not increased on a critical hit.

Improved boots may only have one use of this pressure ready at a time; the pressure must replenish after each use to be used again. Pressure may be released as a move action, even if not used in an attack.

IMPROVED CROSSBOW

Anyone other than the technician himself suffers a -2 penalty to attack rolls per improvement when using an improved crossbow. **Prerequisites:** Any crossbow.

Improvements

Far-sight Scope: The crossbow is equipped with a scope to aid in distance-aiming. As a move action, the wielder may use the scope to aid in aiming, reducing range penalties by half for their next attack made before the end of their turn. **Note:** If the technician possesses mechanical insight, using the far-sight scope also grants a +4 bonus to the wielder's next attack made before the end of their turn.

Integrated Shield: The crossbow is fitted to a shield, such that wielding one yields the other. A hand crossbow can be

fitted with a buckler, while any other one-handed crossbow can be fitted with a buckler or light shield. A two-handed crossbow may be fitted with any shield. The wielder does not lose this shield bonus when attacking or reloading with the crossbow. The technician must provide the shield to be attached.

Integrated Weapon: The crossbow is fitted with an attached melee weapon such that wielding one wields the other. A hand crossbow can be fitted with a light weapon, while any other one-handed crossbow can get fitted with a light or one-handed weapon. A two-handed crossbow can be fitted with any melee weapon. The technician must provide the weapon to be attached.

Poison dispenser: (*requires chemical insight*) The crossbow is attached with an automatic poison dispenser that can hold up to 1 dose of any poison, +1 dose at 5th level and every four levels thereafter. Loading the poison dispenser requires 1 standard action per dose, but once loaded, the technician can apply a dose of poison to a loaded bolt as a move action or swift action.

Powerful Load: The crossbow deals an additional +1d4 weapon damage. This improvement may be gained multiple times. Each additional time it is gained, this extra weapon damage die increases by 1 size category.

Pressurized Shot: (*requires steampower insight*) The crossbow makes use of a system of steam pressure to fire bolts with additional power. As a move action, the wielder may built up pressure in the crossbow. Beginning the next round, when they make an attack with the crossbow they may release the pressure as a free action, increasing the shot's damage. The shot deals an additional amount of damage equal to 1d6, +1d6 per two technician levels beyond 1st (3rd, 5th, etc.). This extra damage is not increased on a critical hit. The crossbow may only have a single use of this pressure ready at any one time; the pressure must replenish after each attack to be used again. The pressure may be released as a move action without firing a shot.

Speed Lever: The time required to reload the crossbow is reduced by one step (I.e., full-round action becomes a standard action, move action becomes a swift action). This improvement cannot reduce the reloading time below a free action. **Note:** If the technician possesses Mechanical Insight, a speed lever instead may reduce the reloading time by up to 2 time increments.

Super-Heated: (*requires electric insight*) As a swift or move action, the wielder may activate or deactivate an integrated current to super-heat the metal heads of the crossbow bolts. The crossbow deals an additional 1d4 fire damage. This counts as the *flaming* weapon special quality and does not stack with it. At 5th level and every four levels thereafter, this damage is increased by one die step (1d6, 1d8, 2d6, 3d6). If the integrated current is left on for more than 10 minutes at a time without taking at least 10 minutes to rest, the crossbow gains the broken condition and cannot use this current again until it is repaired.

IMPROVED FIREARM

Anyone other than the technician himself suffers a -2 penalty to attack rolls when using an improved firearm. **Prerequisites:** The Gunsmith feat, any firearm.

Improvements

Common Improvements: The firearm may be given the Speed Lever, Far-Sight Scope, Integrated Shield, Integrated

Weapon Powerful Load, or Pressurized Shot improvements, as described under the improved crossbow invention. The technician may treat a coat pistol as a hand crossbow for the purpose of the Integrated Weapon improvement.

Enhanced Reliability: The firearm's misfire chance is reduced by 2. This improvement may be given to the firearm multiple times, but cannot improve the firearm's misfire chance lower than 0.

Explosive Round: (*requires chemical insight*) The firearm is designed to fire explosive rounds. Whenever the wielder loads the firearm, he may choose to make that shot explosive. If the firearm deals damage to a target, the technician must choose one square that target occupies; creatures other than the original target in all adjacent squares suffer half damage from the weapon, which may be reduced to 0 with a successful Reflex save. This damage is not multiplied on a critical hit.

This improvement may be applied multiple times. The technician may increase the radius of the explosive shot by an additional 5 ft. for every additional time explosive round is applied to the firearm.

Improved Rifling: The firearm has its range increment doubled. This improvement can be applied multiple times. Each time it is applied, increase this multiplier by 1 (thus, if this improvement were taken twice, the firearm's range would be multiplied by 3).

Railgun: (*requires electric insight*) The firearm is powered by electricity and magnetism instead of blackpowder. The firearm no longer requires gunpowder or blackpowder, meaning it can fire underwater or in other wet environments that would normally stop a firearm from functioning. Additionally, the firearm has its range increment multiplied by 3. This stacks with the multiplier from the improved rifling improvement.

IMPROVED GLOVES

Anyone other than the technician himself suffers a -2 penalty to all Strength or Dexterity-based skill checks and to attack rolls made with the gloves (such as an unarmed strike or an attack with a fist weapon) for each improvement it possesses.

Prerequisites: A pair of gloves, a prosthetic arm, or fist weapons, such as brass knuckles, cestus, gauntlet, katar, knuckle axe, punching dagger, rope gauntlet, sap, scizore, spiked gauntlet, or tekko-kagi.

Improvements

Auto Retrieval: Retrieving stored items no longer provokes an attack of opportunity. **Note:** If the technician possesses mechanical insight, the wearer may retrieve stored items as a swift action instead of a move action.

Climbing Claws: The gloves are built with claws to aid in climbing. So long as the wearer is using at least one hand to climb, they gain a bonus to all Climb checks equal to 1/2 the technician's level. If they are also using boots with the retractable toe claws improvement, they instead gain a 30 ft. Climb speed. If they already possess a Climb speed, this instead increases their Climb speed by 20 ft.

Electric hands: (*requires electric insight*) The wearer may empower their hands with electricity, turning it on and off as a swift action. When active, they cause any attacks made with the improved gloves (including an unarmed strike) to deal an additional 1d4 electricity damage. This counts as the *shock*

weapon special ability and does not stack with it. At 5th level and every four levels thereafter, this damage is increased by one die step (1d6, 1d8, 2d6, 3d6). The wearer may deal only this electricity damage (as opposed to their full unarmed strike) as a melee touch attack, and in fact deal this damage to anything they touch so long as this improvement is active. Having electric hands active counts as being 'armed', meaning they may be used to make attacks of opportunity and do not provoke attacks of opportunity when making unarmed strikes.

Gears and Wires: (*requires mechanical insight*) The gloves contain a permanent hook and pulley system. Using this hook and pulley does not expend a gadget.

Sticky Hands: (*requires chemical insight*) The wearer can make the improved gloves sticky, turning this condition on or off as a swift action. This grants a +1 bonus to all steal, dirty trick, and disarm combat maneuvers, as well as to the wearer's CMD to resist disarm maneuvers, and to their Sleight of Hand checks made to steal objects. They cannot, however, voluntarily drop or stow any held items while their hands are sticky.

At 5th level and every four levels thereafter, the bonuses granted by sticky hands increase by +1.

Super Punch: (*requires steampower insight*) The gloves gain the Super Kick improvement, as if they were improved boots. This can be used on any attack that uses the gloves, such as an

unarmed strike or an attack with a fist weapon such as a gauntlet or cestus.

Webbing: The gloves are built with webbing to aid in swimming. So long as the wearer is using at least one hand to swim, they gain a bonus to all Swim checks equal to 1/2 the technician's level. If the wearer is also using boots with the retractable flippers improvement, they instead gain a 30 ft. Swim speed. If they already possess a Swim speed, this instead increases their Swim speed by 20 ft.

IMPROVED GOGGLES

Anyone other than the technician suffers a -1 penalty on attack rolls and Perception checks for each improvement the improved goggles possesses (if dividing this penalty in half such as via the aesthetic insight improvement, the -1 penalty alternates between Perception and attack with each improvement).

Many improvements grant different lenses. Improved goggles can only have one lens active at a time. Activating, deactivating, or switching lenses is a swift action. If the technician possesses steampowered insight, they may build improved goggles with a hydraulic system, allowing the wearer to switch the active lens once per round as a free action. **Prerequisites:** Glasses, goggles, or a monocle.

Improvements

Microscope Lens: This lens magnifies the wearer's vision, letting him see in greater detail. The wearer cannot see further than 30 ft. away, but he gains a +1 circumstance bonus to Survival checks made to follow tracks, Appraise checks made to determine an item's value, Craft checks made to create an item, and to all Disable Device checks. This bonus increases by +1 at 5th level and every four levels thereafter.

Mirrored Lens: When this lens is active, it reflects and refracts the light in ways that subtly changes things. The wearer gains a +1 circumstance bonus on saves vs. gaze attacks and illusions, +1 at 5th level and every four levels thereafter (max +5 at Level 17), but suffers an equal penalty to all Perception checks. **Note:** If the technician possesses mechanical insight, this bonus and penalty increase to become equal to 1/2 his technician level.

Nightvision Lens: When this lense is active, the wearer sees on a different wavelength. The wearer gains darkvision 60 ft., but also gains light blindness.

Telescope Lens: This lens allows the wearer to see great distances, at the expense of what is close by. The wearer is considered flat-footed while using this lens, but his Perception check DCs increases by 1 per 30 ft. of distance to the target rather than 1 per 10 ft. This improvement may be taken multiple times, increasing the distance by an additional 20 ft. per +1 DC each time. **Note:** If the wearer possesses Mechanical Insight, he is treated as having given this improvement twice the first time he gives them to the goggles.

Thermal Lens: (*requires chemical insight*) This lens is chemically treated to react to things not normally on the visible spectrum, giving the wearer insight into what's really there. The wearer



suffers a -10 penalty to Perception checks, but he may see invisible creatures within his range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to him as translucent shapes, allowing him easily to discern the difference between visible, invisible, and ethereal creatures.

X-Ray Lens: (*requires electric insight*) When this lens is active, the wearer may see through 1 inch of solid material per technician level. The wearer cannot use this lense for more than 1 minute per technician level per day, and each use of this ability uses a minimum of 1 minute of the remaining time. This cannot see through lead.

IMPROVED MELEE WEAPON

Anyone other than the technician himself suffers a -2 penalty to attack rolls per improvement when using an improved melee weapon. **Prerequisites:** A melee weapon. The technician may augment a shield as an improved weapon or an improved shield, but not both.

Improvements

Augmented Handling: The weapon gains one of the following weapon special qualities: Disarm, Sunder, Trip, Blocking, Brace, Deadly, Distracting. This improvement can be taken multiple times. Each time it is taken, the weapon gains a different special feature. The technician cannot grant a weapon a special quality it already possesses. **Note:** If the technician possess mechanical insight, he may add 2 weapon special qualities to the weapon per augmentation instead of 1. In place of 2 weapon special qualities, he may instead add the reach special feature.

Diverse Damage: The weapon gains one damage type it did not possess (slashing, piercing, or bludgeoning). This improvement can be taken multiple times. Each time it is taken, the weapon gains a different damage type. The technician cannot grant a weapon a damage type it already possesses. **Note:** If the technician possess mechanical insight, he may add 2 new damage types to the weapon per augmentation instead of 1.

Electric Current: (*requires electric insight*) The weapon gains the Electric Hands improvement, as if it were improved gloves. This improvement cannot be left 'on' while the weapon is sheathed without dealing its electricity damage to its holder each round.

Integrated Gun: The technician may attach a crossbow or firearm to the melee weapon such that wielding one wields the other. The technician may attach a coat pistol or hand crossbow to a light melee weapon, a one-handed crossbow or firearm to either a one-handed or two-handed melee weapon, or any crossbow or firearm to a two-handed melee weapon. Firearms with special conditions (such as the double hackbut or culverin applying a penalty when not stabilized) still apply when using them while integrated into a melee weapon. The technician must supply the weapon to be attached.

Integrated Shield: The melee weapon is fitted to a shield, such that wielding one wields the other. A light weapon can be fitted with a buckler, while any other one-handed weapon can be fitted with a buckler or light shield. A two-handed weapon may be fitted with any shield. The technician must supply the shield to be attached.

Piston: (*requires steampower insight*) The weapon gains the Super Kick improvement, as if it were improved boots. This can be used on any attack that uses the weapon.

Poison tempering: (*requires chemical insight*) Whenever the wielder applies a dose of poison to this weapon, he may apply an additional dose at the same time, +1 at 5th level and every four levels thereafter. Each strike applies only one dose of poison to the target.

Wire: The technician attaches a wire to his weapon, allowing him to retrieve it as a swift action, such as after throwing it or being disarmed. Treat this wire as if it were 50 ft. of rope when determining the weapon's maximum range or its statistics if a creature attempts to break it.

The weapon may gain this improvement a total of twice. If taken twice, the weapon also gains the grapple weapon special feature **Note:** If the technician possess mechanical insight, the first time the weapon gains this improvement counts as having gained it twice.

IMPROVED SHIELD

Anyone other than the technician himself suffers a -3 increase to the shield's armor check penalty per improvement when using an improved shield. **Prerequisites:** The shield to be improved.

Improvements

Dispenser: The technician outfits the shield with an item for quick retrieval, such as a light weapon, a potion, a wand, or another item such as a 50 ft. length of rope or a set of tools. Other items may be used with GM approval, so long as they are reasonably smaller than the shield in question. Loading an item into the dispenser is a standard action, but retrieving the item is a free action.

The shield may gain this improvement more than once. Each time it is gained, the shield can hold an additional item for quick retrieval. Any creature may retrieve items from a shield that's standing via the expanding improvement, but they must be in the shield's space to use the dispenser. **Note:** If the technician possesses mechanical insight, each time the shield gains this improvement it can hold up to 2 items instead of only 1.

Expanding: As a standard action, the bearer may expand the shield, granting himself total cover until the beginning of his next turn. When using a shield in this way, the bearer must choose one edge of his space. That edge is treated as a solid wall for attacks targeting him only. The bearer gains total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on the bearer by targeting the shield he is holding.

A shield may gain this improvement a total of three times. Tower shields are already considered to have this improvement once.

If gained a second time, the expanded shield counts as total cover for all creatures who are attacked through the shield, not only for the bearer. The shield also counts as total cover in relation to targeted spells. The shield itself may still be targeted by effects.

If taken a third time, the bearer may deploy the shield in this manner as a move action instead of a standard action. Additionally, he may let go of his shield and leave it as a free-standing wall, which remains in place until a creature in the correct square spends a move action to pick it up and end this effect.

Note: This improvement cannot be given to a buckler. If the technician possess mechanical insight, the first time the shield gains this improvement counts as having gained it twice.

Flaming Shield: (*requires chemical insight*) As a swift action, the bearer may set his shield on fire for 1 round per technician level. Whenever he performs a shield bash, his shield deals an additional 1d4 fire damage. This does not stack with the *flaming* weapon ability. At 5th level and every four levels thereafter, this damage is increased by one die step (1d6, 1d8, 2d6, 3d6).

Integrated Gun: The technician may attach a crossbow or firearm to the shield, such that wielding one wields the other. The technician may attach a hand crossbow or coat pistol to a buckler, any one-handed crossbow or firearm to a light shield, or any two-handed crossbow or firearm to a heavy shield. When wielding a heavy shield with a two-handed weapon attached, the bearer must wield the shield in two hands. The technician must supply the weapon to be attached.

Magnetized Attraction: (*requires electric insight*) Whenever a target attacks the shield's bearer with a metal melee weapon and misses him by a margin equal to or less than the shield's bonus to AC, they must make a Strength check with a DC of 10 + 1/2 the technician's level + his Intelligence modifier, or be disarmed of their weapon as it sticks to the improved shield. A creature may attempt a melee touch attack against the bearer followed by a Strength check (all as a standard action) to attempt to retrieve a weapon from the shield. The improved shield must be made of metal to gain this improvement.

Piston Push: (*requires steampower insight*) The technician may give the shield the super kick improvement, as if it were improved boots, which can be used on a shield bash.

IMPROVED SUIT

An improved suit of clothing cannot be worn underneath armor. Anyone other than the technician himself suffers a -2 penalty per improvement to all Str-based and Dex-based skill checks made while wearing the suit. **Prerequisites:** A suit of clothing or light armor.

Improvements

Aided Flight: The suit can gain the aided flight improvement, as if it were an improved backpack.

Armor Improvements: The suit can gain the air bladder, parachute, and resistance improvements, as if it were a suit of improved armor.

Augmented Reflexes: (*requires electric insight*) The suit is outfitted with low-level electric equipment that improves the wearer's reaction time. The wearer gains a +2 enhancement bonus to Dexterity. This bonus increases by +1 at 5th level and every four levels thereafter.

Camouflage: The suit is designed to have its appearance easily changed to fit its environment. With 1 minute of work, the wearer may cause the suit to grant him a bonus equal to 1/2 the technician's level (minimum: 1) to all Stealth checks made in a single terrain, chosen from the ranger's list of favored terrains. However, he suffers a penalty equal to 1/2 the technician's level (minimum: 1) to Stealth checks made in any other terrain. Removing or changing camouflage also takes 1 minute.

Glider: The suit grants the wearer a bonus to Fly checks equal to 1/2 the technician's level (minimum: 1). If the suit possesses the parachute improvement as well, the parachute improves, granting a fly speed of 30 ft. with average maneuverability. However, this fly speed does not allow the wearer to gain altitude; he may fly down or straight, but not up.

Slick Materials: The suit grants the wearer a bonus to Escape Artist checks equal to 1/2 the technician's level (minimum: 1).

Spring-Loaded: The suit gains the dispense improvement, as if it were an improved shield. This improvement can be taken multiple times.

INDEPENDENT INVENTION

In addition to improving weapons and armor, the technician can create an independent invention. These independent inventions are considered creatures that possess the construct creature type, but they cannot be awakened or modified as a construct can. An independent invention possesses its own hit points, armor class, saving throws, and ability scores. It can carry items like a horse or wagon can. However, unlike other construct creatures, independent inventions cannot act, move, or attack on their own.

Independent inventions are mindless, even compared to other constructs. They possess only a Strength and Dexterity score, with no skill points or feats or magic item slots. In order to perform actions, a creature must be adjacent to the independent invention, and spend a standard action operating the invention. The invention may take a full turn of actions at the time it is operated, but cannot take more than one turn per round (i.e., so long as the technician or another creature has piloted the independent invention that round, another creature cannot take control of the invention unless he impedes the piloting creature from controlling the invention for 1 round). Technicians needn't make any skill checks to control an invention they have built, but all other creatures must pass a DC 10 Profession (driver) check any round they attempt to control an invention. This check DC increases by +4 for every improvement the independent invention possesses.

Rather than being based on a pre-existing item, an independent invention is built from raw materials, and therefore does have a cost associated with their construction. A technician can repair an independent invention for an amount of hp equal to his technician level with 1 hour of work and by spending money on raw materials equal to 1% of the invention's cost, or heal them completely full with 8 hours of work and 10% of the invention's raw materials cost.

An independent invention gains one base form outlined below, as well as an improvement at 1st level and every four levels thereafter. In addition to the qualities provided by technician level, size, and base form, each independent invention begins with a hardness of 5 and a 30 ft. land speed.

An independent invention cannot wear armor, but is instead considered to always be wearing armor with an AC bonus determined by its Hit Dice. This armor may be enchanted, but at twice the normal cost.

<i>Technician Level</i>	<i>Hit Dice</i>	<i>Maximum Size</i>	<i>Minimum Size</i>	<i>Armor Bonus</i>	<i>Base Saving Throws (all)</i>	<i>Improvements</i>
1	1d10	Medium	Medium	+0	+0	1
2	2d10	Medium	Medium	+0	+0	1
3	3d10	Medium	Medium	+1	+1	1
4	4d10	Medium	Medium	+1	+1	1
5	5d10	Large	Small	+1	+1	2
6	6d10	Large	Small	+2	+2	2
7	7d10	Large	Small	+2	+2	2
8	8d10	Large	Small	+2	+2	2
9	9d10	Huge	Tiny	+3	+3	3
10	10d10	Huge	Tiny	+3	+3	3
11	11d10	Huge	Tiny	+3	+3	3
12	12d10	Huge	Tiny	+4	+4	3
13	13d10	Gargantuan	Diminutive	+4	+4	4
14	14d10	Gargantuan	Diminutive	+4	+4	4
15	15d10	Gargantuan	Diminutive	+5	+5	4
16	16d10	Gargantuan	Diminutive	+5	+5	4
17	17d10	Colossal	Fine	+5	+5	5
18	18d10	Colossal	Fine	+6	+6	5
19	19d10	Colossal	Fine	+6	+6	5
20	20d10	Colossal	Fine	+6	+6	5



Table: Size Bonuses and Penalties

<i>Size</i>	<i>Base Str/Dex</i>	<i>Hit Points</i>	<i>AC/Attack</i>	<i>Natural AC</i>	<i>CMB/CMD</i>	<i>Space</i>	<i>Natural Reach</i>	<i>Fly Skill</i>	<i>Stealth Skill</i>
Fine	4/18	+0	+8	+4	-8	1/2 ft.	0	+8	+16
Diminutive	4/16	+0	+4	+4	-4	1 ft.	0	+6	+12
Tiny	6/14	+0	+2	+4	-2	2 1/2 ft.	0	+4	+8
Small	10/12	+10	+1	+4	-1	5 ft.	5 ft.	+2	+4
Medium	14/10	+20	+0	+4	+0	5 ft.	5 ft.	+0	+0
Large	22/8	+30	-1	+6	+1	10 ft.	10 ft.	-2	-4
Huge	30/6	+40	-2	+9	+2	15 ft.	15 ft.	-4	-8
Gargantuan	38/6	+60	-4	+13	+4	20 ft.	20 ft.	-6	-12
Colossal	46/6	+80	-8	+18	+8	30 ft.	30 ft.	-8	-16

Erin Lee

Size	Cost	Weight
Fine	1 gp	1/8th lb.
Diminutive	5 gp	1 lb.
Tiny	10 gp	8 lbs.
Small	25 gp	40 lbs.
Medium	50 gp	200 lbs.
Large	100 gp	1 ton
Huge	500 gp	5 tons
Gargantuan	1,000 gp	25 tons
Colossal	5,000 gp	125 tons

Base Forms: Every invention begins with one base form, and gains an improvement at 1st level and every four levels thereafter. The base forms the invention can take include siege engine, mechanical arm, and vehicle.

Mechanical Arm: The invention possesses a large mechanical arm, which may be used to lift and manipulate objects. While this arm is not fine enough to perform delicate tasks such as handle weapons, shields, or Dexterity-based skill checks, it does provide the invention with 1 slam attack. These slam attacks deal damage according to the invention's size: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 3d6, Colossal 4d6. When calculating the invention's to-hit bonus, add its size modifier and Strength modifier to the piloting creature's base attack bonus. The pilot may apply feats and martial talents to attacks made with this mechanical arm as if it were a melee weapon the pilot is wielding.

Siege Engine: This invention contains a large weapon, which may be fired as a standard action. The creature piloting the independent invention use their base attack bonus + their Intelligence modifier when calculating the weapon's attack bonus, with the appropriate size modifiers for the weapon's size (i.e., -4 for Gargantuan, etc.). Although a technician is always considered proficient with any weapon attached to an invention he has built, all other creatures suffer a -4 penalty to their attack rolls unless they are proficient with the siege engine. The pilot may make attack actions and apply feats and martial talents to attacks made with this siege engine as if it were a ranged weapon the pilot is wielding.

While there are many similarities between an independent invention siege engine and a standard siege engine, there are also many noticeable differences. First, unlike a siege weapon, the invention doesn't require a crew to arm and aim it; as the invention is a creature, it can fire in any direction at any time. However, just like a siege engine, the invention can take multiple rounds to reload. Each weapon lists a 'reload time', which indicates the number of standard actions the independent invention must spend reloading the weapon before it can be fired again. Reload times of 1/2 require a move action on the part of the invention, while reload times of 0 require only a free action.

A siege engine can be enchanted as a weapon, but at twice the usual enchantment cost.

There are four types of weapons the invention's siege engine can take, each with different statistics.

Ballista: A ballista is a giant crossbow that fires its bolts directly at the target. This is treated the same as a standard ranged weapon attack. Ballistas do piercing damage and possess a critical threat range of 19-20/x2

Size	Dmg	Range	Reload Time	Cost per Shot
Fine	1d3	10 ft.	0	1 cp
Diminutive	1d4	30 ft.	0	5 cp
Tiny	1d6	60 ft.	1/2	1 sp
Small	1d8	90 ft.	1/2	5 sp
Medium	2d8	120 ft.	1	1 gp
Large	3d8	150 ft.	1	5 gp
Huge	4d8	180 ft.	2	10 gp
Gargantuan	6d8	210 ft.	2	25 gp
Colossal	8d8	240 ft.	3	50 gp

Cannon: If the technician is proficient with firearms and possesses the gunsmithing feat, he may make the invention's weapon a cannon. This functions similarly to a ballista; unlike a handheld firearm, this cannon never targets touch AC, and has no chance of misfire. Cannons deal bludgeoning and piercing damage and have a critical threat range of x3.

Size	Dmg	Range	Reload Time	Cost per Shot
Fine	1d4	30 ft.	1/2	5 cp
Diminutive	1d6	50 ft.	1/2	1 sp
Tiny	1d8	100 ft.	1	5 sp
Small	2d6	150 ft.	1	1 gp
Medium	3d6	200 ft.	2	5 gp
Large	4d6	250 ft.	2	10 gp
Huge	6d6	300 ft.	3	25 gp
Gargantuan	8d6	350 ft.	3	50 gp
Colossal	12d6	400 ft.	4	100 gp

Catapult/trebuchet: A catapult and a trebuchet are both siege weapons that throw large loads such as rocks high into the air to fall on their target. Although catapults and trebuchets use different mechanisms to accomplish this feat, for the purposes of an independent invention, they are mechanically handled the same.

When firing at a target the same size or larger than the invention, the catapult/trebuchet fires the same as a ballista, explained above. When firing at a target smaller than the invention, the catapult/trebuchet is considered a splash weapon; the piloting creature makes a ranged touch attack against a target, dealing damage on a successful hit. If the invention is Gargantuan size it also deals half damage to all targets within 5 ft. of the target space (Reflex

save to negate damage, DC 10 + 1/2 the firing creature's base attack bonus + the firing creature's Intelligence modifier). If the invention is Colossal size it deals half damage to all targets within 10 ft. of the target space. The technician may target a square instead of a creature, in which case the attack deals its splash damage to any creature inside that square as well (Reflex negates).

If the pilot misses the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the attack, with 1 falling short (off-target in a straight line toward the thrower), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction. Then, count a number of squares in the indicated direction equal to the range increment of the throw. After determining where the weapon landed, it deals splash damage to all creatures within the attack area.

Catapults/trebuchets have a minimum firing distance; they cannot be used against a target closer than a certain distance. Catapults/trebuchets deal bludgeoning damage and have a critical threat range of x2.

Size	Dmg	Range	Reload Time	Cost per Shot
Fine	1d4	15 ft. (5 ft. minimum)	1/2	1 cp
Diminutive	1d6	30 ft. (10 ft. minimum)	1/2	5 cp
Tiny	1d8	60 ft. (30 ft. minimum)	1	1 sp
Small	2d6	100 ft. (50 ft. minimum)	1	5 sp
Medium	3d6	150 ft. (75 ft. minimum)	2	1 gp
Large	4d6	200 ft. (100 ft. minimum)	2	5 gp
Huge	6d6	250 ft. (125 ft. minimum)	3	10 gp
Gargantuan	8d6	300 ft. (150 ft. minimum)	3	25 gp
Colossal	12d6	400 ft. (200 ft. minimum)	4	50 gp

Flamethrower: If the technician possesses chemical insight, he may give the invention a flame thrower. This weapon deals 1d6 fire damage per technician level in a cone or line, but does not count as a weapon for the purpose of feats and talents, as other siege engines do:

Size	Range (cone)	Range (line)	Reload Time	Cost per Shot
Fine	5 ft.	10 ft.	2	5 gp
Diminutive	10 ft.	20 ft.	2	10 gp
Tiny	15 ft.	30 ft.	3	20 gp
Small	20 ft.	40 ft.	3	30 gp
Medium	30 ft.	60 ft.	4	40 gp
Large	40 ft.	80 ft.	4	50 gp
Huge	50 ft.	100 ft.	5	75 gp
Gargantuan	60 ft.	120 ft.	5	100 gp
Colossal	80 ft.	160 ft.	6	150 gp

Vehicle: The invention is designed to carry creatures and cargo from one space to another. It can carry a total number of creatures equal to twice its size category (4 Medium creatures can fit inside a Large invention, 8 Medium creatures can fit inside a Huge invention, etc.), and is treated as a quadruped when determining its carrying capacity. A technician may choose to make the vehicle land, sea, or air-based: land vehicles begin with a speed of 40 ft., sea vehicles begin with a swim speed of 30 ft. (land base speed of 0 ft.), and air vehicles begin with the flight improvement (no land speed; a technician must possess steampower insight to create an air vehicle).

IMPROVEMENTS

In addition to choosing a base form, the technician may grant the invention 1 improvement, +1 at 5th level and every four levels thereafter, chosen from the list below. Unless otherwise stated, no improvement can be taken more than once. Some improvements require a specific base form to use.

Additional Capacity: Grant the invention an additional form it does not already possess. The invention may gain this improvement a total of twice, gaining a different form each time.

Advanced Arm: (*requires mechanical insight*) An invention must possess the mechanical arm form to gain this improvement. The inventions' mechanical arm gains one of two benefits, chosen from the following options:

1. The invention's arm can reach twice as far as normal, and is treated as being 1 size category larger when determining the power of its slam attack.
2. The invention gains a second arm and a second slam attack. These arms are capable of performing delicate tasks such as handling shields and weapons or performing Dexterity-based skills.

Advanced Siege Engine: An invention must possess the siege engine form to gain this improvement. It gains an additional siege engine, which can be fired and reloaded as normal.

All-Terrain: The invention gains 1 rank in the Climb skill for every technician level the creator possesses. The invention ignores rough terrain.

Aquatic: The invention gains 1 rank in the Swim skill for every technician level possessed. If the invention contains the suit or vehicle improvements, it contains enough air to allow its maximum number of occupants to breath for 8 hours while the vehicle is submerged.

Auto Pilot: When the invention has been piloted for a round, the piloting creature may set the machine to perform the exact same action the next round and forever until another creature pilots the invention and changes its actions. The invention moves in the same pattern and attacks the same place in relation to itself (for example, if the invention moves 2 spaces right and fires a weapon at a spot 10 spaces in front of it, the next round it will again move 2 spaces right and fire a weapon at a spot 10 spaces in front of it). If an action is impossible (i.e., firing a weapon that is not loaded, or finding its movement pattern blocked by walls), it will not perform the action until it finds itself able to do so once again.

Automatic Reloading: (*requires mechanical insight*) The invention must possess the siege engine form to gain this improvement. Once the invention has used its siege engine, the invention can spend a free action once per round instead of a move or standard action to reload the siege engine, and will automatically do so, even if not being piloted. If the invention possesses multiple siege engines, this improvement must be taken separately for each siege engine.

Covered: The invention must have either the vehicle form or the suit improvement to gain this improvement. This invention is designed to completely protect its passengers. All creatures inside of the invention gain total cover, but cannot interact or make attacks against anything outside the vehicle. Any creature within the vehicle may create an opening as a move action, reducing this bonus to improved cover (+8 to AC, +4 to Reflex saves), to allow him to still make attacks and interact with targets outside the vehicle. When making an attack in this fashion, targets outside the vehicle gain soft cover against attacks originating from inside the vehicle (+2 AC, +1 Reflex saves).

Electric Controls: (*requires electric insight*) The invention can be controlled from a distance via a small box, a tiny object weighing 1 lb. that the technician creates. Controlling the invention only requires a move action on the part of the pilot so long as they are holding this box, and the pilot can control the invention from anywhere within medium range (100 ft. +10 ft. per level). This does not stack with the mount or suit improvements.

If this improvement is gained twice, the independent invention can act on its own without anyone needing to pilot it. It is considered a construct for all purposes such as controlling it or its interaction with magic, and gains a Wisdom and Charisma score of 1 and a base attack bonus equal to its Hit Dice. An autonomous invention acts on its own initiative and cannot benefit from another's feats and talents.

Flight: (*requires steampower insight*) The invention gains 1 rank in Fly for every technician level the creator possesses. It gains a 20 ft. fly speed with a maneuverability of clumsy.

The invention may gain this improvement a total of 3 times. If gained a second time, the invention's flight speed improves to 30 ft., and its maneuverability improves to average. If gained

a third time, the invention's flight speed improves to 50 ft., and its maneuverability improves to perfect.

Increased Speed: (*requires steampower insight*) The invention gains a +10 bonus to its base speed, +5 ft. per two technician levels.

Improved Invention: The technician may choose to bestow the invention with the benefits of the Magnetized Repulsion, Mechanized Strength, or Resistance improvements, as detailed under improved armor. This improvement may be granted to an invention multiple times, granting a different improvement each time. Only the resistance improvement may be granted multiple times, choosing a different element each time. The technician must possess an improvement's prerequisite insight to give it to an independent invention.

Improved Weapon: The invention must possess the siege engine or mechanical arm form to gain this improvement. The technician may augment one of his independent invention's weapons as if it were an improved weapon of the same general type. For example, he could make a ballista or catapult into an improved crossbow, a cannon into an improved firearm, or an arm into an improved melee weapon. He must still use an invention to create these augmentations. If the invention possesses multiple siege engines, this improvement must be taken multiple times to apply to each.

Metal Parts: The invention is built of steel. It has a hardness of 10 instead of 5, and gains a +2 bonus to its natural armor. An invention may gain this improvement a total of three times; if gained twice, the invention is built of mithril, gaining a hardness of 15 and a +4 bonus to its natural armor. If gained three times, the invention is built of adamantine, with a hardness of 20 and a +6 bonus to natural AC.

The invention is twice as expensive to build. If taken twice it costs 5x as much. If taken three times, it costs 10x as much.

Suit: (*requires mechanical insight*) The invention is designed to sit one creature (the pilot) who controls the invention's movements from the inside. The pilot must be the same size or smaller than the invention.

It takes a full-round action to get into or out of the pilot's seat. Once inside, the pilot can control the vehicle's movements and actions as if he himself were the invention (moving the invention as a move action, attacking with a weapon it possesses as a standard action, etc.). If the invention possesses an appropriate weapon, the pilot may even make attacks of opportunity.

The pilot may still perform actions not related to the invention such as attacking a target with his own weapons or using a gadget, but doing so means the pilot cannot use that same action to control the invention.

While in the pilot seat, the pilot and the independent invention are essentially a single creature, using the independent invention's physical stats and the pilot's mental stats. The pilot cannot be targeted by weapons or by magic that behaves like a weapon (for example, effects that require an attack roll or allow a Reflex save) until the independent invention is reduced to 0 hp, but otherwise is still susceptible to magical effects. A creature who successfully grapples the independent invention or climbs onto it using Scale Foe from the Athletics sphere may attack the pilot directly, or even move the pilot instead of the independent invention after a qualifying grapple check, removing the pilot from their seat.

<CLASS ARCHETYPES

ARMIGER ARCHETYPES

BATTLEFIELD TINKER

Instead of customizing a set of weapons each for a particular task, the battlefield tinker takes a different view of utility. While building an axe bladed crossbow with integral shield would be pure folly for almost anyone, a very select few, somehow, are able to make such a contraption work.

Class Skills: The battlefield tinker gains Disable Device (Dex) and Knowledge (engineering) (Int) as class skills, but does not gain Intimidate (Cha) and Survival (Wis).

Improbable Weapon (Ex): At 1st level, the battlefield tinker learns to create a unique invention, cobbled from various weapons to suit her unique specifications. The battlefield tinker chooses one weapon or shield with which she is proficient. She may add up to two other weapons to the chosen item. Each weapon acts as a mode for the improbable weapon, being wielded and dealing damage as that weapon. Modes may be switched between as a free action. The improbable weapon requires as many hands to wield as the largest component weapon (so combining a kukri, sap, and scorpion whip counts as a light weapon, while a longbow, greataxe, and longspear would require two hands). If any mode occupies a hand, that hand counts as occupied for all purposes (such as spellcasting or reloading a weapon) while the improbable weapon is in use (so a buckler combined with a pistol and cestus would occupy a hand as a pistol). Each mode is treated as a different customized weapon set for the purpose of how it interacts with armiger class features. Each mode of the improbable weapon grants an additional talent at 11th and 19th levels. An improbable weapon can never have an additional weapon or shield added to it via improvements.

An improbable weapon uses the same rules as a technician's invention for the purpose of rebuilding it, but does not count

against the total number of inventions the character can possess if they possess the invention class feature.

This modifies customized weapon and replaces quick change.

Insights: A battlefield tinker can select a technical insight in place of a prowess. The battlefield tinker must meet the prerequisites of a technical insight, and cannot select a technical insight that requires prerequisite technician levels unless those levels are gained from another source.

Tinkering (Ex): At 5th level, the battlefield tinker may apply an improvement to each mode of her improbable weapon from a technician invention type corresponding to that mode (so an improbable weapon with a heavy crossbow, light shield, and longsword mode could gain an improvement from the improved crossbow, improved shield, and improved melee weapon inventions respectively). Improvements are only active when the weapon is in the corresponding mode, and the battlefield tinker treats her armiger levels as technician levels when determining the strength of these improvements. The improbable weapon gains an additional improvement for each mode every 5 levels thereafter.

This replaces rapid assault.

Share enhancement (Ex): At 5th level, the improbable weapon is treated as having an enhancement bonus equal to that of the highest enhancement bonus of its components.

This replaces enhanced customization.

Tech Storm (Ex): At 20th level, the battlefield tinker is no longer required to expend martial focus to activate her lightning assault ability. Additionally, as a full-round action she may make one attack action with each mode of her improbable weapon.

A battlefield tinker gains access to the following additional prowesses:

- **Gadgeteer:** The battlefield tinker may select a single gadget from the technician's list of gadgets. She may use a gadget a number of times per day equal to her practitioner modifier. The battlefield tinker uses her practi-

tioner modifier in place of her Intelligence to determine the save DC of her gadgets. This prowess may be taken more than once; each time a different gadget is selected and the battlefield tinker may use gadgets one additional time per day.

- *Trapfinding*: the battlefield tinker adds $1/2$ her level on Perception checks to locate traps and on all Disable Device checks (minimum +1). The battlefield tinker can use Disable Device to disarm magic traps.

BOUNTY HUNTER

The reach of justice, and vengeance, is often hampered by the borders of jurisdiction and the challenges of distance. Such complications mean little to professional bounty hunters, trained to follow and apprehend their quarry regardless of trivialities such as sanctuary and local law.



Tools of the Trade: At 1st level, a bounty hunter gains Bounty Hunter's Tools from the Equipment sphere as a bonus talent. If she already possesses this talent, she may instead choose any other talent from the Equipment sphere as a bonus talent. A bounty hunter may only use her customized weapons and quick change abilities with simple weapons and weapons listed in this talent.

This modifies customized weapons and quick change.

Rapid Subdual (Ex): At 5th level the bounty hunter may attempt to initiate a grapple or perform a drag or reposition maneuver against the target of the action that triggered the rapid assault in place of one of the attacks granted by rapid assault.

This modifies rapid assault.

A bounty hunter gains access to the following additional prowesses:

- *Cuffs*: The bounty hunter may treat a pair of manacles as a flail with the grapple and nonlethal special features and is proficient in their use in this way. Such manacles are a valid choice to be a customized weapon. The bounty hunter may have manacles enchanted as melee weapons, which increase their escape DCs by 2 per +1 enhancement.
- *Dead or Alive*: The bounty hunter may choose to deal lethal damage with nonlethal weapons and nonlethal damage with lethal weapons without penalty.
- *Grapppler*: The bounty hunter may expend martial focus to attempt to initiate a grapple as a swift action after dealing damage to a creature with a customized weapon with the grapple special feature.
- *Hog Tie*: The bounty hunter may make a grapple check to tie up or apply manacles to a pinned or helpless target as a move action. The CMB penalty for doing so to a target that the bounty hunter is grappling is reduced to -5 (normally -10).
- *Net Adept*: The bounty hunter gains Net Master from the Equipment sphere as a bonus talent. If she already possesses that talent, she instead gains another talent from that sphere. While controlling a customized net via the trailing rope, the customized net continues to benefit from the bounty hunter's enhanced customization bonus even if she draws and activates another weapon. Controlling the trailing rope in this way requires at least 1 hand.
- *Tracker*: The bounty hunter gains a competence bonus equal to half her class level on Survival checks made to track creatures as well as to Diplomacy checks made to gather information on fugitives and known lawbreakers.

BLACKSMITH ARCHETYPES

IRON CHEF

Iron chefs are adventurer gourmands who travel the world seeking new recipes and rare ingredients. These hearty cooks learn to make truly spectacular dishes that can energize, revitalize, and otherwise empower anyone who partakes of them.

Recipes (Ex): Each iron chef learns a variety of recipes and flavors that can be combined to create delicious dishes. As the iron chef's skills and experience increase, he learns to combine more and more flavors and recipes into increasingly complex dishes. At 1st level, the iron chef can select one entree and one flavor when preparing a recipe. Any creature who eats a meal prepared by the iron chef gains the benefits of each entree and flavor used in the dish as described in their entries for 1 hour, plus 1 hour per 3 class levels the iron chef possesses, or until the next time they eat, whichever comes first. It takes the iron chef a minimum of 30 minutes per entree used in the recipe to properly prepare the dish.

At 9th level, and again at 17th level, he may select one additional flavor to add to his recipe. At 13th level, he may select one additional entree. The iron chef collects the ingredients for his recipes over the course of his travels and is always considered to have enough ingredients to create a filling meal for himself and a number of allies equal to 1 + his Constitution modifier, and may further supplement this with purchased rations, or food and water gathered through use of the Survival skill, scavenging ingredients for one additional creature per 2 points by which his Survival check exceeds a DC of 10 as described in the skill. The iron chef may choose from the following ingredients:

Entrees:

Fish: Each creature who partakes of a recipe using fish as an entree gains a +1 dodge bonus to AC while swimming and a +1 competence bonus on all Swim checks. These bonuses increase by an additional +1 per 5 class levels the iron chef possesses.

Fowl: Each creature who partakes of a recipe using fowl as an entree gains a +1 bonus to Reflex saves, +1 per 5 class levels the iron chef possesses.

Mycoprotein: Each creature who partakes of a recipe using mycoproteins as an entree gains a +1 bonus to Will saves, +1 per 5 class levels the iron chef possesses.

Red Meat: Each creature who partakes of a recipe using red meat as an entree gains a +1 bonus to Fortitude saves, +1 per 5 class levels the iron chef possesses.

Flavors:

Salty: Each creature who partakes of a salty recipe gains a +1 competence bonus on saving throws against death effects and effects that deal ability damage or ability drain, +1 for every 3 class levels the iron chef possesses.

Savory: Each creature who partakes of a savory recipe gains a +1 morale bonus to their CMD against any attempt to

move them out of their currently occupied square (including bull rush, drag, and reposition attempts, but generally not trip attempts), +1 for every 3 class levels the iron chef possesses.

Sour: Each creature who partakes of a sour recipe gains acid resistance equal to the iron chef's class level. In addition, any creature who bites or attempts to swallow whole a creature benefiting from this effect must succeed at a Fortitude save (DC 10 + 1/2 the iron chef's class level + his Constitution modifier) or be sickened for one round; creatures attempting a swallow whole who fail their Fortitude save against this effect automatically regurgitate the swallowed target in the nearest unoccupied square.

Spicy: Each creature who partakes of a spicy recipe gains cold and fire resistance equal to the iron chef's class level.

Sweet: Each creature who partakes of a sweet recipe gains an improved metabolism, reducing the duration of all harmful effects caused by spells, poisons, talents, supernatural abilities, extraordinary abilities, and similar such effects with a duration less than permanent by 1 round, plus 1 additional round for every three class levels the iron chef possesses. This cannot reduce the duration of a negative effect below 1 round.

This replaces the maintenance and rapid maintenance class features.

Chef's Insights (Ex): In addition to the smithing insights available to all blacksmiths, the iron chef may select from any of the following chef's insights whenever he would gain a smithing insight:

Harvester: Whenever the iron chef would reduce an animal, dragon, magical beast, plant, or vermin to 0 or fewer hit points while using his thunderous blows class feature, he may spend an immediate action to instantly slay that creature and convert it into enough rations to feed 1 Medium creature, +1 additional creature for each size category the slain creature is above Medium. These rations can be used with the iron chef's recipes class feature to increase the number of creatures he can feed. Some creatures may be able to use this ability on other creature types they would consider food as the GM deems appropriate, such as a cyclopes iron chef converting humans into rations.

Fruits: The iron chef learns how to make spectacular side dishes incorporating the following types of fruit which can be used to increase the effectiveness of his recipes. The iron chef can only apply one side dish to a given recipe.

Apples—Crisp and sweet, apples promote strength and vigor, granting any creature who eats a meal including them a +2 enhancement bonus to their Strength score for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level. If apples are served alongside red meat, this bonus is increased by a further +2.

Avocados—Creamy and delicious, avocados promote higher brain functions and creative thought, granting any creature who eats a meal including them a +2 enhancement bonus to their Intelligence score for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level. If avocados are served

alongside mycoproteins, this bonus is increased by a further +2.

Melons—The cool, full-bodied flavor of delicious melons can lend a peaceful and tranquil aspect to any meal that resonates with anyone who eats them. Any creature served a meal including melons gains a +1 competence bonus on saving throws against emotion effects, +1 per 3 class levels the iron chef possesses, and adds this bonus to the DC to demoralize them with the Intimidate skill.

Starches: The iron chef learns how to create filling and empowering side dishes using the following starches which can be used to increase the effectiveness of his recipes. The iron chef can only apply one side dish to a given recipe.

Bread—Bread is a classic staple of many meals. Warm, flaky, and buttery, bread provides a solid base that food

can be served on, and any meal made using bread as a side dish can be prepared in a mere 1 minute per entree used.

Potatoes—Potato side dishes are warm, hearty, and filling, granting any creature who eats a meal including them a +2 enhancement bonus to their Constitution score for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level. If potatoes are served alongside red meat, this bonus is increased by a further +2.

Rice—Rice dishes are filling and moist, easy on the digestive system. Whenever the iron chef prepares a recipe with a rice side dish, all numerical effects of the recipe are determined as though the iron chef were 3 class levels higher than he actually is.

Vegetables: The iron chef learns the following vegetable side dishes which can be used to increase the effectiveness of his recipes. The iron chef can only apply one side dish to a given recipe.

Broccoli—Crunchy and bitter, broccoli is filled with vitalizing nutrients and antioxidants, granting any creature who eats a meal including them a +2 enhancement bonus to their Charisma score for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level. If broccoli is served alongside mycoproteins, this bonus is increased by a further +2.

Carrots—Crunchy and delicious, carrots are good for promoting reasoning and perception, granting any creature who eats a meal including them a +2 enhancement bonus to their Wisdom score for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level. If carrots are served alongside fish, this bonus is increased by a further +2.

Lettuce—Crisp and refreshing, lettuce can help a meal sit lightly and easily. Any creature who eats a meal including lettuce gains a +2 enhancement bonus to their Dexterity score for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level. If lettuce is served alongside fowl, this bonus is increased by a further +2.



TECHSMITH

A techsmith has little interest in magic, instead focusing on the mysteries of mechanical engineering.

Insights: A techsmith can select a technical insight in place of a smithing insight. The techsmith must meet the prerequisites of the technical insight, and cannot select a technical insight that requires prerequisite technician levels unless those levels are gained from another source.

Trapfinding: At 3rd level, a techsmith adds 1/2 his level on Perception checks to locate traps and on all Disable Device checks (minimum +1). The techsmith can use Disable Device to disarm magic traps.

This replaces the Craft Wondrous Item feat gained at 3rd level.

Technical Maintenance: At 5th level, the techsmith can perform the following maintenance:

Technical Improvement: The techsmith gives one technical improvement from the technician's invention list to one piece of the ally's worn equipment. The techsmith must choose from those improvements that he meets the prerequisites for. These improvements are custom tailored to the ally in question, and provide the listed penalties to anyone other than the person they were designed for. These improvements cease to function if the maintenance is not maintained each day. This maintenance can be given to the same ally multiple times through the Rapid Maintenance class feature, selecting a different improvement and even possibly a different piece of equipment per maintenance.

This replaces the Craft Magic Arms and Armor feat gained at 5th level.

COMMANDER ARCHETYPES

VANGUARD

A vanguard is a commander who leads from the front, rather than the back, of a battle. Vanguard command small contingencies of troops, sometimes as few as one or two soldiers, transforming them into a tight, elite team.

Aid Allies (Ex): At 2nd level, whenever the vanguard uses the aid another action, his ally receives a +3 bonus to his armor class, attack roll, saving throw, or skill check. At 8th level, and every six levels thereafter, this bonus increases by an additional +1. This does not stack with other things that increase the vanguard's aid another bonus.

This replaces enhanced tactics.

Expert Aid (Ex): At 4th level, the vanguard may use the aid another action as a move action rather than a standard action. At 10th level, the vanguard may use aid another on an adjacent ally as a swift action. At 16th level, the vanguard may use aid another as an immediate action. The vanguard cannot use the same application of aid another on the same ally more than once per round.

Magnanimous Aid (Ex): At 6th level, whenever the vanguard uses the aid another action to increase an ally's attack or AC, that bonus applies to all attacks made/received from the specified creature, rather than only the first attack. When using the aid another action to increase an ally's saving throw, that bonus applies to all saving throws of that particular type the target makes during the next round.

At 12th level, any bonuses to attack or AC granted by the vanguard's aid another action applies to attacks against or originating from all creatures for the next round, rather than only vs. a single target. Bonuses to saving throws apply to all saving throws made the following round, regardless of type.

At 18th level, the bonuses granted by the vanguard's aid another action last for 2 rounds rather than 1.

SCHOLAR ARCHETYPES

DOCTOR

Doctors are medical specialists who forego much of a scholar's standard studies into various scientific fields to dedicate themselves to the pursuit of medicinal knowledge. These cunning caregivers are capable of providing healing to multiple creatures at a time, and learn special techniques that exceed the healing capabilities of their peers.

Chemical Reliance: Doctors must take the (formulae) package of the Alchemy sphere with their problem solver class feature, and cannot take any drawbacks that prevent them from doing so. If the doctor has already taken a drawback that would prevent them from taking the (formulae) package of the Alchemy sphere before taking their first level in this class, they do not gain the Scout sphere from their problem solver class feature and instead use that talent to buy off their drawback.

Inoculations (Ex): Starting at 1st level, the doctor learns to protect her allies from the effects of her abilities. At the start of each day, the doctor can select a number of allies up to her Intelligence bonus (minimum 1); both the doctor and the chosen allies are immune to the negative effects, including hit point damage, of the doctor's alchemical items and material impositions. Positive effects of alchemical items and material impositions, such as hit point healing, still affect the doctor and her allies normally.

This replaces careful packing.

Revitalizing Compounds (Ex): From 3rd level on, whenever the doctor prepares an alchemical item, she may make a Heal check as part of the preparation process and expend one use of a healer's kit as though using the hit point healing option of her medical training class feature; the scholar may take 10 on this check, but cannot take 20. Whenever the doctor or an ally benefiting from her inoculations class feature is within the area affected by the use of an alchemical item modified by this ability, they regain hit points as though they had benefited from a use of the doctor's medical training class feature with a Heal check equal to the one used when preparing the alchemical item, but all creatures that would normally be damaged by the alchemical item take only half damage (minimum 1), and gain a +2 bonus on any saving throws to resist its effects. This ability can be used to augment alchemical items that normally affect only a single creature, such as the *Salve formulae* created by the Alchemy sphere. Creatures healed by this ability count each instance of healing received in this manner against the total number of times per day they may be affected by the doctor's medical training class feature.

This replaces the material imposition normally gained at 3rd level.

Regenerative Mists (Ex): At 7th level, the doctor learns how to pack her flashbangs with a special compound that creates a mist which can interact with her inoculations to create remarkable healing effects. The scholar can expend her martial focus and one use of a healer's kit when using a flashbang to have it create a fine, clear mist that hangs in a 30 ft. radius sphere centered on the target of her flashbang. This mist

remains active for a number of rounds equal to the doctor's Intelligence modifier and cannot penetrate solid surfaces such as walls and solid floors, though it can spill through open windows or highly porous surfaces. The doctor and any creature benefiting from her inoculations gains fast healing equal to half the doctor's class level (rounded down) each round they begin their turn within the area of the mist. If the doctor begins and ends her turn within the area of the regenerative mists, she may regain her martial focus as an immediate action at any point before the start of her next turn.

This replaces the material imposition normally gained at 7th level.

Chemical Resurrection (Ex): Upon reaching 17th level, the doctor can use her advanced knowledge of anatomy, chemical compounds, and advanced healing techniques to restore a creature to life regardless of the length of time it has been dead. The corpse to be revived does not need to be intact, but must represent a significant portion of the deceased creature, such as a skeleton, torso, or head (but not a finger or toe). Reviving a creature with this ability requires 25,000 gp worth of expensive chemical components and takes 10 minutes. Upon completion of this process, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (or Constitution points) and all of the prepared spells, spell points, or similar resources possessed by the creature when it died.

The doctor can use this technique to revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This ability can also resurrect elementals or outsiders, but it can't resurrect constructs, undead creatures, or creatures that have already been returned to life through alternative means. If the soul of a creature targeted by this ability is unwilling or unable to return, the process restores their body but creates only a fully intact inanimate corpse.

This replaces the material imposition normally gained at 17th level.

SLIME SAVANT

While most scholars delve into a variety of different scientific fields, slime savants specialize in the study, creation, and manipulation of the unusual creatures known as oozes. The slime savants study into these enigmatic life forms gives her unusual facility for handling them, allowing her to exert a form of control over them that defies much of the science of oozes as most other sages and scholars understand it.

Esoteric Alchemy: The slime savant gains the Alchemy and Beastmastery spheres as bonus combat talents at 1st level. She must select the (handle animal) package and gains the Monster Tamer drawback, selecting the ooze type.

If she already possesses the (handle animal) Beastmastery package, she instead gains the Broad Skills talent. If she already possesses the Beastmastery sphere but not the (handle animal) package, she gains Extra Beastmastery Package and the (handle animal) package with the drawback as above.

This replaces problem solver.

Ooze Handler (Ex): Through extensive study and practice, the slime savant has acquired an impressive understanding of the stimulus/response reactions of oozes. She uses her Intelligence modifier on Handle Animal checks made on crea-

tures of the ooze type. When handling or pushing a creature of the ooze type with the Handle Animal skills, a slime savant may handle or push additional creatures of that type equal to her Intelligence modifier, using the longest action type required for the included creatures.

This replaces careful packer.

Ooze Expertise: At 2nd level, a slime savant gains the ooze material imposition.

At 3rd level, the slime savant may maintain a number of active oozes granted by the ooze material imposition equal to her Intelligence modifier. Attempting to activate an ooze in excess of this number causes a previous ooze of her choice to immediately return to its vial. Additionally, she may grow a number of oozes during an eight hour rest equal to her Intelligence modifier.

This replaces the scholar's knack gained at 2nd level and the material imposition gained at 3rd level.

Oozecrafter: A slime savant of at least 6th level may gain the Craft Ooze feat as a bonus feat in place of a scholar's knack even if she does not meet the prerequisites. When crafting an ooze, the ooze has a starting disposition towards the slime savant of friendly.

SENTINEL ARCHETYPES

ADAMANT GUARDIAN

Adamant guardians are stalwart warriors who focus on protecting their allies, guarding territory instead of challenging foes to battle.

Adamant Soul (Ex): An adamant guardian gains the (patrol) package instead of the (challenge) package from the Guardian sphere.

This ability modifies defender's soul.

Adamant Patrol (Ex): At 1st level, whenever an adamant guardian sets up a patrol, she deals an additional +1 damage with all attacks made within the area of her patrol. At 5th level and every four levels afterwards, this bonus increases by +1, to a maximum of +5 at 17th level.

This ability replaces guardian challenge.

Active Imposition (Ex): At 4th level, an adamant guardian selects 1 of the following triggers:

- Take a 5 ft. step
- Make an attack roll against an ally other than herself
- Cast a spell or spell-like ability defensively

Once per round, when a creature takes the action described in her chosen trigger, it provokes an attack of opportunity from her. At 12th level and again at 20th level, the adamant guardian gains an additional trigger, although she may not make more than a single attack of opportunity due to the triggers from this class feature.

This ability replaces sentinel's imposition.

Undying Patrol (Ex): At 8th level, once per round while an adamant guardian has a patrol active, if she would be reduced to 0 or fewer hit points by damage other than her damage pool, she can make a Fortitude save with a DC equal to 5 + the amount of damage she would take which would reduce her

to 0 or fewer hit points (for example, if the adamant guardian had 10 hit points and took 24 damage, the Fortitude save's DC would be 19). If this save is successful, she negates that damage, remaining at 1 hit point. At 14th level, she may use this ability an additional time per round.

This ability replaces deathless challenge and eternal challenge.

Buffering Defense (Ex): At 11th level, whenever an adamant guardian sets up a patrol, she gains a number of temporary hit points equal to her adamant guardian level + her Wisdom modifier; these temporary hit points last for 1 round or until lost, whichever comes first.

This ability replaces empowering challenge.

Opportunist's Wrath (Ex): At 12th level, whenever an adamant guardian makes an attack of opportunity benefiting from her opportunistic offense class feature, she rolls damage twice and chooses whichever result she desires.

This ability replaces sentinel's wrath.

Lasting Patrol (Ex): At 15th level, if an adamant guardian reduces the hit points of a creature within their patrol to 0 or lower, at the beginning of her next round, she can spend a move action to maintain her patrol for an additional round. If the creature has less Hit Dice than half of her sentinel level, this ability does not activate.

This ability replaces instant challenge.

Patroller's Surge (Ex): At 17th level, once per round when an adamant guardian reduces a creature to 0 hit points while inside of the area of their patrol, she is treated as though she used her second wind. If the creature has less Hit Dice than half of her sentinel level, this ability does not activate.

This ability replaces sentinel's surge.

Adamantine Patrol (Ex): At 19th level, whenever an adamant guardian has a patrol up, any damage reduction she possesses is doubled and she is immune to critical hits and sneak attack.

This ability replaces invincible soul.

Last Stand (Ex): At 20th level, an adamant guardian gain an additional amount uses of her undying patrol class feature per round equal to her Wisdom modifier.

This ability replaces final challenge.

DARKNESS DEFENDER

Those who fight are a brave lot, but darkness defenders seem to take an unusual joy in thrusting themselves into combat, allowing themselves to be assaulted to better serve their allies. Called combat masochists by some, darkness defenders are the first onto the battlefield, ever ready to defend others at the cost of their own lives.

Reckless Stance (Ex): At 1st level, a darkness defender gains the Berserker sphere; if she already possesses this sphere, she instead gains a Berserker combat talent of her choice. When using the *berserking* ability from the Berserker sphere, the penalty applies to both the darkness defender's AC and Reflex saves.

This replaces wise reflexes.

Violent Challenge (Ex): At 1st level, whenever a darkness defender is using the *berserking* ability, she deals an additional +1 damage to creatures she has challenged. At 4th level and every 3 levels afterwards, this additional damage increases by +1.

Reckless Defense (Ex): At 2nd level, whenever the darkness defender is using the *berserking* ability, she gains DR 2/- (this damage reduction stacks with similar damage reduction, such as that granted by wearing adamantine armor or the barbarian class feature). At 3rd level and every 3 levels afterwards, this damage reduction increases by 1.

This ability replaces dedicated defense.

Defend Other (Ex): At 2nd level, a darkness defender gains Defend Other as a bonus talent; if they already possess this talent, they may select a different Guardian sphere talent.

This ability replaces guard wall.

Selfless Defense (Ex): At 4th level, a darkness defender can spend an attack of opportunity in place of an immediate action to use their Defend Other talent.

This ability replaces sentinel's imposition.

Frightening Response (Ex): At 6th level, whenever a darkness defender receives damage while using her Defend Other talent, the creature who dealt that damage takes a -2 penalty on combat maneuver checks for 1 round (this penalty does not stack with itself). At 9th level and every 4 levels afterwards, this penalty increases by -1.

This ability replaces counter critical.

PARAGON

Warriors whose credo is as much a part of them as their flesh and bone, paragons embody universal ideals such as good, evil, law, or chaos, gaining strength and power from by championing their chosen cause.

Alignment: A paragon cannot be true neutral. If a paragon becomes true neutral, she loses all supernatural class features which she possesses and cannot advance as a paragon until her alignment contains at least one component other than neutral (either chaotic, evil, good, or lawful).

Chosen Alignment (Ex): A paragon must select one component of her alignment; this component affects several of her class features. The paragon cannot choose neutral. If the paragon's alignment changes in such a way that her chosen alignment no longer matches any component of her current alignment, she loses all of her class abilities that rely on her chosen alignment until she spends 24 hours realigning her mindset, at which point she may select a new chosen alignment.

Judging Challenge (Su): If a paragon challenges a creature whose alignment opposes her chosen alignment, the bonuses from her challenge increase by 1. If a paragon challenges a creature whose alignment matches her chosen alignment, her challenge does not deal any additional damage. At 10th level and every ten levels thereafter, the increase to the paragon's challenge increases by 1 when challenging a creature with an alignment opposed to her chosen alignment.

This ability modifies guardian's challenge.

Healing Wind (Su): A paragon may use their second wind class feature on an ally as a move action.

This ability modifies second wind.

Unerring Nemesis (Su): At 4th level, a paragon gains a +1 morale bonus to saving throws and their CMD against effects and combat maneuvers which originate from a creature whom she has challenged. At 9th level and every 5 levels afterwards, this bonus increases by +1.

This ability replaces sentinel's imposition.

STRIKER ARCHETYPES

BLACK POWDER BRAWLER

Black powder brawlers live for the thunderous roar of a fired gun. They taste the smoke on their tongue and feel the explosive retort echoing through their bones even during times of peace, and crave the opportunity to experience it once more.

Combat Training: A black powder brawler may combine combat spheres and talents to create powerful martial techniques. Black powder brawlers are considered Expert practitioners and use Wisdom as their practitioner modifier.

This ability modifies combat training.

Firearm Proficiency: The black powder brawler gains Firearm Training from the Equipment sphere as a bonus talent, even if she would not otherwise qualify for it. If she already possesses this talent, she may gain any other Equipment talent for which she qualifies. Also at 1st level, a black powder brawler gains a pistol. Her pistol is battered, and only she knows how to use it properly. All other creatures treat her pistol as if it had the broken condition. If her pistol already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold).

This ability replaces bare knuckles.

Determined Warrior: A black powder brawler uses her Wisdom to determine her maximum tension.

This ability alters tension.

AC Bonus (Ex): A black powder brawler uses their Wisdom modifier in place of their Constitution modifier when determining her bonus to armor class with this class feature.

Leading Blow (Ex): At 1st level, a black powder brawler gains the following tension technique:

3 Tension

- **Rapid Fire:** Whenever a black powder brawler makes an attack action with an unarmed strike or attempts a combat maneuver check as a standard action, she can spend a swift action to make an additional attack with a one-handed firearm with a -2 penalty (she can wait until the results of the attack roll before deciding to use this tension technique) once per turn (attacks granted by this talent do not provoke attacks of opportunity). If she possesses the speed pummeling striker art, she may apply it to this ability.

This ability replaces the rapid pummel tension technique.

Firearm Fighter (Ex): At 2nd level, a black powder brawler gains the favored weapon striker art, being treated as though she had selected all one-handed firearms with this striker art and reducing the action needed to reload all one-handed fire-

arms by 1 step. In addition, all striker arts which would use her Constitution to determine their effects instead use her Wisdom.

This ability modifies the striker art gained at 2nd level.

Gun Genius (Ex): At 2nd level, a black powder brawler gains either the improved firearm invention from the technician class and an improvement of her choice (this may only be applied to a one-handed firearm) or the integrated gun improvement from the improved melee weapon invention (which may only be applied to a light or one-handed melee weapon), although she may integrate any one-handed firearm into a light weapon instead of just a coat pistol.

In addition, she may select an improvement from the improved firearm invention's list to her improved firearm or to her integrated gun in place of a striker art.

This ability replaces the 2nd level tension boost, uncanny dodge, and improved uncanny dodge. A black powder brawler gains tension boost at 7th level.

Accurate Shooter (Ex): At 3rd level and every 3 levels afterwards, a black powder brawler may select one of the following benefits (these benefits stack with each other, and only apply to the weapon selected with the black powder brawler's favorite weapon striker art):

Increase the range increment of one-handed firearms she wields by 5 ft.

Reduce the misfire rate of one-handed firearms she wields by 1 (to a minimum of 0).

This ability replaces drill knuckle.

Mixed Assault (Ex): At 7th level, a black powder brawler may spend an additional 2 tension when using her rapid fire tension technique to instead make two additional attacks, each with a -4 penalty. In addition, whenever a black powder brawler would be able to make an additional attack with her mixed assault class feature, she may make the attack with either an unarmed strike or a firearm.

This ability modifies pummeling punisher.

CHAOS SHIFTER

Chaos shifters use mutagenic formulas to enhance their physical abilities, transcending their physical limitations and becoming true monsters on the battlefield.

Mutagen Monster (Ex): At 1st level, a chaos shifter gains the ability to brew a mutagen, treating her chaos shifter level as her alchemist level for its duration. In addition, she gains a bite attack which is treated as a primary natural weapon and deals 1d4 damage (1d3 for Small-sized characters); chaos shifters treat any natural weapon they possess as though it was an unarmed attack for the purpose of her class features.

This ability replaces AC bonus and the fiery offense, critical knuckle, and perfect offensive tension techniques.

Drill Claw (Ex): At 1st level, a chaos shifter gains the following tension techniques:

2 Tension

- **Swift Mutation:** Whenever a chaos shifter imbibes her mutagen, she may do so as a move action.

3 Tension

- **Mauling Fang:** Whenever a chaos shifter makes an attack action with an unarmed strike or attempts a combat maneuver check as a standard action, she can spend a swift action to make an additional attack with a natural weapon with a -2 penalty (she can wait until the results of the attack roll before deciding to use this tension technique) once per turn. If she possesses the speed pummeling striker art, she may apply it to this ability.

This ability replaces the rapid pummeling and swift focus tension techniques.

Mutagenic Arts (Ex): At 2nd level, a chaos shifter may select the feral mutagen, grand mutagen, and greater mutagen discoveries as striker arts, treating her striker level as her alchemist level for the purpose of qualifying for them.

Fury Swipes (Ex): At 7th level, whenever a chaos shifter would be able to make an additional attack with her pummeling punisher class feature, she may make the attack with either an unarmed strike or a natural weapon.

This ability alters pummeling punisher.

SHADOWED FIST

Destined to dwell in darkness, shadowed fists move about the battlefield in a black blur, never making a sound as they destroy their foes. Masters of stealth, those killed by a shadowed fist likely never knew they were the target until it was too late.

Combat Training: A shadowed fist may combine combat spheres and talents to create powerful martial techniques. Shadowed fists are considered Expert practitioners and use Charisma as their practitioner modifier.

This ability modifies combat training.

AC Bonus (Ex): A shadowed fist uses their Charisma modifier in place of their Constitution modifier when determining her bonus to armor class with this class feature.

Ki Tension (Ex): A shadowed fist may use two points of tension in place of one point of *ki* whenever they would be required to spend *ki* on a ninja trick. In addition, a shadowed fist uses her Charisma in place of her Constitution when determining her maximum tension.

This ability modifies tension.

Expanded Talent (Ex): At 2nd level, a shadowed fist can select a ninja talent in place of a striker art (she cannot select a ninja trick which would modify her sneak attack unless she possesses sneak attack from another class); in addition, she is treated as though she possessed the ninja trick class feature for the purposes of selecting the Extra Ninja Trick feat. All striker arts which would use her Constitution to determine their effects instead use her Charisma. At 11th level and above, she can also select master tricks.

Nimble Shadow (Ex): At 3rd level, a shadowed fist gains a +1 circumstance bonus on Acrobatics and Stealth checks and she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although she still cannot move farther than her speed allows).

This ability replaces drill knuckle.

SKIRMISHING SCOUT

For a skirmishing scout, combat is a tactical experience. People are simply pieces on a game board to them, allowing their keen intellect to pick apart their foes weaknesses and leave no survivors. Skirmishing scouts are adept in leaving foes no chance of survival, having long since mastered the game of combat.

Tactical Eyes (Ex): The skirmishing scout gains the Scout sphere as a bonus sphere and she does not take a -5 penalty while using a Perception check with its ability. If she already possesses the Scout sphere, she instead gains a Scout talent of her choice. She also gains Improved Unarmed Strike as a bonus feat.

This ability replaces bare knuckles.

Agile AC Bonus (Ex): A skirmishing scout only benefits from her AC bonus class feature whenever she moves 10 or more ft. during her round, gaining this bonus until the beginning of her next turn.

Vital Insight (Ex): At 1st level, whenever a skirmishing scout successfully identifies a creature with the *scout* ability from the Scout sphere, she gains a +1 circumstance bonus to attack rolls against the analyzed creature. At 5th level and every four levels afterwards, this bonus increases by +1 (to a maximum of +5 at 17th level).

This ability replaces the fiery offense tension technique.

Educated Strike (Ex) At 1st level, a skirmishing scout gains the following tension technique:

2 Tension

- **Targeted Punishment:** Whenever the skirmishing scout deals damage to a creature whom they have analyzed, she may spend a swift action to deal additional damage equal to 1/2 her striker level + her practitioner modifier

This ability replaces rapid pummel.

Skirmishing Striker Art (Ex): Beginning at 2nd level, a skirmishing scout may select any of the following striker arts:

Instant Punishment: The skirmishing scout may use her targeted punishment tension technique as a free action, even if it is not her turn.

Instant Scout: The skirmishing scout may spend 1 tension as a free action to use her Scout sphere ability as a free action.

Genius Strike (Ex): At 7th level, whenever a skirmishing scout uses her targeted punishment technique, she may spend 1 additional tension to instead deal damage equal to her striker level + her practitioner modifier.

This ability replaces pummeling punishment.

STRONG STYLE GRAPPLER

Strong style grapplers train in close combat techniques, using throws, grabs, and painful locks to debilitate and subdue their opponents.

Strong Style Technique (Ex): At 1st level, a strong style grappler gains the following tension techniques:

1 Tension

- **Violent Miss:** Whenever a strong style grappler attempts a grapple check and fails, she deals bludgeoning damage equal to her practitioner modifier as a free action. Any creature dealt damage by this tension technique takes a -2 penalty to their CMD against the next grapple check made by the strong style grappler as long as it is made before the end of her next turn.

2 Tension

- **Opportune Grapple:** Whenever a strong style grappler makes an attack of opportunity, they may attempt a grapple check in place of an attack roll.

3 Tension

- **Body Blows:** Whenever a strong style grappler uses a standard action to initiate or maintain a grapple, she may spend a swift action to make an additional attack with her unarmed strike with a -2 penalty (she can wait until the results of the attack roll before deciding to use this tension technique) once per turn. If she possesses the speed pummeling striker art, she may apply it to this ability.

This ability replaces the critical knuckle, perfect offense, and rapid pummel tension techniques.

Painful Grapple (Ex): At 3rd level, whenever a strong style grappler successfully initiates or maintains a grapple, she deals 2 bludgeoning damage to the creature whom they grappled. At 6th level and every three levels afterwards, this damage increases by 1.

This ability replaces drill knuckle.

Complex Technique (Ex): At 7th level, a strong style grappler gains the following tension technique:

4 Tension

- **Strong Grapple:** Whenever a strong style grappler uses a (slam) talent, she may apply an additional (slam) talent to the same successful grapple check as a free action.

This ability replaces pummeling punisher.

Laboratory: A mad scientist can create a laboratory, and begins with one if this is his first level in any class. A laboratory is a permanent location, constructed in either a building or a vehicle with at least a 10-ft. cube of open space, but may be up to a 10-ft. cube per technician level. The mad scientist can only maintain one laboratory at a time, but many spend 2 days of work (following the magic item creation rules) to replace their laboratory with a new one in a new location.

A laboratory has the same effect as a vigilante's safe house: Objects within this safe house can't be located by any effect that is less powerful than a *discern location* spell. At 7th level, this protection from being located also applies to creatures in the safe house. At 13th level, the entire area is protected from *scrying* effects (though not mundane snooping) like a *mage's private sanctum*.

At 5th, 10th, 15th, and 20th level, the mad scientist may create an additional laboratory in a new location without sacrificing the old one.

Supernatural Science (Su): A mad scientist is considered an arcane magic user, and treats his technician levels as if they were wizard levels for the purpose of activating magic items such as wands, staves, and scrolls, as well as when meeting the prerequisites for item creation feats and when making magic items. This includes both access to spell lists as well as determining his effective 'caster level'. This does not, however, allow him to cast spells in a conventional fashion, nor increase his caster level if casting spells via another class. The mad scientist must decipher spells and meet a spell's prerequisites, just as a wizard must, in order to use a spell, copy a spell into a spellbook, etc.

The mad scientist gains Scribe Scroll as a bonus feat at 1st level.

A mad scientist cannot memorize spells, but so long as he is inside of his laboratory, meets the spell's minimum caster level and Intelligence requirement, and has a copy of that spell present such as via a wizard's spellbook, he can reproduce the effects of a spell by spending time and money to recreate the magic via scientific means, via mixing ingredients, harnessing crude electrical charges, and applying other aspects of natural philosophy. If the spell includes any costly spell components, those must be supplied in addition to the cost listed on the

Table: Spell Activation.

Table: Spell Activation

Spell Level	Material Cost	Casting Time
0	1 gp	1 minute
1	5 gp	5 minutes
2	10 gp	10 minutes
3	25 gp	30 minutes
4	50 gp	1 hour
5	100 gp	2 hours
6	250 gp	4 hours
7	500 gp	8 hours
8	1,000 gp	1 day
9	5,000 gp	2 days

TECHNICIAN ARCHETYPES

MAD SCIENTIST

Some technician's are not content with 'conventional' invention. These technicians blend the worlds of magic and technology as they seek to exercise mastery over grander concepts: good and evil, death and reanimation, and other things many think are better left untouched. Some call these technicians mad, but surely the world will be forced to recognize their genius once their greatest creations are unleashed.

Class Skills: The mad scientist loses Disable Device, Knowledge (dungeoneering), Knowledge (geography), Knowledge (local), and Sleight of Hand as class skills, but gains Knowledge (arcana), Knowledge (nature), Knowledge (planes), Knowledge (religion), and Spellcraft.

Skills: The mad scientist only gains 4 + Int modifier skill points per level rather than 6 + Int modifier.

A mad scientist begins play with a spellbook containing all 0-level wizard spells, plus three 1st-level spells of his choice. The mad scientist also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new technician level, he gains two new spells of any spell level or levels equal to those that would be castable for his effective wizard level to add to his spellbook.

This replaces gadgets.

Unethical Science (Su): At 1st level, 3rd level, and every 4 levels thereafter, the mad scientist gains a special insight into unethical science. At each of the listed levels, they may choose one of the following options. Each of the following allows the mad scientist to construct a special kind of invention that is as much magic as science, and is considered a grand gadget for the purposes of wielding, drawing, sundering, integrating it with other inventions, etc. Just as with grand gadgets, any saving throw required by an unethical invention has a DC equal to $10 + 1/2$ the mad scientist's level + his Intelligence modifier.

At each of the listed levels, the mad scientist gains an additional invention, which must be spent creating one of the following devices they have chosen with unethical science. A mad scientist may use one of their general invention slots to create a new unethical invention (except those gained through Inventor's Insight), but may not use an unethical invention to create a general invention.

Rather than gaining improvements, unethical science inventions possesses one ability. However, multiple unethical invention slots can be spent on the same device, adding 3 more uses (or 6, in the case of the portal gun). Just as with general inventions, an unethical science invention can be dismantled and changed into another with 8 hours of work. If a creature other than the mad scientist uses an unethical invention, any attack rolls and DCs associated with the unethical invention suffer a -1 penalty, which increases by 1 at 5th level and every 4 levels thereafter.

Death Ray: As a standard action, the wielder may make a ranged touch attack against a creature. If successful, the target gains 1 temporary negative level, which lasts for 1 hour per technician level. This increases by 1 die size at 5th level and every 4 levels thereafter (1d2, 1d3, 1d4, 1d6). This ability is usable 3 times per day, +1 at 5th level and every 4 levels thereafter. This is considered a ranged weapon with a range increment of 10 ft.

Freeze Ray: As a standard action, the wielder may make a ranged touch attack against a creature. If successful, the target must pass a Fortitude save or become stunned for 1 round per 2 technician levels (minimum: 2). This ability is usable 3 times per day. This is considered a ranged weapon with a range increment of 10 ft.

Mind control: As a standard action, the wielder may make a melee touch attack to attach a small device from this invention to the target. The target must pass a Will save or fall under the wielder's control for 1 round per 2 technician levels (minimum: 1). The target obeys all commands (if they do not share a language, only basic commands can be communicated such as 'go', 'fight', 'help me', etc.) except for obviously suicidal ones, and the target is staggered for the duration of the effect. Giving a target commands is a move action; without commands, the target will simply stand still, although it will defend itself if attacked.

Another creature may attempt to remove the small device as a steal combat maneuver, and if successful causes the mind control to immediately end and the device to become inert. This ability is usable 3 times per day. This is a mind-altering effect.

Monstrous Transformation: As a standard action, the wielder may inject an adjacent creature with a special formulae. The target gains an alchemical bonus to Strength and Dexterity and a penalty to all mental scores equal to $1/2$ the technician's level (minimum 2). This cannot reduce a target's mental scores below 1. Unwilling targets require a melee touch attack and are allowed a Fortitude save to resist this effect. This bonus and penalty lasts a number of rounds equal to the technician's Intelligence modifier. This can be used 3 times per day.

Portal Gun: As a move action, the wielder may make a ranged touch attack against a solid surface of at least 5 ft. by 5 ft., such as a wall, ceiling, or floor. Once struck, this surface swirls with a visual effect, almost like a gateway into an extradimensional space. This gateway is 5 ft. x 5 ft., but may have its radius doubled at 5th level, and again for every 4 levels thereafter. The portal gun has no effect on creatures.

Once the wielder has successfully struck two surfaces that are not further apart than long range (400 ft. +40 ft. per technician level), the portals connect, such that walking into one portal causes a creature to cross through to the other portal. These spaces are considered adjacent for all purposes, including flanking and attacking someone with a ranged weapon by firing through the portal.

If the portal gun is used a third time, the wielder must choose one of their previous portals to be replaced by the new one, with the remaining 2 portals now being connected.

The portal gun can be used 6 times per day. This is considered a ranged weapon with a range increment of 50 ft. Because of the nature of the portal gun and the imprecise need for firing, the weapon is usable as a move action rather than a standard action, and if the wielder misses their intended space, they may roll as if they had missed while making an attack with a splash weapon to determine if the attack strikes another valid surface instead. However, this roll determines where the shot lands in relation to the line of fire (for example, if a roll of 5 is made while aiming at a wall, the shot will have landed 5 ft. high, not 5 ft. forward).

Reanimation: Rather than create a device, the mad scientist may create a humanoid zombie with a number of Hit Dice equal to his technician level. The zombie possesses no proficiencies except its natural weapons, but has an Intelligence of $3 + 1$ per 2 technician level the mad scientist possesses, 2 skill points per level (reduced to 1 for lack of Intelligence), and feats and attribute increases as if it were a PC. The zombie does not gain additional Hit Dice for its size, and may spend a feat to lose the staggered condition.

The zombie begins speaking one language the mad scientist speaks and is loyal to him and obeys all commands, but is more akin to an animal companion than an undead slave; if not treated well (especially as it gains more intelligence), it very well may abandon the mad scientist in pursuit of its own goals.

The zombie can be made from any humanoid creature, but only if the appropriate corpse can be found, and only if the creature's racial Hit Dice does not exceed 1 per technician level.

Prerequisite: A body's worth of humanoid corpse pieces, with a brain that has been dead for no more than a day.

Shrink Ray: As a standard action, the wielder may make a ranged touch attack against a creature. If successful, the target must pass a Fortitude save or shrink by 1 size category, plus up to 1 additional size category at 5th level and every 4 levels thereafter, suffering a -2 penalty to Strength but gaining a +2 bonus to Dexterity per size category. This penalty lasts 1 minute per technician level. Allies may always choose to fail this saving throw. This ability is usable 3 times per day. This is considered a ranged weapon with a range increment of 30 ft.

This replaces trap specialist, trapfinding, danger sense, trap insight, trap master, greater trapmaster, supreme trapmaster, and perfect trapmaster.

MYTHBREAKER

Mythbreakers are staunch empiricists. Magic, myths, legends; none of them mean anything unless they can be proven. A mythbreaker knows that much of magic is more showmanship than power, and even true wizards are never as great as they seem.

Skeptic: At 2nd level, the mythbreaker gains a bonus to Sense Motive checks equal to half his technician class level.

This replaces the technically minded class feature.

Experimentation (Ex): At 3rd level, whenever you make a Use Magic Device check, you may spend a move action or expend your martial focus to roll the check twice and take the higher result.

This replaces the invention gained at 3rd level.

Remove Magic (Ex): At 5th level, the mythbreaker gains the ability to use their Disable Device skill to dispel magical effects, as described under the greater trapmaster class feature. At 10th level, the mythbreaker can dispel multiple effects with each check, as described under the supreme trapmaster class feature.

This modifies the greater trapmaster and supreme trapmaster class features.

Rigorous Mind (Ex): At 11th level, the mythbreaker gains the slippery mind advanced rogue talent. This states that if the mythbreaker is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

At 15th level, the mythbreaker gains a +2 insight bonus to all Will saving throws.

SUIT PILOT

A suit pilot doesn't waste their time on frivolous inventions. Their time is dedicated to the pursuit of one thing: power. A suit pilot seeks to build a suit of mechanized power armor to make them larger, stronger, and faster than

they could ever be alone. In some parts of the world, suit pilots make up the bulk of many nation's militaries, as often the only thing that can stop a veteran suit pilot is another veteran suit pilot.

Engineer: The suit pilot gains mechanical insight as a bonus insight at 1st level.

This replaces trap specialist.

Suit Mechanic: Whenever the suit pilot creates an independent invention, it gains a number of bonus hit points equal to his technician level.

Whenever the suit pilot gives the suit improvement to an independent invention, he may grant that independent invention an extra improvement. At 10th level, he may grant the independent invention 2 extra improvements. At 20th level, he may grant it 3 extra improvements.

This replaces gadgets, trapfinding, danger sense, and true genius.

Ace Pilot (Ex): At 2nd level, the suit pilot gains a bonus to all Profession (sailor) and Profession (driver) checks equal to half their technician level.

This replaces technically minded.

Defensive Piloting (Ex): At 3rd level, any vehicle or independent invention the suit pilot is piloting gains a +1 dodge bonus to AC and to Reflex saves. This increases by +1 for every 4 additional technician levels possessed, to a maximum of +5 at 19th level.

This replaces trap insight, trapmaster, greater trapmaster, supreme trapmaster, and perfect trapmaster



Brian Lee

OTHER CLASS ARCHETYPES

ALCHEMIST ARCHETYPES

MORTAL CHEMIST

The mortal chemist is a practitioner of strange traditions that blend science and the martial arts into a kind of philosophy. Mortal chemists often seek self-perfection, mixing mutagens and physical training to bring their bodies and minds to new levels.

Combat Training (Ex): A mortal chemist is considered an Adept practitioner, gaining spheres and talents as appropriate. Mortal chemists use Intelligence as their practitioner modifier.

This ability replaces the alchemy (but not bomb or mutagen) class feature.

Alchemical Expertise: The mortal chemist gains both the (formulae) and (poison) packages of the Alchemy sphere as bonus talents at 1st level. If he already possesses the Alchemy sphere packages, he may instead select any talent he qualifies for from the Alchemy sphere. In addition, when using Craft (alchemy) to create an alchemical item, an alchemist gains a competence bonus equal to his class level on the Craft (alchemy) check. An alchemist can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to make such a check.

This replaces poison use.

Brew Potion: At 1st level, the mortal chemist gains Brew Potion as a bonus feat, and a formula book containing 2 1st level alchemist formulae. The mortal chemist may brew a potion for any alchemist formulae he knows. Each time the mortal chemist gains a class level, he learns 1 additional alchemist formulae a standard alchemist of his level would have access to. A mortal chemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. A mortal chemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. A mortal chemist does not need to decipher arcane writings before copying them.

A mortal chemist can brew potions of any formulae he knows, using his alchemist level as his caster level. The spell must be one that can be made into a potion.

ANTIPALADIN

ARCHETYPES

BLOOD-SOAKED DEMON

Blood-soaked demons are antipaladins whose divine gifts are bestowed not because of their faith, but because the sheer depth and boundlessness of their cruelty combined with their burning drive and ambition draws dark power to them. Perhaps they are blessed by some dark god, perhaps their vile acts have merely caused the palpable aura of evil that surrounds them to become so potent it oozes gifts of darkness upon them; whatever the case, these dread warriors carry a burden of wickedness and evil that would crush lesser beings, but which instead simply makes them ever stronger.

Alignment and Code of Conduct: A blood-soaked demon may be of any evil alignment, and loses all class features except proficiencies if he ever willingly commits a selfless act; the slightest crack in the armor of sociopathic self-interest and cruelty can cause the weight of his misdeeds to shatter the very source of his power. The blood-soaked demon must always place his own interests and desires above all else, as well as impose tyranny, take advantage whenever possible, and punish the good and just, provided such actions don't interfere with his goals.

Proficiencies: Blood-soaked demons 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 the antipaladin's weapon and armor proficiencies.

Combat Training (Ex): A blood-soaked demon is considered a Proficient practitioner, gaining spheres and talents as appropriate. Blood-soaked demons use Charisma as their practitioner modifier.

This ability replaces smite good.

Special: If a character possesses both the combat training class feature from the blood-soaked demon archetype and the delayed combat training class feature from warrior of faith, they are considered an Expert practitioner from 1st level, although they do not gain any additional talents from delayed combat training.

Tyrant's Gloat (Ex): Starting at 11th level, when the blood-soaked demon lays a foe low, he may give a mighty cry of triumph, terrifying nearby enemies and sapping their will to fight; he may spend an immediate action when he defeats an opponent whose CR is at least half his character level (rounded down, minimum 1/2) to inflict a penalty to attack and damage rolls equal to his Charisma bonus on all enemies within 10 ft.

for 1 round. This is a mind-affecting fear effect. For the purposes of this ability, defeating a foe includes any action that kills, renders unconscious or helpless, ties up (as the option for pinned opponents), or banishes a foe.

This replaces aura of vengeance.

Tyrannical Titan (Ex): At 20th level, the blood-soaked demon is cloaked in evil dark and powerful enough to give pause to any true demon or devil. The blood-soaked demon gains DR 5/-; this stacks with any other DR of the same type he possesses. In addition, the blood-soaked demon may use his touch of corruption ability as a swift action. Finally, the blood-soaked demon draws power from crushing the will to fight out of his enemies; whenever he defeats an opponent whose CR is equal to at least half his character level (rounded down, minimum 1/2), he regains 1 use of his touch of corruption ability; if the opponent also had the good subtype, his next use of touch of corruption automatically deals the maximum amount of damage, and he may apply 1 additional cruelty to its effects.

This replaces unholy champion.

WARRIOR OF FAITH

Not all divine warriors pray for spells to supplement their might; instead, some spend the time they would normally spend in prayerful contemplation performing a different type of offering, sparring and training in the arts martial. For these warriors, the clash of sword on sword is the sweetest prayer, and the only reward they seek for these dutiful dedications is the strength and skill they impart. Warrior of faith is both a paladin and an antipaladin archetype.

Delayed Combat Training (Ex): At 4th level and every two levels afterwards, a warrior of faith gains a combat talent of their choice. Warriors of faith use Charisma as their practitioner modifier.

This class feature replaces the antipaladin/paladin's spells class feature. A warrior of faith does not gain any spells or spell-casting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.



BARBARIAN ARCHETYPES

BERSERKER

Berserkers are fierce warriors, possessed of implacable strength. Shattering flesh and steel with equal ease, these mighty warriors carve swaths across the battlefield, opening the way for their less fierce companions.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A berserker is considered a Proficient practitioner, gaining spheres and talents as appropriate. Berserkers use Charisma as their practitioner modifier.

This ability replaces the rage powers gained at 2nd, 6th, 10th, 14th, and 18th level.

Berserker: Berserkers gain the Berserker sphere as a bonus sphere at 1st level; if the berserker already possesses this sphere, he may instead select any talent he qualifies for from it. Whenever the berserker uses his *brutal strike* ability, he may sacrifice 3 of his daily rounds of rage to add 1 additional (exertion) talent to the attack.

BLOODRAGER ARCHETYPES

STORMLORD

Stormlords, despite the name, are not bound to any particular type of magic or born from any specific magical bloodline. These mighty warriors get their names because their presence ripples across the battlefield like a storm, the clangorous clash of their weapons blending with the explosive hiss of their spells so that each second of battle resounds with the pulsing fury of a mighty storm.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A stormlord is considered an Adept practitioner, gaining spheres and talents as appropriate. Stormlords use Charisma as their practitioner modifier.

Stormlords with this ability do not gain a point of base attack bonus at every level, and instead use the rogue base attack bonus progression, gaining their first point of base attack bonus at 2nd level and reaching a maximum of +15 at 20th level.

Storm Strike (Su): At 4th level, whenever a stormlord casts a spell with a range of touch from the bloodrager spell list, he can deliver the spell through any weapon he is wielding. Instead of the free melee touch attack normally allowed to deliver the spell, a stormlord can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell; this attack is treated as an attack action. If successful, this melee attack deals its normal damage as well as the effects of the spell. 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 spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

This ability replaces the bloodline powers normally gained at 4th and 12th level; the stormlord instead gains the bloodline power he would normally have received at 4th level at 8th level, the bloodline power he would have received at 8th level at 16th, and the bloodline power he would have received at 12th level at 20th level.

Surging Strike (Su): From 14th level on, whenever the stormlord successfully confirms a critical hit while using his storm strike, he may cast a known spell with a range of touch or personal as a swift action.

This replaces indomitable will.

BRAWLER ARCHETYPES

BRUTAL PUMMELER

Brutal pummelers hit hard and move fast, tearing through opponents with rapid and brutal strikes before moving on to face a new challenger.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A brutal pummeler is considered an adept practitioner, gaining spheres and talents as appropriate. Brutal pummelers use Wisdom as their practitioner modifier.

This ability replaces the unarmed strike class feature and the bonus feats gained at 2nd, 8th, 14th, and 20th level.

Close Combat: At 1st level, the brutal pummeler gains the Boxing and Open Hand combat spheres as bonus talents. If the brutal pummeler already possesses one of these base spheres, she may instead choose any one combat talent she qualifies for from either sphere.

This replaces the AC bonus class feature.

Brawler's Pummel (Ex): From 2nd level on, whenever the brutal pummeler uses the attack action to attack with an unarmed strike, a weapon from the close fighter weapon group, or a weapon with the monk special feature, she may make one additional attack with an unarmed strike, a weapon from the close fighter weapon group, or a weapon with the monk special feature as a free action, but both attacks take a -2 penalty. The brutal pummeler must decide whether or not to use this ability before making the first attack roll for her attack action.

Attacks made using this ability apply the brutal pummeler's full Strength bonus to the damage roll, regardless of whether the weapon is wielded with two hands or with an off-hand. This extra attack cannot be used with the extra attack granted by the Dual Wielding sphere or similar abilities such as the street fighter monk archetype's flurry strike.

This replaces all instances of brawler's flurry.

Pinpoint Targeting (Ex): At 5th level, a brutal pummeler gains Unarmed Training as a bonus talent; if they already have this talent, they may select another talent of their choice.

This replaces the close weapon mastery class feature.

CAVALIER ARCHETYPES

BLOODED KNIGHT

Stalwarts of court and battlefield alike, blooded knights are experienced warriors skilled in the arts of combat, horsemanship, and diplomacy.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A blooded knight is considered an Expert practitioner, gaining spheres and talents as appropriate. Blooded knights use Charisma as their practitioner modifier.

This replaces tactician, greater tactician, mighty charge, and master tactician.

Knightly Arts (Ex): The blooded knight gains the Warleader sphere as a bonus talent at 1st level. In addition, he also receives the Guardian sphere (challenge) package as a bonus talent. If the blooded knight already possesses one or both of the selected talents, or is incapable of selecting them due to a drawback, he may instead select any talent he qualifies for from the corresponding sphere, or buy off the drawback.

This replaces the challenge class feature.

Blooded Challenge (Ex): Any abilities the blooded knight possesses that reference his use of challenge (such as the demanding challenge class feature or the challenge ability for his order) apply to any use of the challenge ability provided by the Guardian sphere.

Kingly Demeanor (Ex): At 20th level the blooded knight is a paragon of the knightly arts both on and off the battlefield. The blooded knight may make a Diplomacy check to improve a creature's attitude towards him as a move action, and whenever he makes a successful Diplomacy check to improve a target's attitude, he improves their attitude by 1 additional step. In addition, whenever the blooded knight reduces the hit points of an opponent within 30 ft. to 25% or less of their normal maximum, he can demand they submit as a free action that can be taken even when it's not the blooded knight's turn, forcing them to make a Will save (DC 10 + 1/2 his cavalier level + his Charisma modifier) or drop whatever weapons they are holding and surrender. Creatures who have surrendered will not attempt to attack the blooded knight or his allies, nor will they attempt to flee the battlefield as long as the blooded knight is

conscious and within line of sight. This is a mind-affecting fear effect.

This ability replaces supreme charge.

FIGHTER ARCHETYPES

COILED BLADE

Coiled blades are mighty vanguards, leaping into battle and growing strong on the ebb and flow of violence. Regardless of their broader motivations, coiled blades revel in the thrill of combat, only truly coming alive when their life is on the line and their skills can be put to the test.

Martial Tradition: Coiled blades are expert warriors who train in a variety of martial traditions. At 1st level, the coiled blade gains a martial tradition as long as he has not gained one from another source.

Combat Training (Ex): A coiled blade is considered an Expert practitioner, gaining spheres and talents as appropriate. Coiled blades choose whether to use Charisma, Intelligence, or Wisdom as their practitioner modifier when they first gain the combat training class feature.

This replaces the bonus feats gained at 1st, 4th, 8th, 12, 16th, and 20th level.

Coiled Might (Ex): Starting at 3rd level, the coiled blade gains tension, as the striker class feature, with the following modifications:

- **Offensive Pressure:** Whenever the coiled blade successfully damages a creature with a weapon from one of his weapon training groups, he gains 1 tension.

The coiled blade's tension goes up or down throughout the day, but usually cannot go higher than his practitioner modifier (minimum 1), though some feats, abilities, and magic items may affect this maximum. At 4th level and every three levels afterward, his maximum tension increases by 1. This works in all other ways as the striker's tension class feature, including gaining the defensive determination and maneuvering momentum tension building options.

Tension Techniques: From 3rd level on, the coiled blade gains access to the following tension techniques, as the striker class feature:

1 Tension

Expert Guard: For each tension a coiled blade spends on this tension technique, he gains a +1 circumstance bonus on all saves until the beginning of his next turn.

Light Step: The coiled blade spends a swift action and selects a single creature; all movement he makes until the beginning of his next turn does not provoke attacks of opportunity from that creature.

Stalwart Form: For each tension a coiled blade spends on this tension technique, he gains DR 1/- until the beginning of his next turn; this damage reduction stacks with similar damage reduction.

Timely Dodge: For each tension a coiled blade spends on this tension technique, he gains a +1 dodge bonus his armor class until the beginning of his next turn.

2 Tension

Perfect Offensive: The coiled blade automatically confirms a critical threat made with a weapon from one of his weapon training groups.

Quick Strike: The coiled blade may make an attack as a swift action, though he takes a -2 penalty on the attack roll and treats the attack as an off-hand attack (adding only half his Strength bonus to the damage dealt, and reducing the bonus damage from Power Attack and similar abilities by 50%.)

Swift Focus: The coiled blade spends a swift action to regain martial focus.

3 Tension

Second Chance: The coiled blade can reroll a saving throw after the result has been revealed, although he must accept the result of the reroll, even if it is worse.

Speed Step: The coiled blade can spend a swift action to move up to his speed with any movement mode he possesses.

Full Strike: The coiled blade may make an attack with any weapon he is wielding as a swift action.

This replaces the armor training class feature.

GUNSLINGER ARCHETYPES

GUNFIGHTER

Gunfighters are old hands at battle, using their firearms to fight equally well at range or in a clinch. Whether shooting a foe while ducking for cover or smashing in an opponent's teeth with the butt of a pistol to buy some breathing room, gunfighters never fail to make their presence felt by their foes.

Proficiencies: Gunfighters are proficient with simple weapons, all firearms, and light armor. In addition, if this is the character's first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Combat Training (Ex): A gunfighter is considered an adept practitioner, gaining spheres and talents as appropriate. Gunfighters use Wisdom as their practitioner modifier; gunfighters who use an ability modifier other than Wisdom to determine their grit pool instead use that ability modifier. This replaces the gunslinger's martial weapon proficiency, and the dead shot, bleeding wound, and menacing shot deeds.

Gun Strike: At 3rd level, the gunfighter gains Gun Kata from the Equipment sphere, even if she would not normally qualify for it. If the gunfighter already possesses Gun Kata, she may instead select any one combat talent she qualifies for.

This replaces the pistol-whip deed.

Rapid Targeting: At 7th level, the gunfighter may use her targeting deed as an attack action.

This ability modifies the targeting deed.

Up Close and Personal (Ex): Whenever the gunfighter successfully makes a ranged attack against an opponent while that opponent is threatening her, she regains 1 grit point.

This replaces the bonus feat normally gained at 8th level.

HUNTER ARCHETYPES

BEASTMASTER

While many hunters specialize in forming a strong bond with a single animal, beast masters are lords of nature, gathering armies of creatures to their side before leading them into combat against the beastmaster's chosen foes.

Proficiencies: Beastmasters are proficient with simple weapons, as well as 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.



This modifies weapon and armor proficiencies.

Combat Training (Ex): A beastmaster is considered an Adept practitioner, gaining spheres and talents as appropriate. Beastmasters use Charisma as their practitioner modifier.

This replaces spellcasting.

Beast Trainer: At 1st level, the beastmaster gains the Beastmastery sphere as a bonus sphere at 1st level and uses her class level in place of her base attack bonus when determining any benefits from this sphere, including the DCs of any associated abilities and talents. She must select the (handle animal) Beastmastery package. If she already possesses the Beastmastery sphere, but not the (handle animal) Beastmastery package, she gains that package. If that package is already possessed, she instead gains a talent from that sphere as a bonus talent.

This replaces orisons.

Battle Companion: The beastmaster's animal companion starts with light armor proficiency and is combat trained, but does not gain the share spells ability, though it still qualifies for companion archetypes as if it possessed share spells.

This modifies animal companion.

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

This replaces wild empathy.

Commanding (Ex): At 1st level, whenever the beastmaster pushes or handles an *animal ally*, she may push or handle a number of additional *animal allies* equal to her Charisma modifier (minimum 1 additional). If different actions are required to push or handle the creatures (such as for a *tame* creature versus an animal companion), the longer time must be used.

This replaces animal focus.

Deadly Pack (Ex): At 2nd level, the beastmaster gains Pack Attack from the Beastmaster sphere as a bonus talent.

This replaces precise companion.

Pack Tactics (Ex): At 3rd level, the beastmaster automatically grants her teamwork feats to 1 + her Charisma modifier (minimum 2 creatures) *animal allies* within close range (25 ft. +5 ft. per 2 class levels). They do not need to meet the prerequisites of the shared feats. The selected *animal allies* may be changed as a swift action.

This replaces hunter tactics.

Beastfriend (Ex): At 4th level, all creatures of the animal type have a starting disposition toward the beastmaster of no worse than indifferent and will not attack the beastmaster or her allies within close range (25 ft. + 5 ft. per 2 levels) unless commanded to or attacked by the beastmaster or her allies first.

She may also improve a creature's disposition by 2 steps when using the Animal Empathy talent by increasing the DC of the check by 10.

This replaces improved empathic link.

Rapid Empathy (Ex): At 8th level, the beastmaster reduces the time required to use her Animal Empathy talent to a full-round action.

Additionally, the beastmaster may reduce the time required to *tame* a creature with the *trainer* ability of the Beastmastery sphere to 2 hours by increasing the DC of the Handle Animal check by 10. If she possesses the Bolster Beast talent, she may apply that same DC increase to that check to reduce the time

required to 30 minutes. If she possesses the Purposeful Training talent, she may reduce the time required to use the retraining option of that talent to 1 hour.

This replaces second animal focus.

Ready Replacement (Ex): At 10th level, the beastmaster gains the Adopt Animal Ally feat as a bonus feat even if she does not meet the prerequisites. If she already possesses that feat, she may instead gain any feat she qualifies for.

This replaces raise animal companion.

Beastlord: At 14th level, all creatures of the animal type have a starting disposition toward the beastmaster of at least friendly. Any animal that is commanded to attack the beastmaster or her allies within close range must first succeed on a Will save (DC 10 + 1/2 the beastmaster's level + her Charisma modifier) or spend its turn cowering.

Any creature not of the animal type with animal intelligence (Intelligence 1 or 2) and any mindless plants or vermin have a starting disposition of at least indifferent and will not attack the beastmaster or her allies within close range unless commanded to or attacked by the beastmaster or her allies first.

This replaces greater empathic link.

True Beastmaster: At 20th level, a beastmaster reduces the time required to use her Animal Empathy talent to a move action.

She also reduces the time required to use her *trainer* Beastmastery sphere ability to 1 hour and may train any number of creatures in that time, though still may not exceed the HD limitations of that ability. If she possesses the Bolster Beast talent, she may apply that talent to any number of *tame* creatures with 1 minute of effort.

INVESTIGATOR ARCHETYPES

BATTERED DETECTIVE

Sometimes skills are developed through street smarts and a smattering of advanced schooling, combining a rough and tumble life with a better than average education. Battered detectives possess such skills. Often given an edge that others lack through military or academic training, battered detectives typically don't finish their military or scholastic careers, finding the call of adventure to be too strong to resist. Whether they come to regret leaving and striking out on their own varies greatly from person to person.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A battered detective is considered an Adept practitioner, gaining spheres and talents as appropriate. Battered detectives use Intelligence as their practitioner modifier.

This replaces the alchemy class feature.

Veteran's Edge: At 1st level, the battered detective gains the Alchemy sphere as a bonus sphere. If he already possesses the Alchemy sphere, he may instead choose any talent he qualifies for from that sphere instead. In addition, when using Craft (alchemy) to create an alchemical item, an investigator gains a competence bonus equal to his class level on the Craft (alchemy) check. An investigator can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to make such a check.

Keen Eye: At 3rd level, the battered detective gains the Scout sphere as a bonus sphere. If he already possesses the Scout sphere, he may instead choose any talent he qualifies for from that sphere instead.

This replaces keen recollection.

MAGUS ARCHETYPES

RUNIC KNIGHT

Eldritch masters of blade and spell, runic knights are often enigmatic but rarely dismissed; even the most unassuming of their number are deadly masters of their mystic arts, and power echoes in their every move. Fierce beyond reckoning, few indeed can cross the magic-shrouded blade of a runic knight and live to tell the tale.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A runic knight is considered a Proficient practitioner, gaining spheres and talents as appropriate. Runic knights use Intelligence as their practitioner modifier.

This ability replaces spell combat; runic knights instead gain spell combat at 8th level instead of improved spell combat, and improved spell combat at 14th level in place of greater spell combat.

Mystic Order: Each runic knight is trained in the arts of a particular mystic order. Presented below are three such orders, the Binding Staves, the Poisoned Tomes, and the Rune-Crossed Eye. At 1st level, the runic knight selects one of these orders and gains the listed benefits.

Binding Staves: Members of the Binding Staves gain the Lancer sphere as a bonus sphere at 1st level. If the runic knight already possesses the Lancer sphere, he may instead select any talent he qualifies for from that sphere. In addition, members of the Binding Staves train in special combat techniques for lunging and stabbing with staves, and may treat any quarterstaff or staff they carry (including magical staves) as a masterwork long spear.

At 7th level, members of the Binding Staves who use their advanced spellstrike against an *impaled* enemy automatically threaten a critical hit as long as their attack is successful.

At 13th level, whenever the member of the Binding Stave is wielding a reach weapon, he gains a competence bonus to his AC equal to his Intelligence bonus against all attacks made by adjacent creatures.

Poisoned Tomes: Members of the Poisoned Tomes gain the Alchemy sphere (poison) package as a bonus sphere at 1st level. If the runic knight already possesses the Alchemy sphere (poison) package, he may instead select any talent he qualifies for from the Alchemy sphere. In addition, the member of the Poisoned Tomes can apply poison to a weapon as a swift action.

At 7th level, members of the Poisoned Tomes may expend a single spell of 3rd level or higher when attacking with a poisoned weapon to double any penalties the poison would inflict, increase the duration of the poison's effects by a number of rounds equal to the sacrificed spell's level, and increase the save DC of their poisons by 2 for that attack. Poisoned tomes who use spherecasting instead of slot-based casting may emulate these effects by expending a spell point, treating the effective spell level as half their caster level (rounded down).

At 13th level, members of the Poisoned Tomes are immune to poison and may have an additional number of poisons prepared through the Alchemy sphere equal to their practitioner modifier.

Rune-Crossed Eye: Members of the Rune-Crossed Eye gain the Scout sphere as a bonus sphere at 1st level. If the runic knight already possesses the Scout sphere, he may instead select any talent he qualifies for from that sphere. Whenever a member of the rune-crossed eye attempts an attack action against a creature, he may use the *scout* ability granted by the Scout sphere against it as a free action, adding his Intelligence bonus to the check. In addition, members of the Rune-Crossed Eye treat their caster level as being 2 higher when determining the effects of spells from the divination school, or when using talents and abilities from the Divination sphere.

At 7th level, members of the Rune-Crossed Eye gain evasion. If they already possess evasion from another source, they instead gain improved evasion.

At 13th level, members of the Rune-Crossed Eye can always act in the surprise round even if they fail to make a Perception roll to notice a foe, and they are not considered flat-footed at the start of combat until they take an action. In addition, the runic knight receives a bonus on initiative checks equal to 1/2 his magus level (minimum +1).

This replaces cantrips, medium armor, and heavy armor.

Read Magic: Runic knights gain *read magic* as an at-will spell-like ability.

Advanced Spellstrike (Su): At 2nd level, whenever a runic knight casts a spell with a range of "touch" from the magus spell list, he can deliver the spell through any weapon he is wielding (including ranged weapons). Instead of the free melee touch attack normally allowed to deliver the spell, a runic knight can make one free attack with his weapon (at his highest base attack bonus) as part of casting this spell; this attack is treated as an attack action. If successful, this attack deals its normal damage as well as the effects of the spell. 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 spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier. This ability cannot be used with spells with a casting time less than a standard action, including quickened spells.

This modifies but otherwise counts as the spellstrike class feature.

MONK ARCHETYPES

STREET FIGHTER

While some street fighters do attain mystic enlightenment and unlock spiritual abilities, most dedicate themselves to more physical, less cerebral or spiritual pursuits. These warrior monks travel the world, honing their bodies and their fighting skills in contests of skill and strength, competing in martial arts tournaments, and letting the world teach them skills they were too impatient to cultivate in the seclusion of a monastery.

Alignment: Street fighters may be of any alignment.

Proficiencies: Street fighters 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.

Combat Training (Ex): A street fighter is considered an adept practitioner, gaining spheres and talents as appropriate. Street fighters use Wisdom as their practitioner modifier.

This replaces the unarmed strike and bonus feats class features.

Martial Arts: At 1st level, the street fighter gains the Boxing and Open Hand combat spheres as bonus talents. If the street fighter already possesses one or both of these base spheres, he may instead choose any one combat talent he qualifies for from the associated sphere.

Flurry Strike (Ex): Starting at 1st level, whenever the street fighter uses the attack action to attack with an unarmed strike or a monk special weapon, he may make one additional attack with an unarmed strike or monk special weapon as a free action. The street fighter must decide whether or not to use this ability before making the first attack roll for her attack action. Attacks made using this ability apply the street fighter's full Strength bonus to the damage roll, regardless of whether the weapon is wielded with two hands or with an off-hand. This extra attack cannot be used with the extra attack granted by the Dual Wielding sphere.

This replaces flurry of blows.

NINJA ARCHETYPES

SHINOBI

Covert agent, slippery mercenary, or deadly assassin, shinobi are experts in espionage, sabotage, infiltration, assassination, and guerilla warfare. Eschewing armor in favor of mobility, these deadly warriors learn to strike hard and fast before disappearing into the shadows.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A shinobi is considered an adept practitioner, gaining spheres and talents as appropriate. Shinobis use Charisma as their practitioner modifier.

This replaces the ninja tricks gained at 2nd, 6th, 10th, 14th, and 18th level.

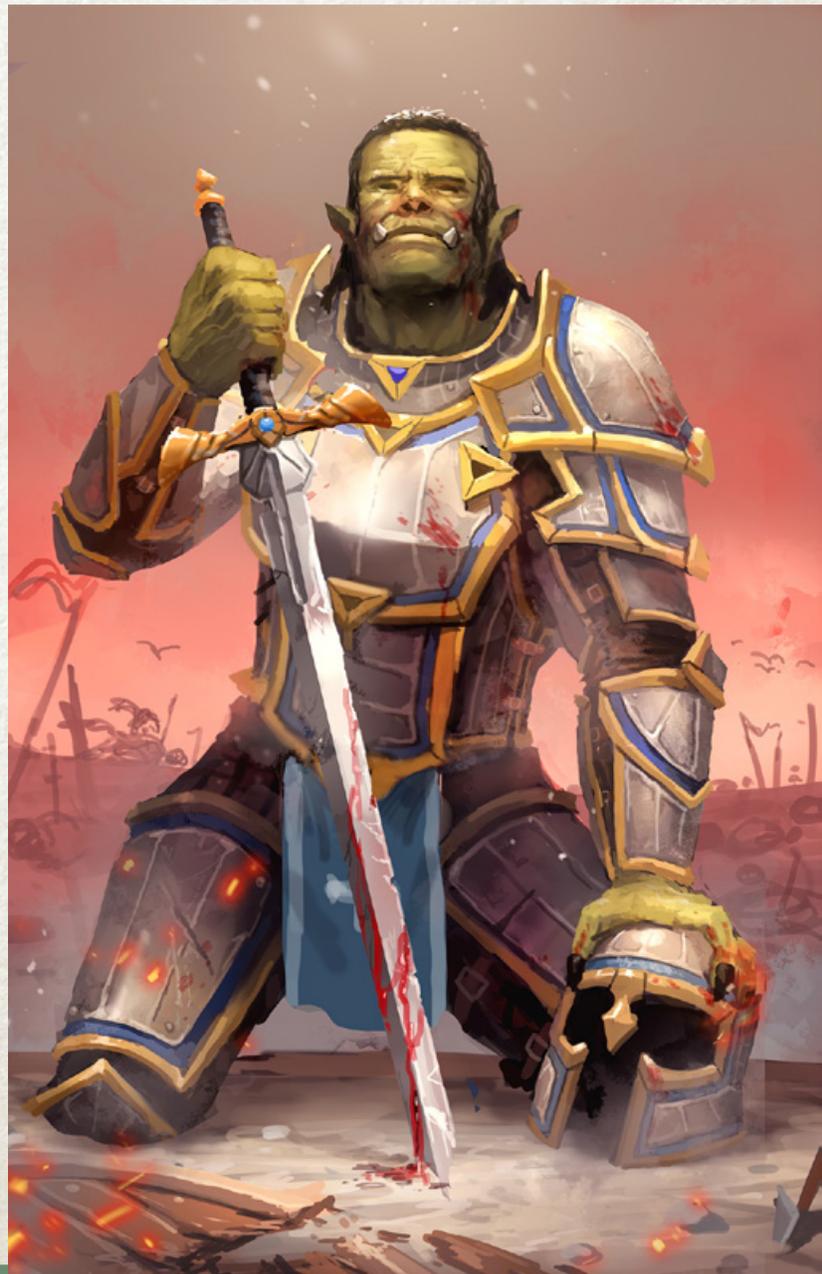
Shadow of Body and Spirit: At 1st level the shinobi gains the Alchemy and Scout spheres as bonus spheres. If she already possesses one or both of these spheres, she may instead choose any talent she qualifies for from the corresponding sphere.

This replaces the poison use class feature.

PALADIN ARCHETYPES

DIRT SPATTERED ANGEL

While many paladins rely solely on the supernatural might imparted by their deities, dirt spattered angels believe that their gods help those who help themselves. Dirt spattered angels may not even worship a deity, or their powers may be



granted by a deity whose attention they are unaware they have. Trust in their faith, in a god, or in their own iron codes of duty, to keep them hale and whole, these blessed warriors look to the strength of their own arms first when it comes time to face their foes on the battlefield.

Alignment and Code of Conduct: A dirt spattered angel may be of any good alignment, and lose all class features except proficiencies if she ever willingly commits an evil act. In addition, she must act with honesty and integrity, never lying or cheating, and she may never willingly fail her duty by breaking an oath or promise, however small. Unlike other paladins, the dirt spattered angel has no restrictions on the tools she may bring to bear against her foes; a dirt spattered angel who uses poison may be frowned upon by some of her peers, but does not lose any of her class abilities.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A dirt spattered angel is considered a Proficient practitioner, gaining spheres and talents as appropriate. Dirt spattered angels use Charisma as their practitioner modifier.

This ability replaces smite evil.

Special: If a character possesses both the combat training class feature from the dirt spattered angel archetype and the delayed combat training class feature from warrior of blind faith, they are considered an expert practitioner from 1st level, although they do not gain any additional talents from delayed combat training.

Stance of Triumph (Ex): Starting at 11th level, when the dirt spattered angel triumphs over a foe, she may raise her weapon high, inspiring nearby friends and allies; she may spend an immediate action when she defeats an opponent whose CR is at least half her character level (rounded down, minimum 1/2) to grant all allies within 10 ft. a morale bonus to attack and damage rolls equal to her Charisma bonus for 1 round. For the purposes of this ability, defeating a foe includes any action that kills, renders unconscious or helpless, ties up (as the option for pinned opponents), or banishes a foe.

This replaces aura of justice.

Heaven's Hand (Ex): At 20th level, the dirt spattered angel has worked long and hard in service to her cause, and her stalwart perseverance in carrying out her duty has hardened her and given her great strength. The dirt spattered angel gains DR 5/-; this stacks with any other DR of the same type she possesses. In addition, the dirt spattered angel may always use her lay on hands ability as a swift action, even when targeting another creature. Finally, the dirt spattered angel is revitalized by her victories over evil opponents; whenever she defeats an evil aligned opponent whose CR is equal to at least half her character level (rounded down, minimum 1/2), she regains 1 use of her lay on hands ability; if the opponent also had the evil subtype, her next use of lay on hands automatically heals the maximum amount, and she may apply 1 additional mercy to its effects.

This replaces holy champion.

Special: Paladins also have access to the Warrior of Blind Faith archetype presented in the Antipaladin archetype section.

RANGER ARCHETYPES

NATURE'S BLADE

While many rangers serve as the militant arm of nature's mortal worshippers, nature's blades are far more militant and skilled in the arts of combat than most of their peers.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A nature's blade is considered an Adept practitioner, gaining spheres and talents as appropriate. Nature's blades use Wisdom as their practitioner modifier.

This ability replaces the ranger's spells class feature and the favored enemy class feature gained at 1st level. Rangers with this ability instead gain their first instance of favored enemy at 5th level.

Nature's Allies: At 4th level, the nature's blade can choose to not gain a hunter's bond, but may instead expand their combat training by gaining either the Beastmaster or Warleader sphere and one additional talent from the corresponding sphere as bonus talents. If the nature's blade already has one of these spheres, he may instead choose any talent from that sphere for which he qualifies.

This modifies hunter's bond.

ROGUE ARCHETYPES

CANNY SCOUNDREL

Canny scoundrels rely on trickery and deceit as much as martial prowess to overcome the challenges they face. Combining keen eyes with sharp wits and sharper blades, these fearsome rogues are unpredictable foes, with a solution to every problem.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A canny scoundrel is considered an Adept practitioner, gaining spheres and talents as appropriate, and uses the higher of their Charisma or Intelligence as their practitioner modifier.

This replaces the rogue talents gained at 4th, 8th, 12th, 16th, and 20th level.

Keen Blades, Keen Eyes, and Keen Wits: At 1st level the canny scoundrel gains the Scoundrel and Scout spheres as bonus spheres, as well as Finesse Fighting from the Equipment sphere, even if she would not normally qualify for it. If she already possesses one or more of these spheres, she may instead choose any talent she qualifies for from the corresponding sphere.

This replaces trapfinding.

SAMURAI ARCHETYPES

WANDERING SWORDSMAN

Wandering swordsmen are men and women of honor, bound to high ideals and iron discipline. Whether they wander in service to a master or higher calling, or simply to hone their formidable martial skills, these warriors are highly sought after, whether as house guests, mercenaries, bodyguards, or even as leaders for groups that lack the will to lead themselves.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A wandering swordsman is considered a proficient practitioner, gaining spheres and talents as appropriate. Wandering swordsmen use Wisdom as their practitioner modifier.

Ronin Arts (Ex): The wandering swordsman gains the Duelist sphere and the Guardian sphere (challenge) package as

bonus talents at 1st level. If the wandering swordsman already possesses one or both of the selected talents, he may instead select any talent he qualifies for from the corresponding sphere or spheres.

This replaces the challenge and mount class features.

Swordsmen's Challenge (Ex): Any abilities the wandering swordsman possesses that reference his use of challenge (such as the demanding challenge class feature or the challenge ability for his order) apply to any use of the challenge ability provided by the Guardian sphere.

Shogun (Ex): At 20th level the wandering swordsman is unmatched in his sheer presence and power, both on and off the battlefield. The wandering swordsman may make an Intimidate check to improve a creature's attitude towards him as a move action, and whenever he makes a successful Intimidate check to improve a target's attitude, he improves their attitude by 1 additional step. In addition, whenever the wandering swordsman reduces the hit points of an opponent within 30 ft. to 25% or less of their normal maximum, he can demand they submit as a free action that can be taken even when it's not the wandering swordsman's turn, forcing them to make a Will save (DC 10 + 1/2 his samurai level + his Charisma modifier) or drop whatever weapons they are holding and surrender. Creatures who have surrendered will not attempt to attack the wandering swordsman or his allies, nor will they attempt to flee the battlefield as long as the wandering swordsman is conscious and within line of sight. This is a mind-affecting fear effect.

This ability replaces last stand.

SLAYER ARCHETYPES

GUILD ASSASSIN

Guild assassins are hardened individuals with readied blades and dour dispositions, hired by dangerous men and women to deal with the threats that even they fear to face. These expert killers develop unique combat styles and techniques for dispatching their foes, and are often as skilled in true combat as they are in stealth assassination.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A guild assassin is considered an adept practitioner, gaining spheres and talents as appropriate. Guild assassins use Intelligence as their practitioner modifier.

This ability replaces the instance of studied target gained at 1st level, the sneak attack upgrades gained at 6th and 15th level, and the slayer talents normally gained at 10th and 20th level; slayers with this ability instead gain their first instance of studied target at 5th level.

Assassin's Eye: At 1st level, the guild assassin gains the Scout sphere as a bonus sphere. If he already possesses the Scout sphere, he may instead select any talent he qualifies for from that sphere.

This replaces track.



SWASHBUCKLER ARCHETYPES

DANCING BLADE

Dancing blades are daring warriors who rely on mobility and precision over brute force, nimbly moving across the battlefield to strike down foes while dodging and weaving between their enemies' blades.

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

This modifies weapon and armor proficiencies.

Combat Training (Ex): A dancing blade is considered an Adept practitioner, gaining spheres and talents as appropriate. Dancing blades use Charisma as their practitioner modifier.

This ability replaces the dodging panache, menacing swordplay, superior feint, subtle blade, perfect thrust, and deadly stab deeds.

Focused Charm (Ex): When the dancing blade uses her charmed life ability while she has martial focus, she may choose to expend her martial focus to use charmed life as a free action that can be taken even when it's not her turn, instead of as an immediate action.

Focusing Panache (Ex): From 15th level on, whenever the dancing blade fights defensively, either as a full-round or standard action, she may spend a point of panache as a free action that can be taken even when it's not her turn after her first successful attack that round to regain her martial focus.

This replaces the dizzying defense deed.

THAUMATURGE ARCHETYPES

SAVANT

Naturally gifted with an innate sense of the workings of their own bodies and an uncanny knack for quickly copying new skills, savants are unpredictable foes.

Skills: The savant gains Acrobatics, Climb, and Swim as class skills but does not gain Knowledge (arcana), Spellcraft, or Use Magic Device as class skills.

This modifies class skills.

Base Attack Bonus: A savant gains base attack bonus equal to a fighter of his class level.

This modifies base attack bonus.

Hit Die: A savant uses d10 for Hit Dice.

This modifies Hit Die.

Saving Throws: A savant gains Fortitude and Will save progressions equal to an armorer of his class level.

This modifies saving throws.

Proficiencies: Savants 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.

Flexible Combat Training (Ex): A savant may combine combat spheres and talents to create powerful martial techniques. Savants are considered Proficient combatants. When they gain their first level in the savant archetype, savants may choose either Charisma, Intelligence or Wisdom as their practitioner modifier. Whenever a savant rests for 8 hours (or the equivalent), he may change any and all combat talents gained from savant levels, choosing new spheres and new talents. Combat talents gained as part of levels taken in other classes, as part of his martial tradition, or combat talents gained from taking the Extra Combat Talent feat are not eligible to be changed in this fashion.

This replaces casting, magic talents, and spell pool.

Strain (Ex): At 1st level, as a free action a savant may increase his base attack bonus by 2 until the end of his turn. Doing so is extremely taxing, leaving him fatigued for 1 round. This bonus increases by +1 at 5th level, and by an additional +1 for every 4 levels thereafter to a maximum of +6 at 17th level.

When activating this ability, if he fails to deal damage or succeed on a combat maneuver before the beginning of his next turn, he must make a Fortitude save equal to 10+class level or be dazed instead of fatigued. These conditions bypass immunity. If the savant is already fatigued, he is instead exhausted and if exhausted, he instead falls unconscious for the same duration.

This replaces forbidden lore.

Insights (Ex): Savants have learned to master their own bodies, pushing themselves in truly remarkable ways and using this knowledge, they may help or harm others as well.

A savant may use insights a number of times per day equal to his practitioner modifier, which refreshes when he rests for 8 hours (or the equivalent). Whenever an insight calls for a saving throw, the DC is equal to 10 + 1/2 the savant's level + the savant's practitioner modifier. A savant may only use insights of his level or lower. Unless noted, using an insight is a free action that may be taken even when it isn't the savant's turn.

Conditioning: At 1st level, the savant may spend a use of insight when making a Strength, Dexterity, or Constitution-based ability check or skill check (but not an attack roll, combat maneuver roll, or save) to roll twice and take the best result.

Skill Mimicry: At 1st level, when the savant sees a creature make a Strength or Dexterity-based skill check, he may spend a use of insight to use that creature's modifier on checks made for that skill for a number of minutes equal to his practitioner modifier. This bonus includes attribute, class, feat, trait, and class skill bonuses but not other bonuses, such as circumstance, competence, insight, sacred, nor any bonus granted by a spell or magic item.

Talent Shift: At 1st level, the savant may spend a use of insight to swap one talent gained from flexible combat training for another talent. Any prerequisites of the talent must still be met. He keeps this talent for a number of rounds equal to his

VIGILANTE ARCHETYPES

SHADOW WARRIOR

practitioner modifier; afterwards the talent is lost. The original talent is regained after a 10 minute rest.

Talent Mimicry: At 3rd level, when the savant sees a creature perform an attack, combat maneuver, or movement using or benefiting from a combat sphere or talent, he may spend a use of insight to temporarily gain one talent used for a number of rounds equal to his practitioner modifier. Any prerequisites of the talent must still be met. He may gain two talents in this way at 9th level and three at 15th level.

Reaver: At 3rd level, when a savant confirms a critical hit or reduces an opponent with a CR of at least half his character level to 0 or fewer hit points, he may spend a use of insight to activate his strain ability on his next turn without suffering the normal penalty.

Channel Strain: At 7th level, when using his strain ability, after successfully dealing damage with an attack action or succeeding on a combat maneuver, the savant may force the target creature to make a Fortitude save or suffer the penalty of the strain in place of the savant.

Battle Tempered: At 11th level, when the savant suffers the daze penalty from his strain ability, he may spend a use of insight to grant himself a bonus equal to his strain bonus on AC and saves for a number of rounds equal to his practitioner modifier.

Rebuke Death: At 15th level, when the savant is reduced to 0 hit points or fewer, he may use all his remaining insights to instead be reduced to 1 hit point. Effects that kill the savant outright without dealing hit point damage are not affected by this ability.

Battlemaster: At 19th level, the savant may spend a use of insight to make an attack action as a move action. This insight may only be used while benefiting from his strain ability.

This replaces Invocations.

Kinesthetic Intuition (Ex): At 2nd level, a savant gains a +1 bonus to all Acrobatics, Climb, Fly, and Swim checks. This bonus increases by 1 for every 4 additional savant levels possessed, to a maximum of +5 at 18th level.

This replaces occult knowledge.

Combat Trained: At 4th level and every 4 levels thereafter, a savant gains a bonus combat feat.

This replaces bonus feats.

Masterful Insights (Ex): At 20th level, the savant selects two insights other than rebuke death; he may use these insights at will without using one of his insights per day.

While many heroes and villains seek the spotlight, swinging brilliantly polished swords or unveiling dastardly plots so all the world can behold their glory, others choose a darker road, concealing their true identities behind masks and carrying out their purposes cloaked in shadow and night.

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

This modifies weapon and armor proficiencies.

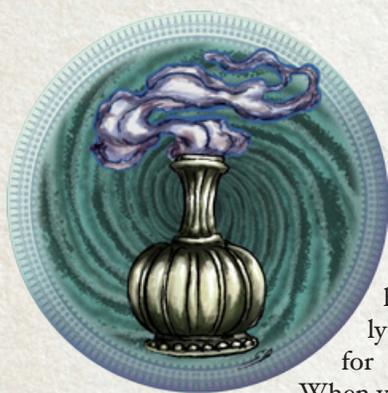
Combat Training (Ex): A shadow warrior is considered an Adept practitioner, gaining spheres and talents as appropriate. Shadow warriors use Charisma as their practitioner modifier.

This replaces the vigilante specialization class feature.

Night's True Warrior: Whenever the shadow warrior gains a new vigilante talent, he may select from talents normally restricted to the avenger vigilante specialization, as long as he meets all other prerequisites.



THE SPHERES



ALCHEMY SPHERE

Training in the Alchemy combat sphere teaches you how to quickly and efficiently combine volatile chemicals for new or enhanced effects.

When you gain the Alchemy sphere, you gain 5 ranks in the Craft (alchemy) skill, plus 5 ranks per additional talent spent in the Alchemy sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Craft (alchemy) skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

In addition, choose one of the following packages:

ALCHEMY PACKAGES

Formulae: Some Alchemy talents have the (formulae) descriptor; these are improved or original versions of alchemical items you can only create once you've learned the talent. All formulae have a base crafting DC as noted in their descriptor, and their saving throw DCs, if any, are determined using the normal formula for combat sphere talents, using the practitioner's ranks in Craft (alchemy) in place of their base attack bonus. The necessary ingredients for creating formulae are gathered over the course of a given day; there is no monetary cost to creating a formulae. You may craft any item whose formulae you know in 30 minutes, or 15 minutes if you have access to an alchemist's lab or alchemist's crafting kit, but due to the volatile nature of the enhanced formulae you cannot prepare more formulae at one time than a number equal to 1/2 your ranks in Craft (alchemy) (minimum 1) + the number of formulae talents you possess. For every 4 ranks in Craft (alchemy) you

possess, you may craft 1 additional formulae as part of the same 30/15 minute time period.

Any creature affected by splash damage from an improved formulae is entitled to a Reflex save to reduce the damage by half.

Because formulae are more unstable than standard alchemical items, they expire and no longer work after 24 hours; it is relatively easy (DC 10 Appraise) to recognize the unstable and impermanent nature of these items so typically they have no monetary value; a potential buyer who fails their Appraise check assumes they are a standard item of their type (if applicable), or as a mundane item worth no more than 10 gp. In addition, the overly refined and unstable nature of formulae means that they cannot be further refined or enhanced by items such as *focusing flasks* or *hybridization funnels*. You cannot fail to craft an alchemical item you know the formulae for; failure to meet the DC instead means you create the item but at its minimum potency, without additional effects or benefits for having additional Craft (alchemy) ranks or having increased the crafting DC. When you first gain this package, you may learn any one (formulae) talent you qualify for.

Poison: You may create a special poison as a standard action, or a move action if you have access to an alchemist's lab or alchemist's crafting kit. This special poison forces the opponent to make a successful Fortitude save against it (saving throw DCs are determined using the normal formula for combat sphere talents but substituting ranks in Craft (alchemy) for base attack bonus) or become fatigued for 1 minute. This poison may be contact, ingested, inhaled, or injury (chosen when created), but you cannot increase its DC by using multiple doses.

Some (toxin) talents have additional effects when a creature fails multiple saving throws against a poison; these toxins can

affect a creature who has already failed a saving throw against their effects if the target is exposed to additional applications of the same toxin on subsequent rounds, requiring an additional saving throw, though a single target cannot be affected by the same (toxin) more than once per round.

The necessary ingredients for creating poison are contained within an alchemy crafting kit or alchemist's lab and are otherwise gathered over the course of a given day; there is no monetary cost to creating a poison. You may apply this poison to a weapon as part of the same standard or move action used to create it and do not risk poisoning yourself when doing so. After creating a poison, you may make a melee touch attack against a target (if using a contact poison) or throw the poison (if using an inhaled poison) as a standard action. A poison remains potent until used or for 1 round +1 per 4 ranks in Craft (alchemy) you possess, whichever comes first. Inhaled poisons are considered splash weapons that fill up a 10 ft. cube when used.

(Toxin) talents modify your poison in some way, causing it to have a variety of different effects. You may apply a single (toxin) talent to your poison at the time of creation.

ALCHEMY TALENTS

You cannot gain a (formulae) talent unless you possess the (formulae) package, nor a (toxin) talent unless you possess the (poison) package.

ALIGNED LIQUID (FORMULAE)

Craft DC: 20

You create a vial of aligned liquid, imbuing it with the powers of its associated alignment (chaotic, evil, good, or lawful) chosen at the time the formulae is crafted. You may attack a creature with this liquid as a ranged touch attack with a range increment of 10 ft. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the liquid out onto the target. Thus, you can douse an incorporeal creature with *aligned liquid* only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity. *Aligned liquids* have the following effects based on their associated alignment:

Good: A direct hit by a flask of good *aligned liquid* deals 2d4 points of damage +1d4 per two ranks in Craft (alchemy) you possess to undead creatures or evil outsiders. Each such creature within 5 ft. of the point where the flask hits takes 1 point of damage from the splash.

Evil: A direct hit by a flask of evil *aligned liquid* deals 2d4 points of damage +1d4 per two ranks in Craft (alchemy) you possess to living creatures or good outsiders. Each such creature within 5 ft. of the point where the flask hits takes 1 point of damage from the splash.

Chaotic: A direct hit by a flask of chaotic *aligned liquid* deals 2d4 points of damage +1d4 per two ranks in Craft (alchemy) you possess to constructs or lawful outsiders. Each such creature within 5 ft. of the point where the flask hits takes 1 point of damage from the splash.

Lawful: A direct hit by a flask of lawful *aligned liquid* deals 2d4 points of damage +1d4 per two ranks in Craft (alchemy) you possess to elementals or chaotic outsiders. Each

such creature within 5 ft. of the point where the flask hits takes 1 point of damage from the splash.

You can increase the Craft DC for this weapon in increments of 10; each time you do so, the range for each damage increment increases by 5 ft. (for example, if you increase the Craft DC to 30, you would deal full damage to all affected targets within 5 ft. of the point of contact and 1 point of damage to all other affected creatures within 10 ft.).

ANESTHETIC DOSAGE (TOXIN)

Instead of causing fatigue, your poison makes the target numb (this talent cannot be used with a contact or inhaled poison). Those who are under the effects of this poison can convert the next 2 hit points of lethal damage they take to nonlethal damage; this effect lasts for 1 minute or until expended. For every rank in Craft (alchemy) you possess, the creature can convert an additional 2 hit points of lethal damage into nonlethal damage. The creature also gains a +2 circumstance bonus against spells and abilities with the (pain) descriptor, +1 for every 4 ranks in Craft (alchemy) you possess. A creature cannot benefit from an Anesthetic Dosage more than once per hour.

BILLOWING POISON

Whenever you create an inhaled poison, the radius of its area of effect increases by 5 ft. For every 10 ranks in Craft (alchemy) you possess, its area of effect increases by an additional 5 ft.

CAREFUL POISONER

Whenever you create a poison, you can select 1 creature; that creature is immune to your poison. For every 4 ranks in Craft (alchemy) you possess, you can select an additional creature to be immune to your poison.

CONTROLLED RUPTURE

Whenever you throw a splash weapon, you can select a number of squares equal to your practitioner modifier that are not affected by the splash damage from it. If the splash weapon misses, this talent has no effect.

CLUSTER TOSS

You may expend your martial focus to use up to two alchemical items that can normally be used as a standard action as part of the same standard action but you take a -2 penalty on your attack roll (if any) and creatures affected by the items gain a +2 circumstance bonus to their saving throws against their effects (if any); using this ability includes all actions necessary to use the items, including drawing them (but not creating them). Your target must be within range of both items. When you have at least 10 ranks in Craft (alchemy), and again at 20 ranks, you may throw an additional alchemical item as part of the same action, taking an additional -2 penalty to your attack roll and increasing the circumstance bonus to affected creatures' saving throws by an additional +2 per item added.

DELAYED POISON

Whenever you create a poison, you can choose to delay the effects up to a number of minutes equal to 1/2 your ranks in Craft (alchemy). If you possess 10 or more ranks in Craft (alchemy), you may instead delay it a number of hours equal to 1/2 your ranks in Craft (alchemy).

DISABLING POISON

Whenever a creature fails a non-harmless saving throw against a special poison which you have created, they gain the battered condition for 1 round. For every 5 ranks in Craft (alchemy) you possess, the creature is battered for an additional round.

DROWSY VENOM (TOXIN)

Creatures who fail two consecutive saving throws against your poison are exhausted instead of fatigued. Creatures who fail three consecutive saving throws lose consciousness and fall asleep. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

FRIGHTENING HALLUCINOGEN (TOXIN)

You may choose for your poison to make the creature shaken instead of fatigued. Creatures who fail two consecutive saving throws against this poison are instead frightened, and creatures who fail three consecutive saving throws become panicked. This is a fear effect.

FOCUSING FORMULA (FORMULAE)

Craft DC: 15

You create a concoction you can draw and drink as a move action to restore your martial focus. You may also draw and administer this formulae to an ally within your reach as a standard action, granting them its benefits as though they had drunk it themselves. You can increase the Craft DC for this item in increments of 10; each time you do so, the focusing formula becomes more potent, allowing you to drink less for the same effects, giving you an additional use of the item before it is consumed.

GREASE (FORMULAE)

Craft DC: 20

You create a flask of alchemical grease that can be applied to yourself or a willing creature within your reach as a move action, or thrown as a splash weapon. When applied to a willing creature, they gain a +5 circumstance bonus on Escape Artist checks, and to CMD checks to escape a grapple. When thrown as a splash weapon, creatures directly hit by the attack take a -2 penalty to Acrobatics checks, CMD against disarm and trip attempts, and to Reflex saving throws against effects that deal fire damage or which cause a creature to catch fire on a failed saving throw; creatures within the splash radius of the weapon take the same penalties but reduce them by 50% (rounded down). In addition, any creature affected by this alchemical grease who falls prone must succeed on an Acrobatics check with a DC equal to the practitioner's combat talent save DC when standing up or immediately fall prone again. A creature may end this effect by spending a standard action removing the grease.

This grease remains for 2 rounds. You can increase the Craft DC of this alchemical by 5 to increase the duration of the grease's effects for 2 additional rounds, or to increase the bonuses and penalties granted by the alchemical grease by 1. You can apply both modifications to the same vial of grease but must apply the DC increases separately for each effect (so increasing the grease's duration by 2 rounds and increasing the

bonuses and penalties by 1 requires a total modification to the crafting DC of +10).

IMPROVED ACID FLASK (FORMULAE)

Craft DC: 15

You create a flask of acid that functions as a splash weapon you can use as a ranged touch attack with a range increment of 10 ft., dealing 1d6 acid damage +1d6 per two Craft (alchemy) ranks you possess to the target of a direct hit, half that damage to targets 5 ft. away from the point of contact, and 1 point of acid splash damage per die of damage this weapon deals on a direct hit to targets 10 ft. away from the point of contact (to a maximum of half the damage dealt to the primary target). Targets who take at least 2 points of acid damage from the initial attack take half the total damage again on the following round.

You can increase the Craft DC for this weapon in increments of 10; each time you do so, the range for each damage increment increases by 5 ft. (for example, if you increase the Craft DC to 25, you would deal full damage to all targets within 5 ft. of the point of contact, half damage to all targets 10 ft. away from the point of contact, and 1 point of damage to all creatures within 15 ft.).

IMPROVED ALCHEMIST FIRE (FORMULAE)

Craft DC: 20

You create a flask of alchemist's fire that functions as a splash weapon you can use as a ranged touch attack with a range increment of 10 ft., dealing 1d6 fire damage +1d6 per two Craft (alchemy) ranks you possess to the target of a direct hit, half that damage to targets 5 ft. away from the point of contact, and 1 point of fire splash damage per die of damage this weapon deals on a direct hit to targets 10 ft. away from the point of contact (to a maximum of half the damage dealt to the primary target). All targets closer than the furthest splash damage ring catch fire and suffer an additional 1d6 points of fire damage again on each subsequent round. 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.

You can increase the Craft DC for this weapon in increments of 10; each time you do so, the range for each damage increment increases by 5 ft. (for example, if you increase the Craft DC to 30, you would deal full damage to all targets within 5 ft. of the point of contact, half damage to all targets 10 ft. away from the point of contact, and 1 point of damage to all creatures within 15 ft.).

IMPROVED BOTTLED LIGHTNING (FORMULAE)

Craft DC: 25

Improved bottled lightning unleashes a small bolt of lightning toward an enemy within 20 ft. of you. This is a ranged touch attack that deals 1d8 points of electricity damage, plus 1d8 per 2 Craft (alchemy) ranks you possess. Any creature in a line between you and the target (including the target) takes 1 point of sonic damage plus 1 point per rank in Craft (alchemy) you possess from the terrific clap of thunder the bolt generates.

You can increase the Craft DC for this weapon in increments of 10; each time you do so, the range increases by 10 ft. and the sonic damage dealt to creatures in the line of effect increases by 1d6.

IMPROVED FLASH POWDER (FORMULAE)

Craft DC: 20

You create a single use bag of improved flash powder that can be thrown as a ranged touch attack with a range increment of 20 ft. Creatures within a 10-ft. radius burst of the point of contact are blinded for 1 round unless they succeed at a Fortitude saving throw against this effect. You can increase the Craft DC for this item in increments of 10; each time you do so, the radius increases by 10 ft. and the duration of the blindness increases by 1 round.

IMPROVED FUSE GRENADE (FORMULAE)

Craft DC: 25

An improved fuse grenade may be lit and thrown into an unoccupied square capable of supporting an object within 60 ft. as a standard action. 1d3 rounds after being lit, the grenade explodes, dealing 2d6 points of bludgeoning damage and 2d6 points of fire damage in a 20-foot-radius burst (Reflex halves). For every 3 ranks in Craft (alchemy) you possess, both the bludgeoning and fire damage from this item increase by an additional 1d6. You can increase the Craft DC for this item in increments of 10; each time you do so, the radius increases by 10 ft. and the Reflex save DC increases by +1.

IMPROVED ITCHING POWDER (FORMULAE)

Craft DC: 25

You create a single use bag of fine gray powder you can throw as a ranged touch attack with a range increment of 10 ft. that causes targets to suffer from uncontrollable itching until they spend at least 1 round cleaning it off. Anyone standing on the square of impact or in adjacent squares must make a Fortitude save; targets 10 ft. away must also succeed at a Fortitude save but gain a +5 circumstance bonus. Creatures that fail the save take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks until they wash the powder off. This is a poison effect. You can increase the Craft DC for this item in increments of 10; each time you do so, the area of effect improves by 5 ft., and all saving throw DCs increase by +2.

IMPROVED SNEEZING POWDER (FORMULAE)

Craft DC: 25

You create a single use bag of coarse yellowish-red powder that can be used as a range touch attack with a range increment of 10 ft. Anyone standing in the square of impact or an adjacent squares must make Fortitude saves; creatures within 10 ft. of the point of impact must also make Fortitude saves, but gain a +5 competence bonus on the save. Creatures who fail their initial save are staggered for 1 round as they succumb to uncontrollable sneezing, and must make a Fortitude save each round for 1d4+1 rounds thereafter or continue to be staggered. A successful save ends the effect. This is a poison effect. You can increase the Craft DC for this item in increments of 10; each time you do so, the area of effect improves by 5 ft., and all saving throw DCs increase by +2.

IMPROVED TANGLEFOOT BAG (FORMULAE)

Craft DC: 25

You create a single use bag that can be thrown at a creature as a ranged touch attack with a range increment of 10 ft.; on a successful attack, the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. A flying creature is not stuck to the floor, but it must make a Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. Improved tanglefoot bags do not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a Strength check or by dealing 20 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell with a somatic component, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 3d4 rounds, cracking apart and losing its effectiveness; any penalties imposed by this effect end at that time as well. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

You can increase the Craft DC for this item in increments of 10; the first time you do so, all creatures within 5 ft. of the original target must make a Reflex save or suffer the effects of having been hit by an improved tanglefoot bag. For every additional 10 by which you increase the DC, the radius of this effect increases by an additional 5 ft.

IMPROVED THUNDERSTONE (FORMULAE)

Craft DC: 25

You create an alchemical stone that can be used as a ranged attack with a range increment of 10 ft. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-ft.-radius spread must make a Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

You can increase the Craft DC for this item in increments of 10; each time you do so you increase the duration of this ability by 1 hour, add 1d6 sonic damage to all creatures within the effect's radius (creatures who pass their saving throw against this item take half damage), and increase the radius of the effect by 10 ft.

INGESTED APPLICATION

When you create an ingested poison and add it to any food or drink, it remains potent for up to 1 additional day (for a total of 48 hours) and becomes tasteless and odorless. If you have 10 or more ranks in Craft (alchemy), it instead remains potent for 1 week.

LASTING APPLICATION

Whenever you apply your poison to a weapon, the poison lasts for 1 additional strike before it is consumed. For every 5 ranks in Craft (alchemy) you possess, it lasts for an additional strike.

MASTER CHEMIST

You gain one (alchemy) package you do not currently possess, including all benefits it bestows.

MIND VENOM (TOXIN)

You may choose for your poison to make the creature confused instead of fatigued.

NERVE VENOM (TOXIN)

You may choose for your poison to make the creature sickened instead of fatigued. Creatures who fail two consecutive saving throws against this poison are instead nauseated.

PAINFUL VENIN (TOXIN)

In addition to making the target fatigued, the target also suffers damage equal to 1/2 your ranks in Craft (alchemy) (minimum 1). This damage happens before resolving the effect of the poison.

PANACEA (FORMULAE)

You create a vial of liquid that can be used as a potion, removing a single negative condition the drinker is currently suffering from. The conditions that a panacea can remove are determined by the Craft DC used for its creation:

DC 20: deafened, fatigued, shaken, sickened.

DC 30: Diseased, exhausted, nauseated, poisoned, staggered.

DC 40: Frightened, blinded, deafened, paralyzed, stunned.

PERFORMANCE ENHANCER (TOXIN)

You may choose for your poison to not cause fatigue, but instead to enhance the physical aptitude of those subjected to it (this talent cannot be used with a contact or inhaled poison). Those who are under the effects of this poison gain a +2 alchemical bonus to either their Strength, Dexterity, or Constitution (chosen upon creation) and a -2 penalty to one of the creature's mental scores for 1 minute. If this enhances the creature's Strength, it applies a penalty to their Intelligence. If it enhances the creature's Dexterity, it applies a penalty to their Wisdom. If it enhances the creature's Constitution, it applies a penalty to their Charisma. At the end of this talent's duration, the creature must make a successful Fortitude save or be sickened for 10 minutes. If you possess at least 10 ranks in Craft (alchemy), this bonus increases by +2. A creature cannot benefit from an Performance Enhancer more than once per hour.

POTENT POISON

The duration of the effects of your poisons are doubled.

PSYCHOTROPIC HALLUCINOGEN (TOXIN)

You can choose for your poison to not cause fatigue, instead causing it to alter the thought process of those subjected to it (this talent cannot be used with a contact or inhaled poison). Those who are under the effects of this poison can select a single Intelligence, Wisdom, or Charisma-based skill, gaining a +2 alchemical bonus to the next check they make with that skill within 1 minute. Those under the effects of this poison suffer a -5 penalty to Initiative checks for 1 minute. For every 5 ranks in Craft (alchemy) you possess, this bonus increases by +2. A creature cannot benefit from a Psychotropic Hallucinogen more than once per hour.

RISKY BUSINESS

You gain a bonus equal to 1 + 1 per 4 ranks you possess in the Craft (alchemy) skill on saving throws against any alchemical item you use or create. In addition, whenever you and an adjacent creature would both be affected by one of your alchemical items, you can forego the normal bonus granted by this ability and apply it as a penalty to the creature's AC or saving throws against the item's effects or attacks made with the item.

SALVE (FORMULAE)

Craft DC: 15

You create a poultice that can be used as a standard action to heal yourself or a target within your natural reach for 1d8 points of damage per 2 ranks in Craft (alchemy) you possess (minimum 1d8) plus your practitioner modifier. You can only attempt to heal a particular creature with this ability a number of times per day equal to 1/2 the number of ranks you possess in the Craft (alchemy) skill (minimum 1) plus your practitioner modifier.

You can increase the Craft DC for this item in increments of 10; each time you do so you increase the healing granted by the salve by 5.

SNAP TOSS

You may expend your martial focus to use a single alchemical item that can normally be used as a standard action as a swift action that does not provoke attacks of opportunity; this includes all actions necessary to use the item, including drawing it (but not creating it).

SPECIALIZED VENOM

You select 1 creature type (or subtype) from the ranger favored enemy list; your poisons may affect creatures of that type even if they would normally be immune to poison (or ignore any racial bonuses they may possess to saving throws against poison). For every 4 ranks in Craft (alchemy) you possess, you may select another creature type (or subtype).

TALENTLESS POISON (TOXIN)

Instead of becoming fatigued, the target suffers a -4 penalty on all skill checks. When creating a talentless poison, the duration is increased from 1 minute to 1 hour. For every 4 ranks in Craft (alchemy) you possess, this penalty increases by -2.



ATHLETICS SPHERE

When you gain the Athletics sphere, you gain one of the following packages with its included abilities. You may take the Expanded Training talent to gain additional packages.

Each package has an associated movement mode and an associated skill. Some abilities require you to be using an associated movement mode to function. When you gain a package, you gain 5 ranks in its associated skill, plus 5 ranks per additional talent spent in the Athletics sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the associated skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

If you possess both the (leap) and (run) packages, you gain a competence bonus on Acrobatics checks equal to half your base attack bonus instead of retraining the ranks a second time.

In addition, you gain the following ability:

Coordinated Movement: Whenever you take the withdraw action, you regain your martial focus.

ATHLETICS PACKAGES

Climb: You retain your Dexterity bonus to AC while climbing and may climb at half your base speed instead of one-quarter and may move at your full speed instead of half speed when taking a -5 penalty. **Associated Movement Mode:** Climbing. **Associated Skill:** Climb.

Fly: You do not need to make a Fly check to remain flying when moving less than half your speed on your turn and count as being one size larger when determining the effects of wind on you while flying. This does not give you the ability to fly; it simply augments your movement abilities if you possess a means of flight. You may gain ranks in the Fly skill even if you do not possess a means of flight. **Associated Movement Mode:** Flying. **Associated Skill:** Fly.

Leap: You may reduce the effective height of any fall by 20 ft. on a successful DC 15 Acrobatics check rather than 10. In addition, the fall is reduced by an additional 10 ft. for every 10 points this check exceeds the target DC. **Associated Movement Mode:** Jumping. **Associated Skill:** Acrobatics.

Run: You move five times your normal speed while running if wearing medium, light, or no armor and carrying no more than a medium load, or four times your speed if wearing heavy armor or carrying a heavy load. If you make a jump after a running start (see Acrobatics), you gain a +4 bonus on your check. You retain your Dexterity bonus to your Armor Class while running. **Associated Movement Mode:** Ground. **Associated Skill:** Acrobatics. **Associated Feat:** Run.

Swim: You may perform the charge and withdraw actions while swimming, and can make standard actions and attack actions without decreasing the duration for which you can hold

your breath. A successful Swim check means you may move up to your base land speed as a full-round action (as opposed to 1/2 your base land speed) or 1/2 your base land speed as a move action (as opposed to 1/4th your base land speed). **Associated Movement Mode:** Swimming. **Associated Skill:** Swim.

ATHLETICS TALENTS

Talents possessing a tag matching one of the packages cannot be taken unless you possess that package. Some talents have the (motion) tag. You cannot apply more than one talent with the (motion) tag to a given movement.

CLOSE QUARTERS TRAINING

You can move into the space of another creature. You may end your movement in, and make attacks from, that space. You must succeed at the Acrobatics check for moving through an occupied square to move into a space occupied by an enemy; if you fail, your movement stops in the previous space and you provoke an attack of opportunity. Attacks made against a creature sharing your space in this way take a -4 penalty unless they are made with light or natural weapons. If two creatures sharing a space in this way are of the same size, they grant each other soft cover from all attack made by creatures not sharing the space. If one creature is larger, the smaller creature gains concealment (20% miss chance) against attacks made by creatures not sharing the space. Should this concealment cause an attack to miss, resolve the attack against the larger creature.

DIVING STRIKE (LEAP OR FLY)

You may charge an enemy by rapidly descending from above them (such as when jumping out of a tree or deliberately entering a fall while flying or gliding). You may fly above the target or use the Acrobatics skill to leap as part of this charge.

If the attack at the end of your charge hits, the attack deals damage as normal and also adds the appropriate amount of falling damage (1d6 points for a 10-ft. fall, 2d6 points for a 20-ft. fall, and so on), to your damage roll, to a maximum of 1d6 per rank in Acrobatics or Fly (whichever is higher) you possess. This falling damage is not multiplied on a critical hit. After the attack is resolved, you land in an unoccupied square of your choosing adjacent to the target, and you take falling damage as if you had fallen 10 fewer ft.

You can attempt an Acrobatics check as normal to treat the fall as being shorter for the purpose of determining the damage you take from the fall, and you treat the first 1d6 points of damage you take from the fall as nonlethal damage. If your attack misses, you land prone in a random square adjacent to the target and automatically take the full amount of falling damage. If you are subject to an ability or effect that negates or reduces falling damage (other than the normal Acrobatics check to reduce fall height), such as the *feather fall* spell or the *boots of the cat*, your bonus damage dice from this talent are also negated or reduced in a similar fashion. **Associated Feat:** Branch Pounce.

DIZZYING TUMBLE (MOTION)

Your rapid spins and twists leave a creature reeling. As long as you move no more than your base speed, when you exit a square adjacent to a hostile creature, that creature must succeed on a Will save or be sickened for one round. If you move no more than half your base speed, they are instead nauseated for 1 round on a failed save; this talent cannot be used with the 5-foot step action. You may not nauseate an individual creature with this talent more than once per hour.

EXPANDED TRAINING

Choose and gain two packages you do not already possess. You may select this talent multiple times, gaining two new packages each time.

MIGHTY CONDITIONING

You may add both your Strength and Dexterity modifiers to the skill checks corresponding to the packages you possess. Should you possess an ability that allows you to substitute a different attribute modifier, then you do not gain the modifier of the attribute that was replaced.

MOBILE STRIKER

Your ability to twist and turn fluidly while moving allows you to take an attack action at any point during your movement. As a full-round action, you can move up to your speed and make a single attack action without provoking any attacks of opportunity from the target of your attack for your movement. You can move both before and after the attack, but you must move at least 10 ft. using a movement mode associated with a package you possess before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn. **Associated Feat:** Spring Attack.

MOBILITY

When using the movement mode corresponding to a package you possess, you gain a +2 dodge bonus to AC (and thus also to CMD) against any attacks of opportunity generated by your movement. When using a movement mode other than your land movement, you may make checks using the corresponding package's associated skill in place of Acrobatics checks when moving through threatened squares. For every 4 ranks in a skill associated with a package you possess, this dodge bonus increases by +1. **Associated Feat:** Mobility.

MOVING TARGET (MOTION)

When moving more than 5 ft. during your turn using the movement mode corresponding to a package you possess, you gain a 20% miss chance against ranged attacks until the start of your next turn. If you move more than 20 ft., you may expend your martial focus as a free action to increase this miss chance to 50%. If you take this talent a second time, the miss chance applies to all attacks made against you. **Associated Feat:** Wind Stance.

MULTIPLE MOTION

When moving, you may expend martial focus as a free action to apply two (motion) talents to the movement.

POWERFUL WINGS (FLY)

While flying, you may ascend vertically without making a Fly check.

You may halt your movement while flying, hovering without needing to make a Fly skill check. If you are Large or larger and use wings to fly, when you hover within 20 ft. of the ground in an area with lots of loose debris, the draft from your wings creates a hemispherical cloud with a radius of 60 ft. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 ft. (20% miss chance). At 25 ft. or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature). **Associated Feat:** Hover.

REACTIVE MOTION

You may ready an action to move up to your speed using a movement mode corresponding to a package you possess as a move action. If used to avoid an attack or area effect, this movement grants you evasion and a dodge bonus to AC and Reflex saves equal to half your ranks in the skill associated with the movement type you use to perform the move action (minimum 1). Creatures that already have evasion instead gain improved evasion. You may expend focus to instead ready the move action as a swift action, but doing so makes you staggered on your next turn even if you would normally be immune to the staggered condition. This ability does not allow you to maintain multiple readied actions at the same time. This readied action does not change your initiative count. For every 4 ranks in a skill associated with a movement type, you may assign an additional trigger to your readied action.

REFLEXIVE TWIST

As an immediate action, when a creature makes an attack against you while you are using a movement mode corresponding to a package you possess, you may expend focus to attempt a skill check with the corresponding skill for your present movement mode, using the result in place of your AC for the triggering attack.

ROPE SWING (CLIMB)

If you have a secured rope, a set piton, thrown a grappling hook, or wrapped a whip or similar weapon around a point, you may use the attached rope or weapon to spring around the battlefield. There are five methods for securing a rope:

Flail Group Weapon: Weapons from the flails weapon group may be used as if they were a grappling hook, though applying them requires a melee attack roll rather than a ranged attack roll. A length of rope may be used in this way also, taking improvised weapon penalties as appropriate.

Grappling Hook: You may throw a held grappling hook as a swift action, making a grapple check against a creature or a ranged attack roll against an unattended object. This deals no damage. You may use your Dexterity modifier in place of your Strength modifier on this grapple check. A creature may remove a grappling hook as a move action with a Strength or Escape Artist check against this sphere's DC or a grapple check against your grapple CMD. The range increment of a grappling hook is improved to 20 ft.

Grappling Weapon: If you are grappling a creature via the grappling special feature of a weapon, a rope attached to that weapon counts as secure for the duration of the grapple.

Piton: You may draw a piton and rope and attempt to set it in an object or creature within reach as a standard action, dealing $1d4 + \text{Strength}$ modifier damage. This does not provoke an attack of opportunity. You must succeed on a melee attack to place the piton on a creature. A creature can remove a set piton as a move action with a Strength check equal to this sphere's DC. If you fail to deal damage, your attempt fails.

Tie: You also may simply secure a rope to a suitable point within reach (a pillar, post, chandelier, etc.) as a standard action. Any creature within reach may untie this rope as a standard action.

Once your rope is secured by any of the above methods, you may, as a move action, attempt to move to any other legal square within the rope or weapon's reach (as determined from the anchor point), to a maximum of 30 ft. without provoking an attack of opportunity, regardless of your normal move speed, by making a Climb check and comparing the result to the CMD of each creature adjacent to the start and destination points; success on this check allows you to complete the movement, and failure causes you to fall prone in a square adjacent to the creature whose CMD you failed to beat. Use your reach (not threatened area) to determine the maximum movement length when using a weapon from the flail group for this ability. This movement can include squares on elevated or recessed surfaces, or even walls. You may even end this movement on a wall or ceiling if you succeed on a Climb check against the surface's DC. You must have a clear path towards the destination (this ability does not allow you to pass through solid obstacles or creatures, though it may allow you to circumvent an enemy if you have a clear path around them within the rope's reach). You must have a free hand to use this ability. Movement using this ability counts as climbing for the purpose of the (climb) package's movement bonuses. For every 4 ranks in Climb you possess, you may move an additional 5 ft. with this talent.

If you possess the Mobile Striker talent, you may replace the movement portion of that talent with the movement granted by this talent.

Ropes or weapons affixed to creatures by any method above allow both the creature to which the rope is affixed (the target) and the creature holding the rope or weapon (the holder) to attempt drag and reposition combat maneuvers against each other. The holder may always choose to drop the rope or weapon as a free action on his turn or as an immediate action off-turn.

Example: Azeem the conscript is facing a force of kobolds in a tunnel. Two of them, wielding clubs, have moved adjacent to attack him, while two more are behind a barricade 30 ft. down the tunnel with crossbows. Jorr draws (a move action) and throws (a swift action) his grappling hook to attach it to the overhead scaffolding 25 ft. away, then attempts to swing to just behind the crossbow-wielding kobolds to a space 35 ft. from his current position, 10 ft. beyond the anchor point. Jorr must make a Climb check and compare it to the CMDs of all four kobolds, since two are adjacent to his starting position and two adjacent to his ending position. If he succeeds, he moves without provoking attacks of opportunity, springing over the heads of the nearby kobolds, swinging over the barricade and kicking off the tunnel wall to land beyond the far foe.

SCALE FOE (CLIMB, MOTION)

You may, as a move action, make a Climb check against the CMD of a creature within your natural reach that is at least one size larger than you to climb onto that creature, entering its space without provoking an attack of opportunity; failure on this check means that you provoke an attack of opportunity and fail to scale the creature, remaining in your current space. For every size the creature is larger than you, you gain a +3 bonus on your Climb check against that creature. You can climb with only one hand as part of using this ability, but you must have at least one hand free.

While you are on a creature, you move with it whenever it moves. For every size larger that the creature is than you, the creature takes a -2 penalty on all attack rolls and combat maneuver checks against you. The creature is also flat-footed against your attacks. You may climb down the creature to an unoccupied adjacent square as a swift action, taking no damage, or jump off as a free action that can be taken even when it's not your turn, taking falling damage as appropriate to the creature's height. The creature may make a combat maneuver check against your CMD to dislodge you, causing you to fall into an adjacent square; you may substitute your Climb skill modifier + 10 in place of your CMD for this check (this includes the +3 bonus per size category). If the creature spends a full-round action to drop prone and roll, it gains a +10 bonus on this check and you take $1d6$ bludgeoning damage for each size category larger than you the creature is unless you choose to jump off. If you are grappled by a creature while scaling a different creature, if the scaled creature leaves the reach of the grappling creature, the grapple ends instantly. If you are subject to an effect originating from another creature that would move you while scaling an enemy and you are moved so that the scaled creature is no longer within your natural reach, this ability ends instantly.

If the target creature is *impaled* per the *impale* ability of the Lancer sphere, you gain a +4 circumstance bonus to CMD against grapple checks made by the target to remove you and count any hand being used to control the weapon used to *impale* the target as being used for the climb check. If you possess the (leap) package, you may make the required Climb check as part of any jump that would carry you through a space that would put the target within your reach. If you possess the Bronco Buster talent of the Beastmastery sphere, you may use Ride skill checks in place of Climb checks for this talent.

SHARP TURN (RUN)

You may change direction up to 90 degrees once at any point during a charge or while taking the run action. For every 7 ranks in Acrobatics you possess, the number of times you may change direction during a charge increases by 1, to a total maximum of 3 times. You still must be able to see the target of your charge when you begin the charge action.

SKILLFUL CHARGE

You may make an attack action at the end of a charge in place of the normally granted attack. You may not combine this attack with the pounce ability. Abilities that multiply damage dealt on a charge, such as the Spirited Charge feat or wielding a lance while making a mounted charge, may not be used with this talent.

Additionally, you can use the charge rules to make a thrown weapon attack. All the parameters of a charge apply, except that you must only move closer to the creature, and you must end your movement within 30 ft. of that creature. If you do, you can make an attack action using a thrown weapon attack against that creature, gaining the +2 bonus on the attack roll and taking a -2 penalty to your AC until the start of your next turn. **Associated Feat:** Charging Hurler.

STRONG LUNGS (RUN OR SWIM)

You are practiced at quickly collecting a deep breath, drawing in more air in less time. You gain a circumstance bonus on any save against an effect that requires inhalation or causes suffocation equal to your half your ranks in Acrobatics or Swim (whichever is higher).

If you possess the (run) package, you treat your Constitution score as being twice what it actually is for the purposes of determining how many rounds you can run without resting. This multiplier increases by 1 (x3, x4, etc.) for every 4 ranks in either Acrobatics or Swim you possess.

If you possess the (swim) package, you treat your Constitution score as being twice what it actually is for the purposes of determining how long you can hold your breath. This multiplier increases by 1 (x3, x4, etc.) for every 4 ranks in Acrobatics or Swim you possess.

SUDDEN FLANK (MOTION)

When you successfully move through an enemy's threatened space, you may count your beginning square and any squares you passed through during that movement as being occupied by an ally for the purpose of determining flanking bonuses until the end of your turn.

SURE GRIP (CLIMB)

Once per round when a creature attempts a disarm or steal combat maneuver against you, or uses a similar ability that would remove a weapon or item from your grasp, you may attempt a Climb check as a free action that can be taken even when it's not your turn, using the result in place of your CMD for the triggering maneuver. In addition, you never drop held items when subject to the panicked, unconscious, or stunned conditions and gain a +10 competence bonus on Climb checks to catch yourself or another creature when falling (or when ending your movement when using the Rope Swinger or Wall Stunt talents).

SWIFT MOVEMENT

When you have martial focus, while using movement modes associated with the packages you possess, you gain a competence bonus to your speed of +10 ft. When using the (leap) package with this ability, apply the bonus to the maximum distance you may travel while jumping and to your base speed when determining the bonus to Acrobatics checks made to jump granted by your speed even if you are not trained in the (run) package. For every 5 ranks you possess in the skill associated with a movement type, your speed with that movement type increases by an additional 5 ft.

TUMBLING RECOVERY (RUN)

You may drop prone as a free action, even when it is not your turn. Whenever you are knocked prone or drop prone, you may spend an immediate action to move up to 10 ft. in any direction. If used to avoid an attack or area effect, this talent grants

you a dodge bonus to AC and Reflex saves equal to half your ranks in Acrobatics (minimum 1). You may expend your martial focus to perform this movement without provoking attacks of opportunity. For every 5 ranks in Acrobatics you possess, you may move an additional 5 ft. with this talent.

Additionally, at any time you may expend your martial focus to stand up from prone as an immediate action that does not provoke attacks of opportunity.

UNWILLING BOOST (LEAP)

You may spend a move action to provoke an attack of opportunity from a creature that threatens you that is your size or larger. You may roll an Acrobatics check to jump and use the result in place of your AC when resolving this attack. If the attack of opportunity misses, you may use the creature's weapon, limb, and motion to give you a boost. Use the result of the Acrobatics check to determine the distance of the jump, adding the creature's Strength score (not Strength modifier) as a circumstance bonus to the check. This circumstance bonus only applies to the distance of the jump, not determining if the attack of opportunity hits. You may choose to use this ability on an ally; if so, the ally may choose to automatically miss on the attack of opportunity. Should the creature choose not to make the attack of opportunity provoked with this talent, you may choose to make an Acrobatics check to jump as part of the move action, but do not gain any additional bonus on the check. You may expend martial focus to use this ability whenever a creature misses you with an attack of opportunity provoked by your movement.

WALL STUNT (LEAP OR RUN)

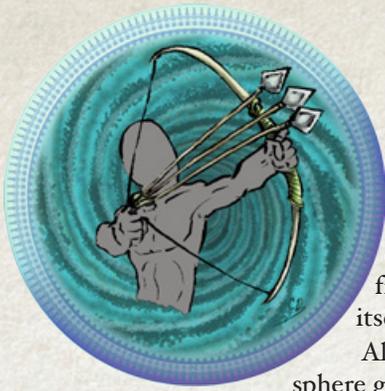
If you possess the (leap) package, when jumping or falling, you may make an Acrobatics check to jump as a swift action, provided there is a solid surface other than a ceiling (wall, floor, etc.) adjacent to you at that point. You may treat spaces occupied by creatures of your size or larger as containing such an object but your movement provokes attacks of opportunity as normal. Any fall damage that would be incurred is calculated after removing the height of the swift action jump.

If you possess the (run) package, as long as there is a wall adjacent to you, you may run along the wall for all or part of your movement, including vertically. A square of vertical movement costs two squares of movement. You may treat spaces occupied by creatures of your size or larger as containing a wall, but your movement provokes attacks of opportunity as normal. Doing so bypasses any obstacle on the ground. You must end your movement on the ground as normal; if there is no ground present, you fall.

If you also possess the (climb) package, you may attempt to cling to the wall at the end of your movement. If you possess the (leap) package, you may make Acrobatics checks to jump as part of this movement as normal. If you possess the Mobile Striker talent, you can kick off of a wall for the rest of your movement, gaining a +1 circumstance bonus to your damage roll if you make an attack while airborne. For every 5 ranks in Acrobatics you possess, this bonus increases by +1.

WHIRLWIND FLIP

Whenever you succeed at a skill check to move through the threatened area of a creature whose CR is no less than 1/2 your total character level as part of a move action, you regain your martial focus.



BARRAGE SPHERE

Barrage practitioners specialize in using ranged weapons to make fast shots, often from the middle of the melee itself.

All practitioners of the Barrage sphere gain the following abilities:

Melee Archer: You gain a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 ft. **Associated Feat:** Point-Blank Shot.

Barrage: As a special attack action, you may make two ranged attacks at your full base attack bonus -2. Beginning at 6 base attack bonus, you may expend your martial focus to make an additional extra attack, increasing the penalty to all your attacks from -2 to -4. For every 5 points of base attack bonus you possess, when expending your martial focus you may increase this penalty by an additional -2 to make an additional extra attack.

Some talents are marked (blitz). You may apply a maximum of one (blitz) per extra attack to a *barrage*, but only if the *barrage* meets the prerequisites, including that attack (for example, if a (blitz) requires a target be struck twice, you can only apply that (blitz) to a target that has been struck twice. If he is struck a third time, you could apply a second (blitz) that requires at least two attacks to that target). **Associated Feat:** Rapid Shot.

BARRAGE TALENTS

ARROW SPLIT (BLITZ)

You are accurate enough to follow one shot with another, striking the same spot for greater damage. If you strike a target twice during a *barrage*, only apply its damage reduction or hardness once, rather than individually to each attack. This stacks with each additional shot given this (blitz). In addition, your attacks deal full damage if the target is an object, rather than half.

AUGMENTED GRIP

You have mastered how to hold multiple pieces of ammunition in one hand for faster reloading and more accurate barrages. You may reduce your attack penalty by 1 when using the *barrage* ability. At +10 base attack bonus, you further reduce the penalty when using the *barrage* ability by 1. In addition, so long as you have martial focus, you do not provoke an attack of opportunity for reloading a ranged weapon.

BATTLEFIELD SCAVENGER

When collecting non-firearm ammunition after it has been used in combat, you have a 85% chance of retrieving the ammo in good condition such that it can be used again, rather than 50%. You may draw a thrown weapon or a piece of non-firearm ammunition from the environment or a dead creature as part of the same action used to make a ranged attack with it.

You may attempt to extract thrown weapons or non-firearm ammunition from a living creature as well, but doing so requires you to make a steal combat maneuver. If successful, you may extract as many thrown weapons or pieces of non-firearm am-

munition as you desire from the target creature, up to the total amount present. If the steal was performed as a standard action, you may use the ammunition to make an attack action as part of the same standard action used to perform the steal combat maneuver.

When extracting weapons or ammunition from a target in this fashion, that target suffers 1 point of bleed damage per piece of ammunition extracted. This bleed damage stacks with itself.

BLITZ FOCUS

Whenever you hit with at least two attacks while making a *barrage*, you may regain your martial focus as an immediate action.

BLOWBACK BARRAGE

When you strike the same target at least twice with your *barrage*, the creature who was struck by these attacks must make a successful Reflex save or be pushed backwards 5 ft. per shot beyond the first. If this movement would force a creature into a solid object, they instead fall prone.

CLOSE COMBAT SPECIALIST

When you have martial focus, you do not provoke an attack of opportunity when making a ranged attack. If you possess the Vigilant Sharpshooter talent, you may flank targets in your threatened area with your ranged weapons.

DISTRACTING SHOT (BLITZ)

You may intentionally miss with your extra attack in order to manipulate your opponent's movements. Rather than make this extra attack, you instead may make a feint check at range against your target before making any other attacks as part of the *barrage*, including with the original attack action. If successful, the target loses its Dexterity bonus to AC against your next attack, and you may force the target to take a 5-foot step that does not provoke an attack of opportunity in any direction that does not place it in a spot that is intrinsically dangerous.

HAMMERING SHOTS (BLITZ)

When striking a target twice with the same *barrage*, the target has their initiative check reduced by -5 when determining when they act in this combat, changing that creature's order in initiative for a number of rounds equal to your practitioner modifier. If the creature hasn't made an initiative check yet, their initiative roll takes this penalty as long as this initiative check is made within 1 minute. This (blitz) does not stack with itself.

INTERCEPTING SHOT

As a readied action, you may attempt to shoot down a ranged attack. This does not work against unusually massive ranged weapons (such as boulders or ballista bolts, unless you are also using a massive projectile, such as a boulder or siege weapon ammunition of no more than 1 size smaller), natural attacks, or ranged attacks generated by spell effects. Make a ranged attack. If your attack roll is higher than the attack roll of the ranged

attack you are intercepting, their attack is negated. You suffer a -4 penalty to this attack roll for every size category larger than you the attacker is.

If you possess the Vigilant Sharpshooter talent, you may use an attack of opportunity to make an intercepting shot against a ranged attack that crosses through your threatened area.

MOBILE FOCUS

Whenever you move at least 10 ft. but no more than half your total speed using a move action on your turn, you regain your martial focus.

PINNING PUNISHMENT (BLITZ)

When striking a target twice with the same *barrage*, that creature must make a successful Reflex save or have all movement speeds they possess reduced to 0. This only works when using arrows, bolts, or other similar ammunition, and does not affect creatures that are not adjacent to the floor, a wall, or another solid object which they could be pinned to. The creature cannot move while affected in this way, unless they spend a standard action to remove the arrows first, or else break them through sundering or in some other fashion. The creature may attempt to simply rip themselves free as part of a move action made to move by passing a Strength or Escape Artist check with a DC equal to your Barrage DC, and the target gains 1d6 bleed.

REDIRECTION (BLITZ)

When making a *barrage*, you may use an extra attack to strike one of your other attacks, changing its course mid-flight. Rather than making this extra attack, another of your attacks may instead change course once, allowing you to strike around corners, bypass cover, or perform other, similar feats.

SPINNING SHOT

When performing a *barrage*, you may make an additional extra attack. However, all of your attacks made as part of this *barrage* must target different creatures. At 10 base attack bonus, you may make a second additional attack as part of this *barrage*.

SUPPRESSING FIRE (BLITZ)

When performing a *barrage*, you may make 2 extra attacks instead of one, but must target the same creature with both of these extra attacks. However, your shots are wild, and the target can easily duck, causing both of your extra attacks to miss. However, doing so causes the target to have its movement speed reduced by half and to suffer a -3 penalty to Perception checks and to all attack rolls until the end of their next round, -1 for each additional extra attack augmented with the suppressing fire (blitz) that targets this creature. The target can choose not to avoid these attacks, in which case you may roll the attacks as normal, and the target doesn't suffer the penalties.

UNBALANCING COMBINATION

Whenever you successfully strike the same creature twice during a *barrage*, that creature is battered for 1 round. This is increased by 1 round for every additional successful attack.

VIGILANT SHARPSHOOTER

As long as you have martial focus, you threaten all squares within 5 ft. of yourself with your ranged or thrown weapon. When making an attack of opportunity with a ranged weapon, you do not provoke an attack of opportunity with your ranged attack.

You may take this talent a total of twice. If taken a second time, increase the distance that you threaten by +5 ft. **Associated Feat:** Snap Shot, Improved Snap Shot if taken twice.

WALKING FIRE

When attacking the same target multiple times during a *barrage*, each attack after the first gains a cumulative +1 bonus against that target (for example, the second attack would gain a +1 bonus, the third would gain a +2 bonus, etc.). This cannot exceed the penalty to attack applied by the *barrage* itself.



BARROOM SPHERE

Barroom practitioners specialize in using whatever is available to them, willing to swing table legs, chairs, and anything else as they chug down a fresh brew.

Practitioners of the Barroom sphere gain the following ability:

Brutal Breaker: You do not suffer any penalty when using an improvised weapon, be it ranged or melee, and may treat improvised weapons you are wielding as manufactured weapons for the purpose of being able to be targeted by spells and other effects. You may grab an unattended object within your natural reach and make an attack action with it as part of the same standard action.

Additionally, you may treat any improvised weapon made of any material with a hardness of 5 or lower (wood, glass, etc.) as having the fragile weapon special feature for the purpose of any feats or talents you possess. This does not apply to magic items, nor to creatures being used as improvised weapons.

Some talents allow you to grant a fragile weapon the broken condition in exchange for a benefit. If you apply a second such benefit to a weapon, it is destroyed. You cannot apply more than 2 benefits that break a weapon to the same weapon attack.

Hard Drinker: Whenever you imbibe an alcoholic drink (normally a standard action), you gain the drunk status for a number of rounds equal to your Constitution modifier (creatures without a Constitution score cannot gain this status). As a move action, you may retrieve an alcoholic drink, elixir, or potion (but not extract) from your person or grab one within your natural reach and drink it, all without provoking an attack of opportunity. For every 4 points of base attack bonus you possess, the drunk status last for one additional round

Alcohol

Just like drugs, alcohol can be abused and have significant negative effects. In general, a character can consume a number of alcoholic beverages equal to 1 plus double his Constitution modifier before being sickened for 1 hour per the number of drinks above this maximum. Particularly exotic or strong forms of alcohol might be treated as normal drugs. Those who regularly abuse alcohol might eventually develop a moderate addiction.

Some talents possess the (drunk) tag, requiring you to expend your drunk status to perform them. (Drunk) talents are a free action unless stated otherwise in their description.

BARROOM TALENTS

BARROOM EXPERT

You may treat an improvised weapon as though it had one of the following special features (chosen upon first picking up

an improvised weapon and may be changed once per round as a free action): blocking, brace, deadly, disarm, distracting, double (this may not be applied to improvised light weapons), grapple, nonlethal, performance, reach (this may only be applied to two handed improvised weapons), sunder, or trip. If the GM chooses, he may pose reasonable limitations on which items can gain which special features (for example, a sack of flour wouldn't have reach, while a sandwich wouldn't have deadly).

In addition, the improvised weapon has its damage increased by 1 size category and has its critical threat range increased to 19–20, with a critical multiplier of $\times 2$. At +10 base attack bonus, improvised weapons have their critical threat range increased to 18–20 and you may apply two of the listed special features to improvised weapons. **Associated Feat:** Improved Weapon Mastery

CHARMING DRUNK

As long as you have the drunk status when you make a Bluff or Diplomacy check, you gain a +1 competence bonus on it. This bonus increases by +1 for every 5 base attack bonus you have. You may also expend your drunk status as a free action to reroll a Bluff or Diplomacy check, but you must take the new result, even if it is worse. If you do so, you take a -5 on Bluff and Diplomacy checks for the next 10 minutes.

DOUBLE CHUG

As a move action, you can draw and drink two non-magical alcoholic drinks or one magical drink and one non-magical drink; doing so doubles the duration of the drunk status and grants you a +1 circumstance bonus on all saving throws while drunk. You must have two open hands in order to perform a double chug. At +10 base attack bonus, performing a double chug lets you expend your drunk status twice before actually losing it.

DRUNKEN BOXER

As long as you have the drunk status, you may deal lethal damage with your unarmed strikes and you do not provoke attacks of opportunity for using them. If you would normally be able to do this, you are treated as one size larger for the amount of damage your unarmed strikes deal. You can expend your drunk status to deal maximum damage with an unarmed strike as a free action.

DRUNKEN INSIGHT (DRUNK)

You can reroll one Intelligence or Wisdom-based skill check as a free action, but you must take the new result, even if it is worse. Each time you use this talent during the same day beyond the first, you take a cumulative -2 penalty on the reroll granted by this talent.

FALSE COURAGE (DRUNK)

You ignore all fear effects from which you are currently suffering until the beginning of your next turn. At the beginning of your next turn, you can make a Will saving throw against one

fear effect from which you are currently suffering (if a fear effect from which you are currently suffering does not have a DC, its DC is treated as 10 + the source's CR), ending that effect on a successful save.

FOCUSING BUZZ

Whenever you drink an alcoholic beverage as a move action, you regain your martial focus.

HAD A FEW (DRUNK)

You gain an amount of temporary hit points equal to your Constitution modifier + your base attack bonus that last for 1 minute.

HIGH ON FUMES

You may expend your martial focus as a swift action to gain the drunk status as though you had imbibed an alcoholic beverage.

IMPROVISED SHIELD

As a free action, you may wield an improvised weapon as an improvised shield for a round. When wielded as an improvised shield, the weapon's damage die is decreased by 2 sizes, and the weapon grants a shield bonus: light weapons grant +1 shield bonus, one-handed weapons grant a +2 shield bonus, and two-handed weapons grant a +4 shield bonus. Just as with all shields, you lose this shield bonus to AC if you use the improvised shield to attack, unless you possess the ability to make shield bashes without sacrificing shield bonus. An improvised shield counts as a regular shield for the Shield sphere.

Whenever you are wielding a shield with the fragile special feature and a target scores a critical hit against you, you may give your shield the broken condition to change the critical hit into a normal hit.

IRON LIVER

Double the number of drinks you can consume before gaining the sickened condition. You cannot develop an addiction to alcohol.

Additionally, you gain a +2 circumstance bonus on Fortitude saves against poisons and effects that would cause the sickened or nauseated conditions. At +10 base attack bonus, this bonus increases to +5.

JAGGED EDGE

You know how to break an object to use its jagged edges to your advantage. Whenever you use a melee or thrown weapon with the fragile weapon feature and hit an opponent, you can give your weapon the broken condition to deal 1d4 points of bleed damage to that opponent. **Associated Feat:** Splintering Weapon.

MENACING BELCH (DRUNK)

As a standard action, you may make an Intimidate check to demoralize all hostile creatures within 30 ft. **Associated Feat:** Dazzling Display.

MIRACLE DRINK (DRUNK)

You gain a +2 alchemical bonus to your Strength, Dexterity, or Charisma (your choice) for a number of rounds equal to your Constitution modifier (minimum 1), +1 round per 4 points of

base attack bonus you possess. At 10 base attack bonus, this alchemical bonus increases to +4.

NIKE AND LOOSE (DRUNK)

As a free action that can be taken even when it's not your turn, you may roll twice when making a Reflex saving throw and take the better result. Alternatively, you may gain a bonus on Escape Artist checks equal to 1/2 your base attack bonus (minimum 1) for a number of rounds equal to your base attack bonus.

PERFECT BREAK

Whenever an improvised weapon you wield would be destroyed, you may instead break it evenly into two new improvised weapons, each 1 size smaller than the original improvised weapon which was destroyed. This talent fails if the new improvised weapons would be Tiny or smaller. You may still allow a weapon to be destroyed normally.

PURGE (DRUNK)

As a move action, you can cause yourself to throw up, granting yourself a new save against any ingested poison from which you are currently suffering with a circumstance bonus to your Fortitude save equal to your practitioner modifier. In addition, select one adjacent square to yourself, causing it to be treated as difficult terrain for 1 minute. If a creature enters that square, it must make a Reflex saving throw or fall prone. For every 5 points of base attack bonus you possess, you can select an additional adjacent square to be treated as difficult terrain. Clearing a square of difficult terrain is a standard action.

REELING STEPS (DRUNK)

Until the beginning of your next turn, any movement you make or combat maneuvers you attempt do not provoke attacks of opportunity; you also gain an alchemical bonus on Perform (dance) checks equal to 1/2 your base attack bonus as long as you have the drunk status. At +10 base attack bonus, creatures cannot apply their Dexterity bonus to their CMD against combat maneuvers you attempt while using this talent and you can expend your drunk status to treat a Perform (dance) check as though you rolled a 15.

SHATTER

When you attack a target with an improvised weapon or a weapon with the fragile weapon special feature, you can give that weapon the broken condition to deal 1d4 points of additional damage on that attack. This damage is multiplied on a critical hit.

If you threaten a critical hit while using this talent, you gain a +4 bonus on the roll to confirm the critical hit, and if it is confirmed, the weapon is destroyed. If you apply a second effect that would give your weapon the broken condition, you forgo this additional benefit. **Associated Feat:** Chairbreaker.

SURPRISE

Whenever you attack a target with a weapon they did not know about (a hidden weapon, or an improvised weapon from the environment that hasn't been wielded or used to make an attack yet), they become battered until the end of your next turn. Additionally, your first attack with that weapon gains a +1 circumstance bonus for every 4 points of base attack bonus you possess.



BEASTMASTERY SPHERE

The Beastmastery sphere focuses on all forms of animal handling.

Unlike most other spheres which rest squarely on the related core rules, talents and abilities granted by the Beastmastery sphere override certain skill functions (particularly Handle Animal and Ride). No additional checks are required outside of those listed in the associated ability. Some abilities call out joint actions. These actions require both the user and his animal ally to pay the requisite action cost.

Animal Allies: Some talents and abilities reference animal allies; your animal companions, familiars, *tame* creatures, and any creature actively serving as your mount with an Intelligence score of 2 or less are considered your animal allies. Animal allies always act on your initiative.

Special: Animal companions, Conjunction sphere companions, drake companions, eidolons, and familiars cannot gain this sphere or talents from this sphere.

When you first take the Beastmastery sphere, choose one of the following packages:

BEASTMASTERY PACKAGES

Handle Animal: You gain 5 ranks in the Handle Animal skill, plus 5 ranks per talent spent in the Beastmastery sphere (maximum equal to your total Hit Dice). If you possess skill ranks in Handle Animal, you may choose to retrain them, but you do not gain ranks when only temporarily gaining this package, such as through the armiger's customized weapons class feature.

You also gain the following ability:

Tame: You may attempt to train an animal to readily obey your commands in and out of combat. This requires 8 hours and a creature of the animal type that has an attitude toward you of indifferent or better. This time may be divided as per the magic item crafting rules. You may only train one creature at a time with this ability. At the end of this period, make a Handle Animal check with a DC of 10 + the creature's Hit Dice. If successful, the creature is now considered *tame*.

You may not *tame* a creature with more Hit Dice than you have ranks in Handle Animal. You may have multiple *tame* creatures under your control, but their total Hit Dice cannot exceed your ranks in Handle Animal. If you attempt to *tame* a creature that would exceed your Hit Dice cap, you must choose which other creatures to release. Animal companions and familiars, such as from class features, the Animal Companion talent, or the Pet talent, never count against this Hit Dice cap.

You may not use this ability on a creature with the swarm subtype. A creature with a template adds the challenge rating adjustment of the template to its HD (minimum

increase +0) for determining if you may *tame* it and for how many creatures you can have *tame*. Variant creatures with increased challenge ratings (such as a pyrohydra compared to a normal hydra, if using the Broad Skills talent), treats the challenge rating increase of the variant as if it were a template for this purpose. A creature whose permanent Intelligence score is raised above 2 is no longer a valid target for this ability and is automatically released. This effect ends if you go two full days without spending at least 1 hour training your *tame* creatures.

This is treated as an extraordinary mind-affecting compulsion effect for the purposes of opposed control checks, such as another compulsion effect affecting your *tame* creature. Use your ranks in Handle Animal in place of your caster level for the opposed check.

Ride: You gain 5 ranks in the Ride skill, plus 5 ranks per talent spent in the Beastmastery sphere (maximum equal to your total Hit Dice). If you possess skill ranks in Ride you may choose to retrain them, but you do not gain ranks when only temporarily gaining this package, such as through the armiger's customized weapons class feature. When using the handle or push functions of the Handle Animal skill on a creature you are mounted on, you may substitute your Ride skill modifier for your Handle Animal skill modifier.

Additionally, you gain the following ability:

Defensive Rider: When your mount is targeted by an attack or subject to a Reflex save, you may spend an attack of opportunity to make a Ride check and use the result in place of your mount's AC or Reflex save result, if higher.

Associated Feat: Mounted Combat.

Talents with the (ride) tag grant new ways to interact with your mount.

BEASTMASTERY TALENTS

Talents possessing a tag or tags matching one of the Beastmastery packages cannot be taken unless you possess one of the tagged packages.

ACCOMPLICE

While within the threatened area of an animal ally, when you or the animal ally performs a combat maneuver, the other may make an aid another check to boost the combat maneuver check as an immediate action.

ACROBATIC MOUNT (RIDE)

While mounted, you may substitute a Ride skill check in place of an Acrobatics skill check for you and your mount when moving through a threatened square.

ANIMAL COMPANION

You gain the services of a loyal animal companion. Your effective druid level for this companion is equal to your base attack bonus -3 (minimum 1). If you already possess an animal companion or if you take this talent a second time, your effective

tive druid level increases by 4, to a maximum of your character level. Your effective druid level stacks with those from other sources to a maximum of your character level. If you possess the Broad Skills talent, you may instead choose a vermin companion. Your companion always counts as an animal ally.

If the companion is suitable to serve as a mount, you do not take an armor check penalty on Ride checks while riding it. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat but does not gain the share spells special ability. If you already have an animal companion from another source, it gains Light Armor Proficiency as a bonus feat.

Should your companion die, you may find another after 1 week of mourning. This new companion does not gain the link, evasion, devotion, or improved evasion special abilities until the next time you gain a level or after 1 week serving as your animal companion, whichever comes first. This talent counts as possessing the mount class feature. Abilities that grant talents

temporarily, such as taking the Extra Combat Talent feat with martial flexibility or gaining it from an armiger's customized weapon can not be used to gain this talent.

ANIMAL EMPATHY (HANDLE ANIMAL)

You can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person, using your Handle Animal skill in place of Diplomacy. If you possess the wild empathy class feature, you may add your Handle Animal ranks to your levels in the class that grants the class feature (with a maximum equal to your Hit Dice) to determine the result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use this ability, you and the animal must be able to study each other, which means that you must be within 30 ft. of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

ARMORED MOUNT

Any creature you are mounted on gains a competence bonus to armor class and combat maneuver defense equal to 1/2 your ranks in Ride (rounded down, minimum +1). In addition, your mount gains a pool of temporary hit points that regenerate at a rate of 1 per minute up to a maximum amount equal to your ranks in Ride; your mount starts at 1 temporary hit point when you mount and these hit points disappear immediately if you begin your turn not mounted on that creature.

BEE KEEPER (HANDLE ANIMAL)

You may *tame* creatures with the swarm subtype that are otherwise of a creature type that you can affect. When taming a creature in this way, they count as twice their Hit Dice against the total amount you may have *tame* at once. This increase does not stack with the increase for creatures not of the animal type from the Broad Skills talent. Additionally, you are immune to swarm damage from swarms that have a friendly or better disposition towards you.

BOLSTER BEAST (HANDLE ANIMAL)

You may increase the power of a *tame* creature through intense training. You may grant a *tame* creature 1 bonus Hit Die for every hour you spend training it with a Handle Animal check with a DC of 10 + the creature's new Hit Dice total. These additional Hit Dice count against your Hit Dice cap for the *trainer* ability as normal and cannot cause the creature's Hit Dice to exceed your ranks in Handle Animal. These additional Hit Dice are multiplied as normal for companions that have their Hit Dice doubled for the purposes of determining how many creatures you may have *tame*. If a creature is released from the *tame* condition, these bonus Hit Dice are lost immediately. Creatures do not gain size increases for



these additional Hit Dice. Additional feats and skill points from these Hit Dice are assigned by the GM unless you possess the Purposeful Training talent, in which case they may be assigned within the limits of the retraining granted by that talent. This ability can never be applied to an animal companion or familiar.

BROAD SKILLS (HANDLE ANIMAL)

You may *tame* creatures of animal intelligence (Intelligence scores of 1 or 2) of any type, though you take a -4 penalty on the check on creatures not of the animal type. Only permanent Intelligence counts for determining if a creature can be affected; ability drain, damage, or other penalties or effects that reduce Intelligence to not allow a creature to be affected. You may also *tame* mindless creatures of the ooze, plant, or vermin type, bypassing any immunity to mind-affecting effects granted by their type. Mindless creatures serving you as a mount count as *animal allies*. Creatures not of the animal type count as twice their Hit Dice against the total amount you may have *tamed* at once. This increase does not stack with the increase for creatures with the swarm subtype from the Beekeeper talent.

If you possess the Animal Empathy talent, it is likewise expanded with the same penalty.

BRONCO BUSTER (RIDE)

As a standard action, you may attempt to mount a creature of the animal type within your reach that is of a size suitable to serve you as a mount. Make a Ride skill check against the creature's CMD. If successful, you move into the creature's space and it acts as your mount. The creature may make a Will save each round to break free of your control. If successful, it may attempt to throw you once per round as a move action, making a combat maneuver check against a DC of 10 + your Ride skill modifier to force you to dismount in an adjacent square of your choice. If it fails the Will save, it must act as a willing mount for that turn. A new Will save must be made each round until you are thrown or choose to dismount.

Additionally, you may use your ranks in Ride in place of your ranks in Handle Animal when making checks to train or rear a creature suitable to serve as your mount.

If you possess the (handle animal) package and the Broad Skills talent, you may use this talent on any creature to which your trainer ability applies, though creatures not of the animal type gain a +2 bonus on their Will save.

COORDINATED ATTACK

When you use the attack action to attack, one of your animal allies may also attack your target with a single natural weapon it possesses as a joint swift action. If both you and the animal ally successfully deal damage with these attacks, the animal ally may immediately move 5 ft. as a free action. This movement does not provoke attacks of opportunity.

DEFENSIVE TEAMWORK

While within the threatened area of an animal ally, when you or the animal ally is targeted by an attack, the other may make an aid another check to boost AC as an immediate action.

DOUBLE TEAM

When one of your animal allies succeeds on a combat maneuver, the target provokes an attack of opportunity from you.

EXTRA BEASTMASTERY PACKAGE

Choose a Beastmastery package you do not possess. You gain that package.

FAITHFUL FRIEND

Any time you use the aid another action to benefit an animal ally or an animal ally uses the aid another action to benefit you, the aid another bonus increases by 1 plus 1 per 7 points of base attack bonus.

FOCUSING CONNECTION

You may make physical contact with one animal ally within your natural reach as a move action, regaining your martial focus and giving that animal ally a +1 bonus to all saving throws for 1 round. At 10 ranks in Handle Animal or Ride, this bonus increases to +2.

GREATER TRAINER (HANDLE ANIMAL)

Increase the total Hit Dice of creatures you may have *tamed* at once by an additional 1 per rank of Handle Animal you possess. You may select this talent up to 3 times.

GUIDED MANEUVERS (RIDE)

While mounted, your mount may use your combat maneuver bonus (including feats and other bonuses to particular maneuvers but retaining their own size modifiers) in place of its own when performing bullrush, drag, overrun, reposition, or trip combat maneuvers.

LOOKOUT

When within close range (25 ft. + 5 ft. per 2 ranks in the higher of Handle Animal and Ride) of any animal allies, when making a Perception check, you and the animal allies may share the result of the check of the creature with the highest result.

MASS HANDLE (HANDLE ANIMAL)

You may increase the time required to handle or push a *tamed* creature by one step to affect one additional *tamed* creature with the same action. If you attempt to use this ability on creatures that require different actions to handle or push, determine the action required to use this talent based on the longest required time for the affected creatures. The number of *tamed* creatures you may affect with this ability increases by 1 at +2 base attack bonus and every +2 base attack bonus after.

MEAT SHIELD (RIDE)

While mounted on a creature of your size or larger, you may take cover behind your mount as a move action. You may expend martial focus to reduce this to an immediate action. Your mount provides total cover from one direction. When using a mount in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge. Your mount may still be targeted as usual. Should this ability be used in reaction to being targeted by an attack roll, the attacking creature may choose a new target. You may end this effect by using the same action required to mount a willing mount (normally a move action, a free action with a DC20 Ride check).

PACK ATTACK (HANDLE ANIMAL)

Whenever one or more of your *tame* creatures within close range (25 ft. + 5 ft. per 2 ranks in Handle Animal) of you flanks an enemy with you or another of your *tame* creatures, you may increase the bonus from flanking by +2. This bonus increases by +1 for each *tame* creature that threatens the enemy, to a maximum of +1 per 4 rank in Handle Animal. **Associated Feat:** Outflank.

PET

You gain a familiar as the wizard class feature, treating your base attack bonus as your arcane spellcaster level. This familiar must be an animal and retains the animal type rather than becoming a magic beast, and does not gain an Intelligence bonus, nor the share spells, deliver touch spells, or scry on familiar abilities normally granted to a familiar. If this familiar is dismissed, lost or dies, it can be replaced 1 week later at no cost. This familiar always counts as an animal ally.

If you already possess a familiar or gain one at a later time, you may add your base attack bonus to your arcane caster level to a maximum of your character level to determine your familiar's abilities. You may choose to grant your familiar all the normal benefits of being a familiar, including type, Intelligence, and special abilities, (assuming your alternate method of gaining a familiar does not also lose these benefits), but doing so also incurs the normal replacement cost should the familiar die. Abilities that grant talents temporarily, such as taking the Extra Combat Talent feat with martial flexibility or gaining it from an armiger's customized weapon can not be used to gain this talent.

PURPOSEFUL TRAINING (HANDLE ANIMAL)

When you *tame* a creature, you may automatically grant them one general purpose per the Handle Animal skill. At +4 base attack bonus and every 4 base attack bonus thereafter, you may grant the creature a bonus trick. The purpose and tricks granted by this ability do not count against the maximum number of tricks a creature may know. If you possess the Broad Skills talent, you may even apply this ability to mindless vermin.

Additionally, you may retrain feats and skill ranks possessed by a *tame* creature. You may retrain one feat, purpose, trick, or a number of skill ranks equal to your ranks in Handle Animal with 4 hours of training. The new feats and skill must be appropriate to a creature of animal intelligence. The GM is the final arbiter of what feats and skills are suitable. The Extra Combat Talent feat is always a suitable choice, though some spheres may be more appropriate for certain creatures than others. With 8 hours of training, you may instead retrain a number of feats equal to half your ranks in Handle Animal (minimum 2 feats).

RAPID HANDLE

You may reduce the time required to handle or push an animal ally by 1 step (usually move to swift for handle and full-round to standard for push).

RUN DOWN (RIDE)

When you use the attack action to attack, your mount may attempt an overrun combat maneuver against the target as a joint swift action, moving up to half its speed if successful. This maneuver does not provoke an attack of opportunity.

SKIRMISH RIDER (RIDE)

While mounted and moving with your mount, you and your mount may each make an attack action at any point during the movement and then complete the movement. This requires using your standard action as normal and cannot be used if you do not have a standard action available. You and your mount do not provoke attacks of opportunity from one creature of your choice that you make an attack or combat maneuver roll against as part of this attack action.

Additionally, you may make an attack action at any point when you make a joint withdraw action while mounted. If you possess the Athletics sphere, you cannot regain focus on the same withdraw action as you use this option.

STEADY HANDLER

When making a Handle Animal skill check to handle or push a *tame* creature or a Ride skill check while mounted on an animal ally, you may expend your martial focus as a free action to take 15 on the check, even if rushed or threatened.

VAULTING FLANK (RIDE)

When using the attack action to attack, your mount may also attack your target with a single natural weapon it possesses as a joint swift action. If both you and the mount successfully deal damage with these attacks, you may command your mount to buck you into a vaulting dismount over your foe and into a flanking position with your mount against that creature. You must succeed on a Ride check (DC 15 + 5 per size category larger than your mount the creature is), or you instead fall prone adjacent to your mount. Your mount will continue to attack that creature as long as they remain conscious, or until you remount and give them a new command.

WILD RIDER (RIDE)

Any creature serving as your mount counts as *tame* and an animal ally and as having been combat trained per the Handle Animal skill. This does not allow you to handle or push a creature of greater than animal Intelligence (Intelligence 3 or higher), but does allow them to benefit from some talents, such as Lookout or Pack Attack, though not from any that grant additional tricks, purposes, or Hit Dice. The creature no longer counts as *tame* or an animal ally once you dismount. Additionally, you may add half your base attack bonus (minimum +1) as a competence bonus on all checks to stay mounted and never fall off your mount when you become unconscious unless you choose to at the time you fall unconscious. You never take a penalty on ride checks for lacking a saddle, bit, or bridle.



BERSERKER SPHERE

Berserkers are indomitable warriors with boundless reservoirs of endurance and unmatched destructive potential.

Practitioners of the Berserker sphere gain the following abilities:

Berserking: As a free action at the start of each turn, you may choose to take a -2 penalty to AC in exchange for 3 temporary hit points. The penalty and the temporary hit points end at the start of your next turn. For every point of base attack bonus you have, the granted temporary hit points increase by 1.

Brutal Strike: As a special attack action, you may make a melee attack against a target. Creatures damaged by a *brutal strike* gain the battered condition until the end of your next turn. You may expend martial focus to have the attack deal additional damage equal to twice your base attack bonus.

Each *brutal strike* may be modified by a single (exertion) talent.

BERSERKER TALENTS

ADVANCING CARNAGE

Whenever you make a melee attack using the attack action, you may choose to take a -2 penalty on all attack rolls made that round. If your attack hits, you may make an additional attack as a free action against a creature that is adjacent to the first and also within your reach. If this additional attack hits, you may make another additional attack against a new target adjacent to the struck target. You may continue attacking targets adjacent to your most recent struck target as long as you still have a valid target for this ability, but you cannot attack the same creature twice. The number of additional attacks made with this ability cannot exceed 1/2 your base attack bonus (minimum 1).

You can take this talent a second time, allowing you to take a single 5-ft. step as a free action after making an attack when using this ability. If doing so places a creature within your threatened area, that creature becomes a legal target for your additional attack(s) as long as it meets all the other prerequisites. Your movement with this talent cannot exceed your move speed. **Associated Feats:** Cleave, Great Cleave, Cleave Through when taken twice.

BEAT DOWN

When you inflict the battered condition with a *brutal strike*, the condition lasts for an additional number of rounds equal to your practitioner modifier (minimum 1).

BELL-RINGER (EXERTION)

Creature damaged by your *brutal strike* take a -1 penalty on concentration checks and Will saves for as long as the creature is battered. This penalty increases by -1 at base attack bonus +4 and every 4 points of base attack bonus thereafter. This penalty does not stack with other uses of the same talent.

BLOODY COUNTER

As an immediate action, when a creature targets you with a melee attack, before the attack roll is made you may allow the attack to automatically strike you (although the roll is still made to determine if the attack threatens a critical hit). After the damage is determined, you may make a *brutal strike* targeting that creature as a free action that may be taken even when it isn't your turn, if it is in range. If the creature attacking you is battered, you may resolve your attack action prior to their attack being resolved.

BONE-BREAKER (EXERTION)

The creature damaged by your *brutal strike* takes a -1 penalty on all attack and damage rolls for as long as it is battered. This penalty increases by -1 for every 4 points of base attack bonus you possess. Multiple uses of this talent do not stack.

DEATHLESS

As long as you have martial focus, the number of hit points you can be reduced to below 0 without dying is doubled and you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this talent, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than twice your Constitution score, you immediately die. **Associated Feat:** Diehard.

DECAPITATE

You do not provoke attacks of opportunity when delivering a coup de grace. As long as you have martial focus, you may deliver a coup de grace as a standard action.

EXTENDED EXERTION

You may increase the time required to use *brutal strike* to a full-round action to apply two (exertion) talents to it. This attack still counts as an attack action.

GREATER SUNDER

You gain a +1 competence bonus to your sunder combat maneuver checks, as well as to your CMD vs. that maneuver. For every 4 points of base attack bonus you have, this bonus increases by +1. This bonus does not stack with the bonus to this maneuver provided by the Improved or Greater Sunder feats. **Associated Feat:** Improved Sunder.

HEAVY SWING (EXERTION)

Creature damaged by your *brutal strike* must succeed on a Fortitude save or be staggered for 1 round plus 1 round per 4 base attack bonus. If the target is battered, it is instead staggered for 1 round on a successful save, or dazed for 1 round then

staggered as normal on a failed save. If the target failed the Fortitude save, for the duration of the staggered condition, it also counts the damage from the attack as ongoing damage for the purpose of concentration checks. Creatures immune to the dazed condition are instead staggered for the round they would have been dazed.

LEG-SMASHER (EXERTION)

Creature damaged by your *brutal strike* take a -1 penalty on AC and Reflex saves for as long as the creature is battered. This penalty increases by -1 at base attack bonus +4 and every 4 points of base attack bonus thereafter. This penalty does not stack with other uses of the same talent.

MAGE MASHER (EXERTION)

Whenever you destroy a magic wand, staff, rod, scroll, or similar magic item held by an enemy with a sunder attempt as part of a *brutal strike*, if the item is destroyed, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point. When targeting a battered creature, you may roll the sunder check twice and take the best result. In addition, you gain a competence bonus equal to 1/2 your base attack bonus on any Reflex saving throws made as a result of the item's destruction (such as when destroying a *staff of power*).

REAPER'S MOMENTUM

As long as you have martial focus, whenever you reduce a creature to 0 hit points or fewer with a melee or thrown weapon attack, you may immediately make a bonus attack against another creature with a melee or thrown weapon. If you are capable of drawing a weapon as a free action, you may draw such a weapon as part of making this attack. You may only make one extra attack per round with this talent, increasing by 1 time per round at 7 base attack bonus and 14 base attack bonus. **Associated Feat:** Cleaving Finish.

SANGUINE INVIGORATION

As long as you have martial focus, whenever you reduce a creature to 0 hit points or fewer with a melee or thrown weapon attack, you gain temporary hit points equal to your base attack bonus for 1 round. The creature must have a CR of at least half your character level (rounded down, minimum 1/2). These temporary hit points stack with those granted by the base sphere. Whenever this ability would be triggered, you may expend your martial focus as an immediate action to remove the fatigued condition, or lessen the exhausted condition to fatigued.

SAVAGE

Whenever you reduce a creature to 0 hit points or less with a melee or thrown weapon attack, you may spend an immediate action to regain martial focus. The creature must have a CR of at least half your character level (rounded down, minimum 1/2).

SHATTER EARTH

You may attack the ground around you with a savage blow. You may make a *brutal strike* against the corner of a square within your reach as a full-round action. You may reduce this to a standard action by expending martial focus. This attack automatically hits and deals damage normally. If you manage to deal more damage than the floor's hardness, you cause a 5 ft. radius, 10 ft. cone, or 15 ft. line (your choice) to become difficult terrain. Radius' increase by 5 ft. per 10 base attack bonus, cones by 5 ft. per 5 base attack bonus, and lines by 10 ft. per 5 base attack bonus. A square can be cleared as a standard action (provoking an attack of opportunity) or repaired with a spell or effect such as the *mending* spell or the *repair* ability of the Creation sphere to no longer be difficult terrain.

Creatures within the affected area become battered for 1 round. If a creature is already battered, it must make a Reflex save or be knocked prone.

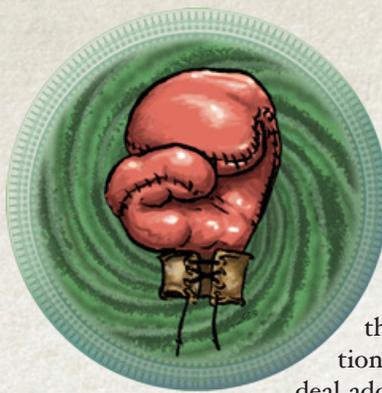
If your attack is enough to destroy the floor, you may activate the Shrapnel talent, if you possess it. If the floor has a set thickness (for example, attacking the floor on a building's second story), destroying the floor eliminates the targeted area, opening a hole. If attacking a floor with no set thickness (for example, the ground outside), treat the floor as being 1 ft. thick when determining its hp, and if destroyed, the difficult terrain cannot be cleared away unless the ground is repaired. You may choose to leave the floor at 1 hit point instead of destroying it.

SHIELDBREAKER (EXERTION)

When you make a sunder attempt against a piece of armor, a shield, or a manufactured weapon with a *brutal strike*, you may ignore a number of points of the item's hardness equal to your base attack bonus. If the item is destroyed, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point. When targeting a battered creature, you may roll the sunder check twice and take the best result.

SHRAPNEL (EXERTION)

When you attack an unattended object with a *brutal strike*, if you destroy the object, you may send fragments of it flying in a cone dealing damage to any creature in an area based on its size. Small or smaller objects create a 10 ft. cone and the size of the cone increases by 5 ft. for every size category above Small. This shrapnel does 1d6 points of bludgeoning, piercing, and slashing damage dealt by the same material or materials that the object was primarily composed of. This damage increases by 1d6 at +3 base attack bonus and every 2 points of base attack bonus thereafter. The damage also increases by 1d6 for every 5 points of hardness the object possessed, to a maximum increase of 10d6 additional damage. Creatures that take damage are also battered. A Reflex save halves this damage and prevents the battered condition. A battered creature must roll twice and take the worse result on their Reflex save.



BOXING SPHERE

Boxers specialize in fighting with their fists, using their punches and upper bodies to batter their way across the battlefield. Boxing practitioners are unarmed fighters who deal additional damage with their unarmed strikes as described in the unarmed strike practitioner table. **Associated Feat:** Improved Unarmed Strike.

All practitioners of the Boxing sphere gain the following ability:

Counter Punch: You may ready an action to make an attack with a light melee weapon against the next enemy who makes a melee attack roll against you before the beginning of your next round; this attack is treated as an attack action for the purposes of talents as well as the Vital Strike feat and occurs before the attack that triggers it, gaining a +2 competence bonus to damage rolls. For every 4 points of base attack bonus you possess, this bonus increases by +2. Using this ability does not change your place in the initiative order.

You can apply a single talent with the (counter) tag to a *counter punch*.

Whenever you ready a *counter punch*, you can decide on an additional trigger for your prepared attack from the following list; if the trigger is met, the readied attack qualifies as a *counter punch* (if an action would also provoke an attack of opportunity, you may choose in which order you wish to resolve your attacks):

- A hostile creature making an attack roll
- A hostile creature attempting a combat maneuver
- A hostile creature moving from their square
- A hostile creature using a spell or a spell-like ability
- A hostile creature drawing a weapon
- A hostile creature speaking

For every 5 points of base attack bonus you possess, you may select an additional trigger from this list.

BOXING TALENTS

CLINCH (COUNTER)

Whenever you successfully attack with your *counter punch*, you may attempt to grapple that creature as a free action even if it is not your turn that does not provoke attacks of opportunity.

CORKSCREW SET UP

As a part of readying an action to perform a *counter punch*, you can make an attack roll against one creature within your reach. If this attack hits, it deals no damage, but until the start of your next turn, the target of this attack can move only in such a way that the space it occupies is adjacent to you after their movement. Alternatively, it can attempt a combat maneuver check (against your CMD) on their turn as a swift action to ignore this talent's effect. If your base attack bonus is +10

or higher, this attack deals damage equal to your practitioner modifier + your base attack bonus instead of no damage.

CROSS COUNTER

Whenever a creature within your reach makes an attack of opportunity against you, you can expend your martial focus as an immediate action to make an attack against them dealing damage as normal; if your attack is successful, the creature must roll their attack roll twice, taking the worse result.

DUG IN BLOW

Whenever you successfully make an attack with your *counter punch*, you gain DR 2/- until the beginning of your next turn, although this damage reduction is lost if you move more than 5 ft. during your turn. For every 3 points of base attack bonus you possess, this damage reduction increases by 1.

GAZELLE PUNCH

Whenever you ready a *counter punch*, you treat your reach as though it was 5 ft. further for the purposes of being able to make a *counter punch*. If the triggering action was taken by a creature that is outside of your normal reach, you may move to a square that places the creature within your reach (this movement does provoke attacks of opportunity) before making the attack. At +10 base attack bonus, your effective reach increases by an additional 5 ft. (up to your speed).

HAYMAKER (COUNTER)

Whenever you attack with a *counter punch*, you may aim for the target's mouth or equivalent orifice impeding their ability to speak. If your attack is successful the target must succeed on a concentration check to cast any spell with a verbal or equivalent component, adding $1/4$ your base attack bonus (minimum 1) to the DC of the check. This effect can be ended as a standard action by a Heal check with a DC equal to the concentration DC, or when the target receives at least 1 point of magical healing.

HEADFAKE

As long as you have martial focus, whenever a creature attempts to make an attack of opportunity against you, they must roll their attack roll twice, taking the worse result. Creatures capable of making multiple attacks of opportunity per round may instead expend two attacks of opportunity instead of one to make an attack of opportunity as normal.

HEAVY COUNTER

You may use a *counter punch* with a one or two-handed melee weapon.

JOLT COUNTER (COUNTER)

Whenever you attempt to attack a creature with your *counter punch*, you may expend your martial focus as a free action that can be taken even when it is not your turn to treat the target of your attack as being flat-footed until the end of that turn and give the creature the battered condition until the end of your next turn on a successful hit.

KO FOCUS

Whenever you successfully deal damage to a target with your *counter punch*, you may spend an immediate action to regain your martial focus. The creature must have a CR of at least half your character level (rounded down, minimum 1/2).

LAUNCHING UPPERCUT (COUNTER)

Whenever you successfully attack with your *counter punch*, you may expend your martial focus to attempt a bull rush against the creature as a free action even while it is not your turn without provoking an attack of opportunity. A successful bull rush forces the creature an additional 5 ft. further than normal, and you may choose to force the creature to move vertically rather than horizontally (this movement does not provoke attacks of opportunity). If you choose to force the creature vertically, that creature begins to descend on the end of their current turn (creatures that can fly may attempt to do so); upon landing, they must make a successful Reflex save or fall prone, taking falling damage as appropriate (on a successful Reflex save, they take 1/2 the total amount of falling damage and do not fall prone).

You may use this talent on a willing ally other than yourself without expending your martial focus, dealing no damage to them and automatically hitting them. A willing ally treats their CMD as 10, adjusted for size. Willing allies can control their descent as though they could glide (until they reach the same elevation at which they started, falling as normal after that) and make an attack at any point during their descent; for every 10 ft. your ally descends before making this attack, they gain a +2 circumstance bonus to its damage roll. For every 4 points of base attack bonus you possess, you may launch a creature 10 ft. further into the air.

LIVER SHOT (COUNTER)

Whenever you successfully make an attack with your *counter punch*, you may force the creature hit by your *counter punch* to make a successful Fortitude save or be sickened and have all of their movement speeds reduced by 1/2 for 1 round. For every 5 points of base attack bonus you possess, the duration of this talent is increased by 1 round.

OVERHEAD SMASH

As long as you have martial focus, whenever you use your *counter punch*, you may spend an immediate action before the attack roll to roll your attack roll and damage roll twice, taking whichever set of results you desire.

RAGING BULL

Whenever you ready a *counter punch*, you can instead ready a charge, although you may only move up to your speed with this charge (the attack granted by this charge is still treated as an attack action). You may not use this with the pounce ability.

Associated Feat: Rhino Charge.

READ THE RHYTHM

As a move action, you can select one creature within 40 ft. of yourself; you gain a +2 competence bonus on all opposed skill checks you make against that creature for 1 minute. You can only gain this bonus against a single creature at a time, and you can only use this talent against a particular creature once per

day. For every 4 points of base attack bonus you possess, this bonus increases by +2.

ROPE A DOPE

Once per round, when a creature makes a melee attack against you, you spend an immediate action to force them to make a Fortitude save at the end of their turn or be fatigued for 1 round; in addition, the creature takes a -2 penalty to this saving throw for each attack they make that round. This fatigue last for 1 additional round for each 4 points of base attack bonus you possess. If your base attack bonus is +10 or higher, that creature is instead exhausted instead of fatigued.

SHADOWBOXING

You can use your total Perform (dance) bonus in place of your Acrobatics or Intimidate bonuses. Any creature which watches you make a Perform (dance) check outside of combat must make a Will save (using the result of your Perform (dance) check to determine the save DC) or be fascinated for up to 1 minute. Once a creature has been affected by this talent, they cannot be affected by it again for 1 day.

SHOULDER ROLL

Once per round when a creature declares a melee attack against you, you may spend an attack of opportunity to add a +1 dodge bonus to your AC against that attack. This bonus increases by +1 for every 4 points of base attack bonus you possess. If the attack misses you, you may immediately make an attack against that creature with a light weapon. If you possess the Heavy Counter talent, you may instead make this attack with a one or two-handed weapon.

SUCKER PUNCH

Whenever you make an attack of opportunity with a weapon with which you could use to make a *counter punch*, once per round you may expend your martial focus to treat that attack of opportunity as though it was a *counter punch*. If you use this talent, you become staggered for 1 round.

TERRIFYING HOOK (COUNTER)

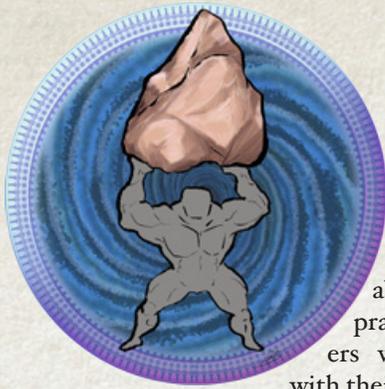
Whenever you use your *counter punch*, you can make an Intimidate check to demoralize that creature as a free action, even when it isn't your turn.

TIGHT GUARD

Whenever you ready an action, take a total defense action, or use the attack action to attack with a light weapon, you gain a +1 shield bonus to your armor class and combat maneuver defense until the start of your next turn. For every 4 points of base attack bonus you possess, this shield bonus and bonus to your combat maneuver defense increases by 1.

VIOLENT PRESSURE

Whenever you ready a *counter punch*, you may spend a swift action to select one creature within 30 ft. of yourself; that creature must make a successful Will save or be shaken for 1 round. For every 5 points of base attack bonus you possess, the duration of this condition increase by 1 round. You may only target an individual creature once per day with this talent.



BRUTE SPHERE

Brutes like to throw their weight around, jostling and battering foes to move them about the battlefield. Brute practitioners are unarmed fighters who deal additional damage with their unarmed strikes as described in the unarmed strike practitioner table. **Associated Feat:** Improved Unarmed Strike.

All practitioners of the Brute sphere gain the following ability:

Shove: As a move action, you may move up to half your speed and make a melee touch attack against a creature. If successful, the target takes bludgeoning damage equal to your Strength modifier (or whichever attribute was used to make the check) and gains the battered condition until the end of your next turn.

You may perform a *shove* in place of the attack granted by a charge, although this does not grant the extra movement.

When you successfully perform a bull rush, drag, reposition, or overrun combat maneuver (assuming the target decided to block you and did not simply move out of the way), you may apply the effect of one (manhandle) talent you know to that creature. (Manhandle) talents cannot be applied to maneuvers performed as a free action.

BRUTE TALENTS

BRACE WEAPON

You may use a shield or a weapon held in two hands to perform an overrun maneuver. If using a shield, you may add the shield's AC bonus to your CMB. If using a weapon held in two hands, you may add the weapon's enhancement bonus, as well as bonuses to attack from spells or feats such as Weapon Focus, to your CMB. You may choose to use a shield bash as your weapon for this purpose, in which case the shield's attack bonus, rather than its AC bonus, is used.

In addition, you may use one of the above to perform a *shove*, adding their bonuses to your *shove's* attack roll. If using a weapon in this fashion, you may also add its enhancement bonus to your *shove's* damage, as well as damage from appropriate special abilities such as *flaming*, *holy*, etc.

BREAK DEFENSES

Whenever you successfully use a bull rush, drag, overrun, or reposition, combat maneuver against a creature, that creature provokes an attack of opportunity from your allies (but not you). **Associated Feat:** Greater Bull Rush, Greater Drag, Greater Overrun, Greater Reposition.

BRUTAL MANHANDLE

When applying a (manhandle) talent, you may expend your martial focus to apply a second (manhandle) talent. You cannot apply the same (manhandle) twice with this talent.

DAZED AND CONFUSED (MANHANDLE)

The creature must pass a Will save or be staggered for 1 round. At 10th base attack bonus, the duration increases to 2 rounds.

DOMINOES

When you bull rush, drag, or reposition a creature into another creature, you may make a trip attempt as a free action that does not provoke an attack of opportunity against the second creature, even if that creature is not within your reach. If you fail the trip attempt by 5 or more the creature cannot make a trip attempt against you in return.

DROP (MANHANDLE)

You may make a trip combat maneuver against the target as a free action that does not provoke an attack of opportunity. If you possess the Hammer talent, a successful trip allows you to use the ground to deal damage as if it were a wall.

DIZZY SPIN (MANHANDLE)

The target must pass a Fortitude save or treat all other creatures as though they had partial concealment for 1 round. At 10th base attack bonus, the duration increases to 2 rounds.

EARTHQUAKE STOMP

As a full-round action, you can stomp the ground so furiously that nearby creatures fall prone. You may expend your martial focus to perform an *earthquake stomp* as a standard action. Make a single trip attempt as a free action that does not provoke an attack of opportunity and compare it to all valid targets within 5 ft. of you. You may use your bull rush CMB when making this check (as the trip is being made by slamming the ground). Enemies not knocked prone cannot attempt to trip you in return.

The affected area increases its radius by an additional 5 ft. per 10 base attack bonus.

FOCUSED MIGHT

Whenever you successfully perform a *shove*, you may regain your martial focus.

FOLLOW-THROUGH

Whenever you hit a target with an attack action, you may make a bull rush or reposition maneuver against the target as a free action that does not provoke an attack of opportunity. You may use your weapon to perform this maneuver, meaning your weapon's enhancement bonus, as well as spells that increase attack bonuses or feats such as Weapon Focus, apply to the maneuver.

GREATER BRUTE

You gain a +1 competence bonus to your bull rush, drag, overrun, and reposition combat maneuver checks, as well as to your CMD vs those maneuvers. This bonus increases by +1 for 4 points of base attack bonus you possess. This bonus does not stack with the bonus to these maneuvers provided by Improved or Greater Bull Rush, Improved or Greater Drag, Improved or

Greater Overrun, or Improved or Greater Reposition feats. **Associated Feats:** Improved Bull Rush, Improved Drag, Improved Overrun, Improved Reposition.

GREATER SHOVE

When you *shove* a target, that target suffers additional damage equal to $1/2$ your base attack bonus. Additionally, you may augment your *shove* with feats and talents such as Power Attack despite it being a touch attack.

HAMMER

As long as you have martial focus, whenever you would bull rush, drag, or reposition a creature into a space occupied by a wall, creature, or object no more than one size smaller than the creature, the target of the maneuver stops its movement in the adjacent space and both the creature and the wall, other creature, or object suffer bludgeoning damage. The amount of damage dealt is determined by the size of the creature being bull rushed, dragged, or repositioned:

Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Medium 1d8, Large 1d10, Huge 2d6, Gargantuan 2d8, Colossal 3d6.

This damage is increased by the listed amount again for every 5-ft. square the creature would have traveled beyond the wall, other creature, or object.

HOSTILE MOVEMENT

When performing a bull rush or drag combat maneuver, you may move the creature one space left or right (relative to the direction of motion) for each square moved by the maneuver. Additionally, when performing a bull rush, drag, or reposition combat maneuver, you may place the creature in an intrinsically dangerous space (including repositioning a creature into the air and dropping it).

HUMILIATE (MANHANDLE)

You flip the creature into positions where it can't act effectively. The target must pass a Reflex save or be entangled for 1 round. At 10th base attack bonus, the duration increases to 2 rounds.

MUSCULAR SURGE

As a move action, you gain a bonus equal to $1/2$ your base attack bonus (minimum 1) on Acrobatics checks made to jump, to all Strength checks and Strength-based skill checks, as well as to your Strength for determining your carrying capacity, for a number of rounds equal to your Constitution modifier. This does not apply to combat maneuver checks nor attack and damage rolls. You are fatigued for 1d4 rounds after the duration ends, even if you would normally be immune to fatigue. If you are fatigued when you begin or end this effect, you are instead exhausted. If you are already exhausted, you cannot use this ability.

If you expend your martial focus, this bonus increases to become equal to your full base attack bonus, but automatically leaves you exhausted for 1d4 rounds afterward.

PERPETUAL MOTION (MANHANDLE)

You may perform a bull rush, pull, or reposition combat maneuver against the target as a free action that does not provoke an attack of opportunity.

QUICK FORCE

You may perform a bull rush, drag, or reposition combat maneuver as a move action instead of a standard action. You must still have movement remaining in a round in order to move with your target, such as your 5-foot step.

You may expend your martial focus to perform a bull rush, pull, or reposition as a swift action.

At +10 base attack bonus, whenever you perform a bull rush, drag, or reposition combat maneuver as a move action, you may move with the creature as part of that action; in essence, using the action both to move and perform the maneuver.

ROBBERY (MANHANDLE)

You may make a steal or disarm combat maneuver against the creature as a free action that does not provoke an attack of opportunity.

SHIFT WEIGHT

When a creature fails on a attack roll or combat maneuver check against you, you may expend your focus to perform a bull rush, drag, or reposition combat maneuver against that creature as an immediate action.

Additionally, you may expend your focus to perform a bull rush or reposition combat maneuver in place of an attack of opportunity. You cannot move as part of this attack of opportunity. If this maneuver is made as a result of a creature's movement, their movement ends for that round if your maneuver is successful. If this maneuver is successfully made as a result of a target using a spell, the creature must pass a concentration check equal to your combat maneuver check + the spell's level or lose the spell.

SMASH

Whenever you successfully perform a bull rush, drag, overrun, or reposition maneuver against a creature (other than with maneuvers performed as a free action), that creature suffers damage equal to your unarmed strike or a light weapon you are wielding. This qualifies your bull rush, drag, overrun, reposition, maneuvers for feats and talents such as Power Attack, suffering a penalty to your CMB in exchange for increased damage.

You may use your unarmed strike or a light weapon you are holding to make these maneuvers, meaning you may add their enhancement bonus, as well as spells or feats which increase their attack bonus such as Weapon Focus, to your CMB when performing a bull rush, drag, overrun, or reposition maneuver.

STAMPEDE

When you perform a charge, you do not provoke attacks of opportunity when making a bull rush or overrun as part of that charge. Creatures may no longer choose to avoid you when you use the overrun combat maneuver unless you choose to allow it.

TAKEDOWN (MANHANDLE)

You may make a grapple check against the creature as a swift action.

THROW (MANHANDLE)

Whenever you succeed on a bull rush, drag, or reposition maneuver, you may expend your martial focus to throw the creature. The creature travels an additional 5 ft. in any direc-

tion and must pass a Reflex save or fall prone. At +10 base attack bonus, the creature travels an additional 5 ft.

UNSTOPPABLE

When making a charge, you can push your way through obstacles blocking your path, be they creatures, objects, or others.

You may charge over difficult terrain. This movement still costs twice as much as normal. Additionally, when making a charge, you may attempt to overrun a creature in the path of the charge, or to make a Strength check to break an unattended object such as a door or wall that is in your way, as a free action that does not provoke an attack of opportunity. If the check is

successful, you may complete the charge. If the check is unsuccessful, the charge ends in the space directly in front of that creature or object.

For every 5 base attack bonus you possess you may attempt to break or overrun an additional target, but suffer a cumulative -2 penalty on each additional check made.

This can allow you to initiate a charge through squares that you do not have line of sight to. You may resolve your charge attack against any valid target within reach of the charge's path after passing through the barriers (creature or object) blocking your line of sight. **Associated Feat:** Charge Through.





DUAL WIELDING SPHERE

Dual wielders train in ambidextrous techniques that allow them to wield double weapons or two weapons simultaneously. Whether blending sword and dagger or spinning a double-bladed sword through a dazzling

attack routine, few warriors are as awesome to behold as practitioners of the Dual Wielding sphere.

Dual Attack: Whenever you make an attack action with a light or one-handed weapon, you can make an additional attack with a light or one-handed weapon held in your off-hand as a free action, though both attacks take a -2 penalty on their attack rolls when doing so; only your initial main hand attack qualifies as an attack action, and the additional attack cannot be made with the same weapon as your initial main hand attack. Your off-hand attack only applies 1/2 your Strength modifier, and if your off-hand attack is made with anything other than a light weapon, both attacks take an additional -2 penalty.

Associated Feat: Two-Weapon Fighting.

DUAL WIELDING TALENTS

ASYNCHRONOUS SWING

As long as you have martial focus, whenever you wield two different types of weapons, both deal the same weapon damage die (chosen by you). You may also combine the damage types (bludgeoning, piercing, or slashing only) of each weapon, causing each weapon to deal both weapons' damage types.

BALANCED BLOWS

Reduce the penalties for attacking with your *dual attack* ability by 1/2 (minimum -1).

COMBO MANEUVERS

You may activate your *dual attack* ability off of a bull rush, dirty trick, drag, reposition, or steal combat maneuver made as a standard action. You suffer your *dual attack* penalty to your CMB for this maneuver as well as to the off-hand attack, and may make the off-hand attack before or after you perform the maneuver.

CRITICAL FOLLOW UP

Whenever you successfully use the attack action to strike a creature with your main-hand weapon, the critical threat range of your off-hand weapon increases by 1 (this stacks with other effects which would increase your critical threat range, but is applied last) until the beginning of your next turn. When your base attack bonus is +10 or higher, your off-hand weapon's critical threat range instead increases by 2.

CRUSHING COMBO

Whenever you use the attack action to attack while wielding two weapons, you can expend your martial focus to deal additional damage with all attacks you make equal to the weapon damage die of your offhand weapon (if you possess multiple off-hand weapons, you must select 1 to use with this talent) until the end of your turn. This bonus damage is not increased by the Vital Strike feat or critical hits.

CUNNING COMBO

Whenever you use your *dual attack* ability, you may forgo making an off-hand attack to instead use that weapon to make a feint check. You may make this feint check before or after your main hand attack. Your main hand attack and feint check both suffer the penalty from using *dual attack*.

DANKING DISPLAY

Whenever you successfully make an attack with a weapon wielded in one hand in the same round you make an attack action (including the attack action itself), you can move 5 ft. as a free action; this movement doesn't provoke attacks of opportunity from the creature attacked. You cannot move in this way if you haven't made an attack action yet that round. You can also use an attack roll in place of a Perform (dance) check in order to make money. At +10 base attack bonus, you can instead move 10 ft., and you may roll twice for the attack roll used in place of a Perform (dance) check, taking the better result.

DEFENSIVE WHIRL

Whenever you use the attack action and successfully strike a single creature with both your main-hand and off-hand weapons before the beginning of your next turn, that creature takes a -1 penalty to all attack rolls against you for 1 round. For every 5 points of base attack bonus you possess, this penalty increases by an additional -1.

DRUMROLL

Whenever you use an attack action and successfully strike a single creature with both your main-hand and off-hand weapons before the start of your next turn, that creature gains the battered condition and takes a -2 penalty on all attacks of opportunity they make until the end of your next turn. At +10 base attack bonus, this talent's effects last for an additional round and the penalty on attacks of opportunity increases to -3.

DIZZING COMBINATION

Whenever you use an attack action and successfully strike a single creature with both your main-hand and off-hand weapons before the start of your next turn, that creature must make a successful Reflex save or take a -2 penalty on Reflex saves and have all movement speeds they possessed reduced by 10 ft. (minimum 0 ft.) for 1 minute. At +10 base attack bonus, this

penalty is doubled. Any action that would remove the battered condition also ends this penalty.

DUAL OPPORTUNITY

Once per round when you make an attack of opportunity, you can make an additional attack with your off-hand weapon. Both of these attacks suffer penalties as if you were making a *dual attack*.

FOCUSING DEFENSE

You may spend a move action to regain your martial focus and gain a +1 circumstance bonus to your AC and CMD for 1 round. At +10 base attack bonus, this bonus increases to +2.

FOLLOWING STRIKE

Whenever you use an attack action and successfully strike a single creature with both your main-hand and off-hand weapons before the start of your next turn, you can make an additional attack with your off-hand weapon against a different creature as a free action.

HIGH-LOW COMBINATION

Whenever you use *dual attack* and successfully strike a creature with your main-hand weapon, you may forgo your off-hand weapon attack to make a trip attempt against the target of your main-hand attack without provoking an attack of opportunity (if you use a ranged weapon to make this trip attempt, the creature must be within 30 ft.).

IMPOSSIBLE RELOAD

You can reload without needing a free hand. In addition, you treat ranged weapons you are wielding which can be wielded in one hand as light weapons for the purpose of determining what penalties you take while fighting with two weapons.

MERCURIAL FLOW

You deal your full Strength modifier to damage on attacks made with your off-hand attack instead of half. You may treat off-hand attacks as though they were made with your main hand for the purpose of Power Attack or similar abilities.

Associated Feat: Dual Slice.

MIXED ASSAULT

Whenever you wield a melee weapon in one hand and a ranged weapon in the other, you don't provoke attacks of opportunity from firing or reloading while threatened. If you successfully attack two different creatures more than 5 ft. apart from each other in the same round you make an attack using the attack action, you gain a +2 circumstance bonus on damage rolls against each creature until the end of your next turn; for every 5 base attack bonus you have, this bonus increases by +2.

PAIRED PROFICIENCY

Each combat feat, class feature, or combat talent which would apply to your main hand weapon also applies to your off-hand weapon, unless it would be an illegal choice (such as applying a talent to a melee attack that only may be used with ranged attacks or applying a feat that requires a specific type of weapon on a weapon that does not meet these prerequisites). At +10 base attack bonus, combat feats, class features, or combat talents which would apply to your off-hand weapon also

applies to your main hand weapon, unless they would also be an illegal choice. The only exception to this is special attack actions, such as *brutal strikes*, *barrages*, and *deadly shots*, which are not applied to the off-hand weapon.

PERFECT SET-UP

As long as you have martial focus, as part of an attack action you may make a touch attack with your main-hand weapon which deals only the weapon's damage die. If this attack is successful, the next attack you make with your off-hand weapon gains a +2 bonus to its damage roll and targets the creature's flat-footed AC (the target is not actually flat-footed for this attack), ignoring cover or concealment as long as that attack is made before the end of your next round. For every 4 points of base attack bonus you possess, this bonus damage increases by +2.

REPOSITIONING ROUTINE

Whenever you use an attack action and successfully strike a single creature with both your main-hand and off-hand weapons before the start of your next turn, you can attempt a reposition combat maneuver against the target of the attacks as a free action which does not provoke attacks of opportunity (if the creature is not within your natural reach, you may attempt this reposition combat maneuver with a -2 penalty as long as that creature is within the first range increment of a ranged weapon you wield, although doing so requires you to expend a piece of ammunition or throw a weapon to do so).

STRATEGIC SET-UP

Whenever you use *dual attack* and successfully damage a creature with your main-hand weapon, if you attempt a combat maneuver check against that same creature in place of your off-hand attack, treat yourself as if you were 1 size category larger than you are when calculating your combat maneuver bonus and your ability to affected that target. For every 5 points of base attack bonus you possess, you are treated as an additional size larger.

SYNCHRONOUS ACCURACY

Whenever you miss an attack with your main hand weapon, you may expend your martial focus as an immediate action to make an additional attack with your off-hand weapon. This effect lasts until the start of your next turn, allowing you to make an off-hand attack whenever you miss with an attack made with your main hand weapon.

TANDEM OFFENSIVE

As long as you have martial focus, if you successfully use the attack action to strike a creature with your main-hand weapon, your off-hand weapon gains any enhancement bonus your main-hand weapon possesses until the beginning of your next turn, replacing any enhancement bonuses your off-hand may possess. At +10 base attack bonus, your off-hand weapon is also treated as though it were made of the same material as your main-hand weapon for the purposes of penetrating damage reduction.



DUELIST SPHERE

Training in the Duelist combat sphere teaches a practitioner techniques for prevailing in single combat, disarming a foe or taking control of their weapon while whittling away at them one knick at a time.

Blooded Strike: Whenever you use the attack action or an attack of opportunity to attack or disarm a creature, you deal an additional 1 point of bleed damage to the target on a successful attempt, +1 for every 4 points of base attack bonus you possess; this stacks with any other bleed damage you are capable of dealing. Practitioners of the Duelist sphere never provoke attacks of opportunity when attempting combat maneuvers against a target currently taking bleed damage.

Some talents have the (bleed) descriptor; these talents are triggered when you deal bleed damage to a creature. You may only apply the effects of a single (bleed) talent to a given attack. A target that is immune to bleed damage is also immune to all other effects of talents with this descriptor.

Some talents have the (disarm) descriptor; these talents trigger whenever you succeed at a disarm attempt against a creature. You may only apply the effects of a single (disarm) talent to a given disarm attempt. (Disarm) talents cannot be applied to maneuvers performed as a free action.

DUELIST TALENTS

...AND STAY DOWN!

Whenever a creature lands prone in a square you threaten, you may make an attack of opportunity against them, dealing 1 additional point of bleed damage (this stacks with other bleed damage granted by the base ability of the Duelist sphere); this attack of opportunity considers “whenever a creature lands prone” and “whenever you succeed on a trip combat maneuver” to be part of the same trigger, and you cannot take more than one attack of opportunity due to this circumstance. If successful, the target of this attack must make a successful Acrobatics check to stand up (the DC of this talent increases by +1 for every point of bleed they are suffering) as their blood slicks the ground beneath them. Targets immune to bleed damage do not need to make an Acrobatics check.

BIND WEAPON

When you succeed at a disarm combat maneuver check against a creature, instead of disarming their weapon you may choose to bind their weapon to yours. This attempt may be made against creatures even if they are wielding nothing but natural attacks or unarmed strikes. As long as the creature’s weapon is bound, they cannot move from the square they currently occupy. A creature whose weapon is bound may release the weapon as a free action or attempt to break the bind as a standard action by making a successful combat maneuver check against your disarm CMD. If the bound weapon is a nat-

ural attack or unarmed strike, the creature must succeed at a successful combat maneuver check to break the bind. You cannot attack with the weapon or limb used to bind a creature as long as the bind is in effect, but may end the bind at any time as a free action. Binding a creature’s weapon counts as a disarm for talents and abilities that require a disarm check or attempt.

BLOODED SKEPTIC

Feint attempts made by creatures taking bleed damage always provoke attacks of opportunity from you, even if they would not normally do so. In addition, you gain a +1 competence bonus to Sense Motive checks, plus an additional +1 at base attack bonus +4 and every points of base attack bonus thereafter.

CLOUDING CUT (BLEED)

Whenever you deal bleed damage to a creature, you may expend your martial focus to open a gash on the target’s forehead, brow, or another area near to their primary mode of vision. At the start of each of the target’s turns, when it takes bleed damage it also takes a cumulative 5% miss chance on all attack rolls. When that penalty would reach a 15% miss chance, the target instead treats all other creatures as having concealment (20% miss chance). If the target would take this penalty again, they are blinded. Stopping the bleed damage ends these effects.

DEBILITATING INJURIES (BLEED)

Whenever you deal bleed damage to a creature, you may cause them to take a penalty on all weapon attack rolls equal to the amount of bonus bleed damage granted to you by *blooded strike* for as long as the bleed is in effect. Any healing or other ability that ends the bleed also ends this penalty.

DEFENSIVE SLIKE

When a ranged attack is made against you or a creature within your reach (except for unusually massive ranged weapons and ranged attacks generated by spell effects), you may cut the weapon (or ammunition) out of the air, deflecting the attack so the target takes no damage. As an attack of opportunity, make a melee attack roll at your highest bonus. If the result is greater than the attack roll total of the ranged attack, the attack is deflected. You must be aware of the attack and not flat-footed. **Associated Feat:** Cut from the Air.

DRAW CUT

You may ready an attack action to attack a creature with a sheathed weapon, drawing the weapon as part of the triggered action. If the attack is successful, in addition to its normal effects you may perform a single disarm, sunder, or feint attempt against the target as an attack of opportunity.

FINGER CUTTER (DISARM)

Whenever you succeed at a disarm attempt against a creature, they take 1 additional point of bleed damage, +1 additional point for every 4 points of base attack bonus you possess. This stacks with other bleed damage granted by the Duelist sphere.

In addition, you no longer provoke attacks of opportunity for attempting the disarm combat maneuver. Associated Feat: Improved Disarm.

FOCUSING ADVANTAGE

Whenever you succeed at a disarm attempt made as an attack action, you may regain your martial focus as an immediate action.

HAND SLASHER

As long as a creature is currently taking bleed damage, their disarm and sunder attempts always provoke attacks of opportunity from you, even if they have an ability that would normally prevent them from doing so.

HURRICANE STRIKE (BLEED)

Whenever you deal bleed damage to a creature in the same round that you draw the weapon used to deal that damage, you may make an additional attack against each enemy within reach as an immediate action. Make a single attack roll with a -2 penalty and apply it against each target's AC, dealing half your normal weapon damage to each creature that you hit. You may instead choose to target all squares within your reach, removing any difficult terrain in those squares for a number of rounds equal to 1/2 your base attack bonus (minimum 1). At +10 base attack bonus, you instead deal your full normal weapon damage to all creatures hit with this talent.

IAI SLASH (BLEED)

Whenever you deal bleed damage to a creature in the same round that you draw the weapon used to deal that damage, that bleed damage is doubled for 1 round. If a creature is reduced to 0 or fewer hit points by an attack modified with this talent, you may instantly sheathe your weapon as a free action.

LEG CUTTER (BLEED)

When you attack a creature using the attack action, you may take a -2 penalty on the attack to aim for a vulnerable point in their legs or equivalent limbs. If the creature takes bleed damage from the attack, they must succeed at a Fortitude saving throw or fall prone.

LONG CUTS

The bleeding wounds you inflict are more difficult to close; it takes at least 5 points of healing at one time or a DC 20 Heal check to end bleed effects you cause. At base attack bonus +5 and every 5 points of base attack bonus thereafter, the amount of healing required and the Heal DC to stop bleeding from your effects increase by 5.

OOZE IKHOR

You are able to deal bleed damage to behemoths, constructs, elementals, and undead, bypassing their normal immunity, though all bleed damage you deal to such creatures is reduced to half of what it would normally be, to a minimum of 1 point of bleed damage whenever you would successfully deal bleed damage to such a creature.

OPEN VEIN (BLEED)

Whenever you deal damage to a creature while using the attack action, you may expend your martial focus as an immediate action to deal an additional 1d4 bleed damage to that creature,

+1d4 for every 4 points of base attack bonus you possess. This stacks with other bleed damage granted by the Duelist sphere.

PERFORATING WOUNDS (BLEED)

Whenever you deal bleed damage to a creature who is already taking bleed damage, they take an additional point of nonlethal damage for every point of bleed damage they take until the bleed effect ends.

SCAR TISSUE

Your countless Duelist practices have built up thick scar tissue and callouses that provide you protection from bleeding wounds. You gain DR 2 / bludgeoning and reduce all bleed damage you take by 1; bleed damage cannot be reduced below 0 by this ability. For every 5 points of base attack bonus you possess, the damage reduction granted by this ability increases by 2 points and you reduce any bleed damage you take by an additional 1 point.

SHATTERING DISARM (DISARM)

Whenever you succeed at a disarm attempt against a creature, you may make a sunder attempt against the disarmed weapon as a swift action, treating the weapon as an unattended object for the attempt; if the disarmed creature is currently taking bleed damage, you may instead make this sunder attempt as an attack of opportunity.

SLICKENED GRIP (BLEED)

You aim your attacks for delicate veins whose bleeding causes the creature's grasp to become slick and uncertain. When you deal bleed damage to a creature, they take a penalty to CMD equal to the total amount of bleed damage they are currently taking vs disarm and sunder attempts. This penalty is halved vs all other maneuvers (minimum: 1).

SWIFT SLIKE (DISARM)

Whenever you succeed at a disarm attempt against a target, you may make a single melee attack against them as a swift action at your full base attack bonus. If that creature is currently taking bleed damage from one of your attacks, you may instead make this attack as an attack of opportunity.

TRAITOROUS BLADE (DISARM)

Whenever you succeed at a disarm attempt against a creature, as long as you have at least one free hand you may immediately catch the disarmed weapon and make a single attack with it against any creature within reach as an immediate action. If your base attack bonus is +10 or higher, you may instead make the granted attack as a free action that can be taken once per round, even if it's not your turn.

TWIRLING DISARM (DISARM)

Whenever you succeed at a disarm attempt against a creature, you may flick the creature's weapon in such a way that it rebounds against them, dealing damage to the creature equal to the weapon's base damage dice.

WHIRLWIND DRAW (DISARM)

Whenever you succeed at a disarm attempt, you may immediately sheathe your weapon as a free action.

In addition, you may threaten with a sheathed or carried weapon as long as you have enough free hands to wield it, drawing the weapon as part of any attack of opportunity a creature may provoke from you.



EQUIPMENT SPHERE

The Equipment sphere handles what equipment you are trained to use and how you use it. When you first gain the Equipment sphere, choose one Equipment talent of your choice and gain it for free.

Some talents are marked (discipline). These talents grant groups of weapons with shared thematic roots that may be very different mechanically but are generally presented as being complementary in some way. Whenever a talent or ability refers to a weapon discipline, it refers to all weapons included in any single discipline talent.

EQUIPMENT TALENTS

ARCHERY BASH (DISCIPLINE)

You are considered proficient with using a bow, crossbow, or firearm as an improvised melee weapon, and any enhancement bonus to these weapons applies to your attack and damage rolls while using them as an improvised weapon. You suffer no penalty to attacks with these weapons due to using them as an improvised weapon, provoke no attacks of opportunity when using them as a melee weapon, and threaten the area around you as you normally would when wielding a melee weapon.

ARMOR TRAINING

You gain proficiency with light armor and medium armor. If you are already proficient with light armor, you instead gain proficiency with medium armor and heavy armor. You may take this talent up to two times.

ARMORED DEFENSE

You may add 1/2 of your armor bonus from your worn armor (rounded down) as a circumstance bonus to your CMD; the bonus from this talent may not exceed 1/3 your base attack bonus (minimum +1).

ARCANE ARMOR

When wearing armor or using shields you are proficient with, decrease your total chance of arcane spell failure by 10%. You may take this talent multiple times, decreasing your chance of arcane spell failure by 10% each time (minimum 0).

BALANCED DEFENSE

While wielding a light or one-handed weapon and nothing in any other hand you possess, you gain a +1 shield bonus to AC. For every 4 points of base attack bonus you possess, this bonus increases by +1. Attacking with an off-hand weapon, making more than one natural attack on your turn, or using abilities such as a monk's flurry of blows or a magus' spell combat suppresses this bonus until the start of your next turn.

BOUNTY HUNTER'S TOOLS (DISCIPLINE)

You gain proficiency with the bola, garrote, grappling hook, harpoon, kyoketsu shogi, lasso, mancatcher, net, net launch-

er, sap, and whip. You may deal nonlethal damage with any of these weapons at no penalty and treat them all as having the grapple special feature.

BUSHIDO TRAINING (DISCIPLINE)

You gain proficiency with the double-chained kama, double walking stick katana, dual blade, katana, kama, kusarigama, longbow, naginata, nodachi, tetsubo and wakizashi.

CRAFTSMAN

You are skilled at crafting and repairing gear. When you first gain this ability, you gain ranks in a single Craft skill of your choice equal to your total Hit Dice; whenever you gain a Hit Die (such as when you gain a level) you gain an additional rank. If you already possess ranks in this Craft skill, you may immediately retrain them, but you do not get to retrain when only temporarily gaining this talent, such as through the armiger's customized weapons class feature. When crafting a mundane item, you may do so in half the usual time.

CRITICAL GENIUS

You may select 1 weapon with which you are proficient (including unarmed strike), treating that weapon as though its critical threat range was 19-20 (unless it would be higher) and its critical multiplier as though it was x2 (even if it would normally be higher). In addition, when you confirm a critical hit with the chosen weapon while using the attack action, you deal additional damage equal to your base attack bonus; this additional damage is applied after other modifiers and is not multiplied by the critical hit. At +10 base attack bonus, the chosen weapon's critical threat range is instead treated as 18-20.

CRUSHING THROWER

You may choose to treat your ranged attacks with thrown weapons as melee attacks, using your melee attack bonus, including Strength bonus, feats, and other modifiers to determine your attack bonus as normal, but applying standard modifiers for range penalties. Attacking into melee, through cover, and other situations that penalize ranged attacks incurs the standard penalties. In addition, you may apply 1-1/2 times your Strength bonus to damage if you wield the thrown weapon with two hands, and you can use the Power Attack feat with your thrown weapon attacks.

CUSTOM TRAINING (DISCIPLINE)

Select 5 weapons; you gain proficiency with the selected weapons. Exotic weapons count as two weapons against your total (so you could gain 1 exotic weapon proficiency and proficiency in 3 martial or simple weapons, or proficiency in 2 exotic weapons and 1 martial or simple weapon). You may take this talent multiple times, selecting new weapons each time.

DANCER TRAINING (DISCIPLINE)

You are proficient with the intricacies of music and dance, and can apply that precision in battle. You are proficient with the battle poi, bladed scarf, chakram, fighting fan, gladius, ra-

pier, scimitar, shortsword, war flute, war lute, war mallet, and whip. You may add your Dexterity modifier in place of your Charisma modifier when making Perform (dance) checks.

DOUBLE WEAPON TRAINING (DISCIPLINE)

You gain proficiency with all melee double weapons (except firearms), including exotic ones.

DUAL BLADE SAVANT

You may separate or rejoin a dual blade as a free action and do not treat each separate blade of a dual blade's weapon's enhancement bonuses as being reduced by 1 when you split it into two separate weapons.

DUELIST'S GRIP

Whenever you wield a melee weapon other than a natural attack in only one hand and make no attacks using any other hand or natural attack you possess, you apply 1 and 1/2 times your Strength bonus to damage rolls with it instead of just your Strength bonus.

DUELIST TRAINING (DISCIPLINE)

You gain proficiency with the bastard sword, butterfly knife, double chicken saber, dual blade, duelist sword, estoc, greatsword, longsword, pistol, rapier, shortsword and swordbreaker dagger.

DWARVEN HERITAGE (DISCIPLINE)

You gain proficiency with the battle axe, dwarven boulder helmet, earthbreaker, greataxe, greatclub, hand axe, heavy pick, light hammer, light pick, pickaxe, throwing axe, and warhammer. You may take this talent a total of twice. If taken a second time, you also gain proficiency with the dwarven dorn duergar, dwarven double waraxe, dwarven longaxe, dwarven longhammer, dwarven maulaxe, dwarven urgosh, and dwarven waraxe.

ELVISH HERITAGE (DISCIPLINE)

You gain proficiency with the elven branched spear, elven curveblade, longbow, longsword, rapier, scimitar, short sword, shortbow, two-bladed scimitar, and two-bladed sword.

EXPERT RELOADING

Whenever you reload a ranged weapon with which you are proficient, you may decrease the required time; hand and light crossbows become free actions, heavy crossbows and one-handed firearms become move actions, and two-handed firearms become standard actions. If you possess the Crossbow Mastery feat, you do not provoke attacks of opportunity when reloading any crossbow. **Associated Feat:** Rapid Reload.

FAST DRAW

You can draw a weapon as part of the action used to make an attack with it. This can be used with splash weapons, but not with other items such as potions, scrolls, or wands. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. **Associated Feat:** Quick Draw.

FINESSE FIGHTING

You may use your Dexterity modifier in place of your Strength modifier when calculating your melee attack rolls with light weapons and weapons with the finesse weapon special feature. You may take this talent a total of two times. If taken a second time, whenever you make an attack using your

Dexterity bonus on attack rolls and your Strength bonus on melee damage rolls, you may also add 1/2 your base attack bonus (minimum 1) as a bonus on that damage roll. **Associated Feat:** Weapon Finesse.

FIREARM PROFICIENCY (DISCIPLINE)

You gain proficiency with all firearms (except siege weapons) and the Gunsmithing feat.

GAUNTLET SHIELD

You may treat a cestus, gauntlet, or spiked gauntlet as a buckler, gaining the +1 shield bonus to AC as normal for a buckler. The weapon's enhancement bonus to attack and damage also applies to the shield bonus granted by the weapon. You lose this bonus if you attack with the weapon or wield another weapon in the same hand unless you possess an ability to retain your shield bonus when making a shield bash attack, such as the Bashing Shield talent of the Shield sphere or the Improved Shield Bash feat. Making an attack with this weapon may count as making a shield bash if beneficial.

GARROTE GRAPPLER

You treat garrotes as possessing the finesse weapon special feature. As an attack action, you may make a grapple check to initiate a grapple using a garrote against any target within reach, not just helpless or unaware targets. If successful, you deal your garrote damage to the target. You do not take the -4 penalty for not having two hands free on this check. When you use the choke option when making a grapple check, you may inflict garrote damage in addition to the effects of the choke. The garrote damage referenced in this ability includes your Strength modifier as appropriate to a two handed weapon as well as any enhancement and other bonuses. Damage from this talent does not stack with damage from the constrict universal monster ability.

GLADIATOR TRAINING (DISCIPLINE)

You gain proficiency with the throwing shield, as well as the amentum, battleaxe, gladius, lasso, net, pilum, scizore, short sword, shortbow, trident, and whip. You may take this talent twice; the second time you take it you gain proficiency with the aklys, flying blade, hooked axe, knuckle axe, madu, quadrens, sica, and shotel.

GNOMISH HERITAGE (DISCIPLINE)

You gain proficiency with the heavy crank crossbow, light crank crossbow, battle ladder, flailpole, flask thrower, gnome flick-mace, gnome hooked hammer, gnome pincher, and piston maul.

GUARDED COMBATANT

You gain a +1 competence bonus to your CMD vs. the disarm and sunder maneuver. This bonus increases by +1 for 4 points of base attack bonus you possess. This bonus does not stack with the bonus provided by the Improved or Greater Disarm/Sunder feats.

GUN KATA

While wielding a firearm, you can still make unarmed strikes with the hands used to wield it (these attacks do not provoke attacks of opportunity if you are not proficient with unarmed strikes); if you do, your unarmed strikes made with any hand

wielding a firearm gain any enhancement bonuses to attack or damage rolls your firearm possesses (this bonus cannot exceed +5). When using the attack action to make a successful attack with your unarmed strike against a creature, or when you succeed at a melee attack with a double weapon that is part melee weapon and part firearm (such as the axe musket or dagger pistol) using the attack action, as a swift action you can make a ranged attack with a -2 penalty against the same creature with your firearm or the firearm portion of your weapon; this attack does not provoke an attack of opportunity.

HALFLING HERITAGE (DISCIPLINE)

You gain proficiency with the double sling, sling, halfling rope-shot, halfling sling staff, machete, sling glove, and war razor. In addition, you may reload a double sling, halfling sling staff, sling, and sling glove as a free action that does not provoke an attack of opportunity. **Associated Feat:** Ammo Drop.

HUNTSMAN TRAINING (DISCIPLINE)

You gain proficiency with the atlatl, bolas, boomerang, handaxe, harpoon, longbow, net, shortbow, throwing axe, and tube arrow shooter. In addition, you only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon. **Associated Feat:** Far Shot.

KNIGHTLY TRAINING (DISCIPLINE)

You gain proficiency with the flail, greatsword, halberd, heavy flail, heavy pick, light pick, lance, longsword, shortsword, and warhammer, and may wield the bastard sword and estoc, but only as two-handed martial weapons. When performing a charge, you only suffer a -1 penalty to your AC rather than -2.

MECHANICAL TRAINING (DISCIPLINE)

You gain proficiency with the battle wrench and with all crossbows, including exotic ones such as the net launcher. Crossbows that can be fired with one hand reduce the penalty for doing so by half.

MECHANICAL SAVANT

When you make a successful ranged attack with an attack action, an attack of opportunity, or additional attacks granted by class features or talents while wielding a crossbow or firearm, you deal additional damage equal to 1/2 your base attack bonus (minimum 1).

MONK WEAPON TRAINING (DISCIPLINE)

You gain proficiency with all weapons with the monk special feature. If you have this talent and either the brawler's flurry or flurry of blows class feature, you may make one additional attack with a weapon in this group as a free action whenever you make an attack action with a weapon from this group or an unarmed strike, but both attacks take a -2 penalty. You must decide whether or not to use this ability before making the first attack roll for your attack action. Attacks made using this ability apply your full Strength bonus to the damage roll, regardless of whether the weapon is wielded with two hands or with an off-hand.

NET MASTER

You take no penalties for using a net that has not been folded and apply any enhancement bonus to attack rolls that the net possesses to all your Strength checks against a creature en-

tangled by the net, and to the DC of Strength checks to burst your nets. You add half your base attack bonus to the escape artist DC to escape your nets.

Additionally, you may make drag and reposition attempts against creatures entangled by your nets as long as you control the trailing rope. You may add any enhancement bonus to attack rolls that the net possesses on these combat maneuver checks. This talent applies to any weapon that functions as a net, such as the lasso (as applicable) and snag net.

ORC HERITAGE (DISCIPLINE)

You gain proficiency with the battle axe, dire flail, falchion, flail, greataxe, handaxe, heavy flail, orc double axe, orc skull ram, spiked chain, and throwing axe.

OUTRIDER TRAINING (DISCIPLINE)

You gain proficiency with the bola, lance, lasso, longbow, musket, pistol, scimitar, and shortbow. In addition, whenever you make a ranged attack from atop a mount, you take only half the usual attack penalty.

PEASANT TRAINING (DISCIPLINE)

You are proficient at using the tools of farming, fishing, mining, and herding in war. You gain proficiency with the ankus, crook, fishing tackle, handaxe, heavy pick, light hammer, light pick, machete, net, pickaxe, scythe, and trident.

PIKEMAN TRAINING (DISCIPLINE)

You gain proficiency with the bardiche, bec de corbin, bill, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lance, mancatcher, and ranseur. Whenever you use a readied action to make an attack with a weapon with the brace weapon special feature against a target moving into your threatened area, that attack deals an additional +2 damage. At +10 base attack bonus, this bonus damage is instead increased to +4.

PIRATE TRAINING (DISCIPLINE)

You gain proficiency with the boarding axe, boarding gaff, boarding pike, cat-o'-nine-tails, cutlass, Duelist sword, grappling hook, pistol, rapier, and sea-knife. Additionally, you gain a +2 competence bonus to Profession (sailor) checks made to sail a ship. At +10 base attack bonus, this bonus increases to +4.

POLEARM MASTERY

When wielding a reach weapon, you may attack targets within your natural reach, but suffer a -2 penalty when doing so. At +10 base attack bonus, you also threaten all squares within your natural reach when wielding a reach weapon, but still suffer a -2 penalty to attacks of opportunity made in this fashion.

ROCK TOSS (DISCIPLINE)

As long as you have martial focus, you can catch thrown or falling rocks (or projectiles of similar shape) that are no larger than your current size. Once per round, when you would normally be hit by a rock, you can make a Reflex save to catch it as a free action. The DC is 25 for a rock of your current size, -5 for each size category it is smaller than you. If the projectile has a magical bonus on attack rolls, the DC increases by that amount. You must be aware of the attack in order to make a rock catching attempt.

Additionally, you are considered proficient with thrown rocks. You can hurl rocks of up to two size categories smaller

than you. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5.

You can hurl the rock as a thrown weapon with a range increment of 10 ft. +10 per size category it is smaller than you. Tiny rocks deal 1d6 bludgeoning damage, Small 1d8, Medium 2d6, and Large 3d6. As long as you have martial focus and a suitable rock is within your reach, you may pick them up as part of your attack. At 7th and 14th base attack bonus, increase the maximum size rock you may throw by one size category, to a maximum equal to your current size.

ROGUE WEAPON TRAINING (DISCIPLINE)

You gain proficiency with the blade boot, butterfly knife, garrote, hand crossbow, kukri, rapier, sap, short sword, shortbow, sturknife, switchblade knife, sword cane, war razor, and whip. Additionally, you gain a +2 competence bonus to Sleight of Hand checks made to conceal a weapon on your person. At +10 base attack bonus, this competence bonus increases to +4.

SHIELD EXPERT

You increase the shield bonus to AC of any shield you wield by +1. When your base attack bonus reaches +8 you lower the armor check penalty of any shield you wield by 1. For every 8 points of base attack bonus you gain thereafter, you reduce the armor check penalty of your wielded shields by a further 1 (this cannot reduce your armor check penalty below 0). **Associated Feat:** Shield Focus.

SHIELD TRAINING (DISCIPLINE)

You gain proficiency with all shields, including tower shields, and are proficient in all shield bashes. **Associated Feat:** Shield Proficiency, Tower Shield Proficiency.

SHORTBOW MASTERY

You have learned to take advantage of the shortbow’s short draw length to make more frequent attacks. Whenever you use the attack action with a shortbow, you may spend a swift action to make an additional ranged attack at a -5 penalty.

SLING COMBATANT

You may make melee attacks with a loaded sling, threatening an area as appropriate. Making attacks in this fashion does not use up ammunition. Also, when making attacks in this fashion, your sling gains the trip and disarm weapon special features. Treat a loaded double sling as a double weapon. **Associated Feat:** Sling Flail.

SPEAR DANKER

You may treat any spear or polearm you wield as though it had the finesse weapon special feature, and may wield it as a one-handed weapon. Spears and polearms include weapons like the amentum, boar spear, doru, elven branched spear, glaive, guisarme, harpoon, lance, longspear, naginata, pilum, planson, shortspear, sibat, spear, tiger fork, and trident or other weapons based on GM approval.

SPLITSHOT

Whenever you make an attack action with a bow, you can load two arrows and fire them as part of the same attack. When making an attack action in this fashion, your attack suffers a -2 penalty, but can target two adjacent creatures. For every 4 points of base attack bonus you possess, the targets may be +5

ft. away from each other and still be viable targets, so long as their distance from each other is not greater than the distance from you to either of them. If combined with a *barrage*, only the actual attack action is split, not the extra attacks.

STAFF MASTERY

You can wield a quarterstaff as a one-handed weapon or as a reach weapon. At the start of your turn, you decide whether or not you are going to wield the quarterstaff as a one-handed weapon, two-handed weapon double weapon, or two-handed reach weapon. When you wield it as a one-handed weapon, your other hand is free. You cannot use a staff as a double weapon if you are wielding it as a reach weapon or a one-handed weapon. In your hands, a quarterstaff is treated as a trip weapon.

If you possess the Spear Dancer talent as well, a quarterstaff is treated as a finesse weapon in your hand, and you may wield a quarterstaff as a one-handed reach weapon. Additionally, spears and polearms gain the trip weapon special feature in your hands. **Associated Feat:** Quarterstaff Master.

STEADY SHOOTING

You have mastered techniques for making firearms more reliable and accurate at the expense of power. When firing a firearm as an attack action, you may ignore its misfire chance, but the weapon targets normal AC instead of touch AC. When firing a firearm in this manner, treat its range increment as 10 ft. longer than it actually is, plus an additional 10 ft. for every 4 points of base attack bonus you possess.

THROWING MASTERY

When using an attack action, attack of opportunity, or additional attack granted by class features or talents to make a ranged attack against a creature with a thrown weapon, you may apply extra spin to the throw, causing the weapon to bounce back towards you after the attack resolves. As long as you have at least one hand free, you may automatically catch a weapon after it rebounds in this manner, otherwise the weapon lands in your square (or the nearest legal square beneath you if you are flying, levitating, or otherwise not standing on the ground).

THROWER’S REFLEXES

Once per round when you would normally be hit with an attack from a ranged weapon, you may instead expend your martial focus and choose to catch the weapon. You must be aware of the attack and not flat-footed, and you must have at least one hand free. Attempting to catch a ranged attack doesn’t count as an action. You cannot catch an attack that is from a weapon sized for a creature more than one size category larger than you are. Ranged attacks generated by natural attacks or spell effects can’t be caught. **Associated Feat:** Catch Arrows.

TOOLKIT TRAINING (DISCIPLINE)

You are adept at using adventuring tools as impromptu weapons of war. You gain proficiency with the battle ladder, battle stein, battle wrench, climbing pick, fishing tackle, garrote, grappling hook, iron brush, machete, net, ten foot pole, torch, and whip.

TOWER SHIELD MASTERY

You may ignore the attack penalty for attacking while carrying a tower shield. You can also bash with a tower shield, dealing 1d8 bludgeoning damage with it (1d6 Small). You and others

modifying or enchanting a shield you possess may treat tower shields as heavy shields for the purposes of enchantments (such as *bashing*) and shield spikes. Additionally, any tower shield you are wielding has its maximum Dexterity bonus increased by 1 and its armor check penalty reduced by 1, +1 for every every 5 base attack bonus you possess.

TRIBAL TRAINING (DISCIPLINE)

You gain proficiency with the atlatl dart, battle poi, boomerang, greatclub, hunga munga, klar, knobkerrie, rhomphaia, tepoztopilli, terbutje, and the wahaika. You may treat each of these weapons as if they possessed the fragile weapon special feature for the purpose of feats or talents you possess. Whenever you roll a critical hit with a fragile weapon, you may give it the broken condition to automatically confirm the critical hit. **Associated Feat:** Disposable Weapon.

UNARMED TRAINING (DISCIPLINE)

You gain proficiency with the boot blade, brass knuckles, cestus, dan bong, emei piercer, gauntlet, katar, knuckle axe, punching dagger, rope gauntlet, sap, scizore, spiked gauntlet, and tekko-kagi, and may treat these and any natural attacks you possess (except when using them as part of a full attack) as an unarmed strike for the purpose of how much damage they deal and interactions with abilities which require an unarmed strike; when using any of these weapons as an unarmed strike, it uses your unarmed strike's critical multiplier, even if it would normally be higher.

UNARMORED TRAINING

Your deft movements, physical conditioning, and expert use of your chosen weapons allow you to create a protective barrier around yourself as effective as any true suit of armor. When unarmored and unencumbered, you gain a +3 armor bonus to your AC. This bonus increases by +1 for every 3 points of base attack bonus you possess. Characters who gain Acrobatics as a class skill may instead choose to have the armor bonus increase by +1 for every 3 ranks in the Acrobatics skill they possess.

This bonus to AC applies even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, or when you carry a medium or heavy load. These bonuses do not stack with the AC bonus class feature of the monk or similar abilities.

This bonus depends on an intricate awareness of the practitioner's body and balance, and as such is lost when the target is under any *shapeshift* other than blank form, or is polymorphed into a creature of the animal, dragon, elemental, magical beast, plant, or vermin type.

UNORTHODOX FIRING

You may fire any ranged weapon while prone. Additionally, you may use a leg in place of a hand when wielding a ranged weapon, although you must still use at least one hand to fire the weapon and suffer a -2 penalty to attack rolls while using a foot in this manner. This can allow you to fire the weapon in situations where two hands are not available, such as when hanging from a rope, grappling a creature, or in other, similar situations.

VERSATILE SHIELD

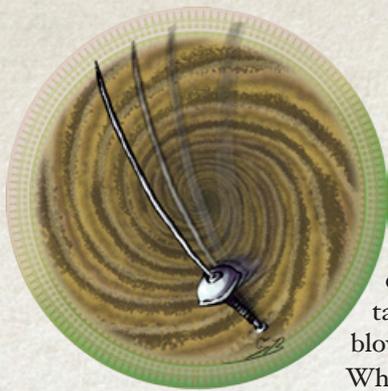
When wielding a shield, you may add your shield's AC enhancement bonus to attack and damage rolls made with the shield as if it were a weapon enhancement bonus. **Associated Feat:** Shield Master.

WHIP FIEND

You can deal lethal damage with a whip and can also damage creatures regardless of their armor or natural armor bonus. In addition, you threaten all spaces within 5 ft. of yourself and do not provoke an attack of opportunity while making an attack with a whip. As a standard action, you may use your whip to manipulate an unattended object up to 15 ft. away as if you were adjacent to it. You are limited to manipulations you could accomplish in a single move action using only one hand. At +10 base attack bonus, you instead threaten all spaces within 10 ft. of yourself. **Associated Feat:** Whip Mastery, Improved Whip Mastery.



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FENCING SPHERE

Fencers are quick fighters who use nimble footwork and expert feints to open up their target before landing a fatal blow.

When you gain the Fencing sphere, you gain 5 ranks in the Bluff skill, plus 5 ranks per additional talent spent in the Fencing sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Bluff skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

Fatal Thrust: Whenever you make an attack action or an attack of opportunity against a target that is within 30 ft. and that you are flanking, that is flat-footed, or that has lost its Dexterity bonus to AC (such as through a successful feint), you deal an additional +1d6 precision damage to the target. This damage is not multiplied on a critical hit. This damage increases by an additional 1d6 precision damage for every 5 points of base attack bonus you possess.

A fencer may apply the effects of a single (exploit) talent to any *fatal thrust*.

FENCING TALENTS

ANKLE STRIKE (EXPLOIT)

You may attempt a trip combat maneuver against the target as a free action which does not provoke an attack of opportunity.

ARM STRIKE (EXPLOIT)

Your attack strikes their arm in a critical spot. The target suffers a -2 penalty to all attack rolls, ability checks, or skill checks made with that arm for 1d4 rounds. For every 5 points of base attack bonus you possess, this penalty lasts for an additional round.

BELT CUTTER (EXPLOIT)

You may attempt a steal combat maneuver against the target as a free action which does not provoke an attack of opportunity.

CHEST STRIKE (EXPLOIT)

Your attack strikes the target's chest. The target must pass a Fortitude save or become sickened for 1d4 rounds. For every 5 points of base attack bonus you possess, this penalty lasts for an additional round.

DISTRACTING BLADES (EXPLOIT)

The target loses the ability to make attacks of opportunity for 1 round. For every 5 points of base attack bonus you possess, this penalty lasts for an additional round.

EXPERT FEINT

When you succeed at a feint check against a target, that target also loses its Dexterity bonus to its armor class against all attacks until the beginning of your next turn, in addition to your next attack. **Associated Feat:** Greater Feint.

FACE STRIKE (EXPLOIT)

Your attack cuts into the target's face, impeding their ability to see and hear. The target treats all targets as if they had partial concealment (a 20% miss chance) for 1 round, and suffers a -2 Penalty to all Perception checks. For every 5 points of base attack bonus you possess, this penalty lasts an additional round.

FAST FEINT

You may attempt to feint a creature as a move action. In addition, once per round when you succeed on a feint attempt against a creature, you may expend martial focus to move up to your speed. This movement does not provoke attacks of opportunity from the target of your feint. **Associated Feat:** Improved Feint.

FATAL OPENING

Whenever you attack a target that has lost its Dexterity bonus to its armor class due to your successful feint, your critical threat range for that attack is doubled. If you possess the Expert Feint talent, this doubling applies to all attacks against the target while it is suffering the effects of your feint. This does not stack with other effects that extend the threat range of a weapon.

FEINT STRIKE

Whenever you succeed at a feint against a creature, you may make a single attack against them with any weapon you are wielding as a swift action. You may expend your martial focus to instead make this attack as an attack of opportunity.

FOCUSING FEINT

Whenever you succeed at a feint against a creature, you may regain your martial focus as a swift action.

FOOTWORK

As long as you have martial focus, you may make a 5-foot step as an immediate action. If this movement is done in response to an attack made against you, you gain an extra +2 dodge bonus to your AC and CMD against that attack. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 ft. from your total movement.

You may take this talent twice. If taken twice, you may move up to 10 ft. when you take this immediate action. You may still take a 5-foot step during your next turn, and any movement you make using this talent does not subtract any distance from your movement during your next turn. **Associated Feats:** Step Up, Following Step if taken twice.

GROUP COVER

Your quick movements allow you to temporarily use one enemy as cover against another enemy. As long as you have martial focus, every enemy that threatens you suffers a -2 penalty to their attack rolls against you for every other creature adjacent to them that also threatens you.

HAND SLASH (EXPLOIT)

Make a disarm combat maneuver against the target as a free action. This disarm does not provoke an attack of opportunity.

IMPASSABLE DEFENSE

When you take the total defense action, you still may make attacks of opportunity. If you possess the Lunge talent, you may increase your threatened area by 5 ft. when determining the range at which you may make attacks of opportunity while using the total defense action, but suffer a -2 penalty to attacks made at this extended range, as detailed under the Lunge talent.

LEG SLASH (EXPLOIT)

The target's movement types are halved for 1d4 rounds. For every 5 points of base attack bonus you possess, this penalty lasts for an additional round.

LUNGE

As long as you have martial focus, you may increase the range at which you may make melee attacks by 5 ft., but suffer a -2 penalty to attack rolls made against targets within this extended range. This does not affect your threatened area, only the reach of your attacks, and does not stack with other, similar effects. **Associated Feat:** Lunge.

MASTERFUL DEFENSE

Whenever you fight defensively, you only suffer a -2 penalty to attack rather than the usual -4. In addition, you gain an additional +1 dodge bonus whenever you fight defensively or take the total defense action. **Associated Feat:** Crane Style.

OPEN GUARD

Whenever you feint a target, that target is battered for 1 round.

PACE SETTER

Whenever you deal your Fencing sphere precision damage to a target, you can force the creature to move 5 ft. in any direction as long as this would not cause them to end their movement in dangerous terrain. This movement does not provoke attacks of opportunity.

PARRY AND RIPOSTE

When a creature makes a melee attack against you, you may expend your martial focus and use an attack of opportunity to attempt to parry that attack. Make an attack roll as if you were making an attack of opportunity, but for each size category the attacking creature is larger than you, you take a -2 penalty on this roll. If your result is greater than the attacking creature's result, the creature's attack automatically misses and you regain your martial focus. If your base attack bonus is +5 or greater,

you may choose to make a single melee attack against a creature whose attack you have successfully parried instead of regaining your martial focus.

READ FOE

You have learned to read the subtle cues of your enemy, and to see through enemy feints. You gain 5 ranks in the Sense Motive skill, plus 5 ranks per additional talent spent in the Fencing sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Sense Motive skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

REPOSITIONING STRIKE (EXPLOIT)

You cause the target to stumble, letting you slip past them. You may immediately move up to half your movement speed as a free action, so long as you end your movement in a space adjacent to the target, and may even move through the target's occupied space when doing so. This movement does not provoke attacks of opportunity from the target.

SKEWER

When dealing your Fencing sphere precision damage to a creature, you may expend your martial focus to increase the bonus precision damage to become +1d6, +1d6 at +3 base attack bonus and every +2 thereafter. In addition, you may apply two different (exploit) talents to this attack.

TO THE HILT (EXPLOIT)

You create a large wound on the target that others can exploit. For 1 round, the target's damage resistance is reduced by an amount equal to 1/2 your base attack bonus (minimum 1). For every 5 points of base attack bonus you possess, this penalty lasts for an additional round.

UNLIKELY FEINT

You do not suffer a penalty when feinting against non-humans, and the penalty against feinting a creature with an Intelligence of 1 or 2 is reduced to -4. You may attempt to feint mindless creatures, but suffer a -8 penalty. For every 5 points of base attack bonus you possess, these penalties are reduced by 2 (minimum 0).

VERBAL FEINT

You may throw people off their guard with simple motions and well-placed words. You do not need a weapon in order to attempt a feint check, and can feint targets within 30 ft. Only targets that can hear you may be targeted with a verbal feint.

WIDE OPEN (EXPLOIT)

The target suffers a -2 penalty to its armor class until the end of your next turn. For every 5 points of base attack bonus you possess, this penalty increases by 1.



GLADIATOR SPHERE

Practitioners of the Gladiator sphere are experts at fighting with flair and style in order to manipulate the emotions and actions of their enemies, their allies, or the crowd.

The gladiator understands that winning is a mental game; if you can convince your enemy that you should be feared, the battle is half-finished already. When you gain the Gladiator sphere, you gain 5 ranks in the Intimidate skill, plus 5 ranks per additional talent spent in the Gladiator sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in Intimidate you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

Boast: As long as you have martial focus, after confirming a critical hit, reducing an enemy to 0 or fewer hit points, or succeeding on a combat maneuver, you may perform a *boast* as an immediate action. Talents with the (boast) descriptor grant additional options for your *boast*. Each *boast* may only use one of these talents. Some *boasts* affect other creatures; a creature must be able to see or hear you and have an Intelligence score (not Intelligence (-)) to be effected. *Boasts* have a range of close (25 ft. + 5 ft. per 2 ranks in Intimidate you possess). When you gain the Gladiator sphere, you learn the following boast:

Prowess (boast): You may roll the next weapon attack you make before the end of your next turn twice and take the better result.

Demoralization: Some talents in this sphere have effects that allow new ways to make Intimidate skill checks to demoralize enemies or grant new options against demoralized foes. These talents carry the (demoralization) descriptor. When you gain the Gladiator sphere, you learn the following (demoralization) ability:

Strike Fear (demoralization): As a full-round action, you may expend martial focus to make an Intimidate check to demoralize all targets within 30 ft. of you who can both see and hear you. You may choose to take a -10 penalty on the check; if you do so you do not have to expend martial focus. **Associated Feat:** Dazzling Display.

GLADIATOR TALENTS

BLOODTHIRST (BOAST)

Success spurs you to keep up the assault. You may make an attack against an enemy within the area of your *boast* using a wielded weapon as part of your *boast*.

CAPER (BOAST)

Your extravagant and unusual display confounds your foes. Until the start of your next turn, any creature within range of this boast that attempts to target you with an attack roll must make a Will save or lose their attack, though if making a full attack may still direct any remaining attacks toward other targets. If they targeted you with a spell, the spell or the portion of the spell targeting you is lost. Once a creature succeeds on a Will save against this ability, it is immune to your use of it for 24 hrs.

COW ENEMY (DEMORALIZATION)

When you deal damage or succeed on a combat maneuver check against a creature while using the attack or standard action, you may make an Intimidate check to demoralize that creature as a swift action.

COWARD'S BANE (DEMORALIZATION)

You may roll twice and take the better result on the first attack of each round targeting a creature suffering from your demoralization.

DAUNTING (DEMORALIZATION)

When a creature that is under the effects of your demoralization misses you with an attack or fails on a combat maneuver check targeting you, they provoke an attack of opportunity from you.

DERISION

When a creature misses when targeting you with an attack roll or fails on a combat maneuver against you, you may perform a *boast* as an immediate action.

DISTRACTING DISPLAY (BOAST)

By calling attention to yourself, you allow your allies to slip from view. Allies other than yourself within range of this *boast* may immediately make a Stealth check even if they are observed until the end of your next turn. You may not benefit from the Stealth skill until this duration expires. You may choose to activate this *boast* as a standard action without the normal requirements for activating a *boast*.

EXEMPLAR (BOAST)

Your allies within range may roll their next attack or combat maneuver check before the start of your next turn twice and take the better result. You do not benefit from this reroll.

FAN FAVORITE

You may perform a *boast* as a free action even when it is not your turn whenever you succeed on a saving throw against an effect originating from a hostile creature.

FRIGHTFUL (DEMORALIZATION)

You may escalate the effect of fear effects when you use the Intimidate skill to demoralize by increasing the demoralize DC. You may make a shaken creature frightened by increasing the DC by +10 and a frightened creature panicked by increasing the DC by +20. You must choose to apply this DC increase prior to making the check.

INSPIRING POSE (BOAST)

One allied creature within range may make a new saving throw against any ongoing effect they are currently suffering from that normally grants a saving throw using the original DC, even if they have already failed the initial save and would not normally be granted another. For every 4 ranks in Intimidate you possess, you may affect an additional ally. Failing this additional save does not progress the effects of poisons, diseases, or similar effects that are normally incurred on a failed save.

MASTER OF FEAR

You no longer need to expend your martial focus when using your *strike fear* ability, and may use your *strike fear* ability as a standard action rather than a full-round action.

MENACE (BOAST)

Hostile creatures within range of your *boast* cannot voluntarily move closer to you unless they succeed on a Will save. This lasts until the start of your next turn. This is a mind-affecting fear effect.

PIERCING FEAR (DEMORALIZATION)

You may expend martial focus as part of an Intimidate check to demoralize to overcome a creature's defenses, treating immunity to fear and mind-affecting effects as a +5 DC increase to the check's DC (the DC only increases by +5 once, regardless of if the creature has immunity to both fear and mind-affecting effects).

SELF CONFIDENCE

You may perform a *boast* as a standard action to recover your martial focus. Doing so does not require the normal triggering condition for a *boast*.

SPECTACLE (DEMORALIZATION)

Any time you confirm a critical hit or reduce an enemy to 0 or fewer hit points, you may use your *strike fear* ability as an immediate action.

STEEL BRAGGART (BOAST)

You gain DR/- equal to half your ranks in Intimidate (minimum 1) until the start of your next turn. This damage reduction stacks with any other damage reduction you possess.

THEATRICAL BOAST

The range of your *boast* increases to medium (100 ft. + 10 ft. per rank in Intimidate you possess).

TRASH TALKER

You may expend your martial focus when making a *boast* to apply two (boast) talents.

UNKOWED

You gain a morale bonus equal to 1/2 your ranks in Intimidate to the DC of any check to demoralize you (minimum 1) and gain a +1 morale bonus on all saves against fear effects. For every 5 points of base attack bonus you possess, the bonus on saves against fear effects increases by +1.

When a creature attempts to Intimidate you and fails, or when you succeed on a save against a fear effect, you may expend martial focus to make a demoralization check against the creature who initiated the effect.





GUARDIAN SPHERE

Guardians specialize in protecting their allies and drawing the ire of their enemies.

Delayed damage pool: You gain a delayed damage pool equal to your 3 x your base attack bonus. When you receive damage, as part of taking the damage you may redirect all or part of it to your delayed damage pool. Apply damage reduction and resistance before redirecting the damage. You may not redirect damage that would exceed the maximum capacity of the damage pool. Your delayed damage pool empties at the end of your turn each round, inflicting any damage stored in the pool on you, bypassing any damage reduction or resistance you possess and resetting to 0. Any additional effects of the attack, such as poison, are still incurred immediately even if the entire damage of the attack is redirected to the delayed damage pool. Any healing you receive in excess of your maximum hp automatically reduces the amount of damage in your delayed damage pool. Should you lose access to the Guardian sphere, any damage (or other effects if you possess certain talents) is incurred at the end of your turn.

In addition, choose one of the following packages:

GUARDIAN PACKAGES

Challenge: As a move action, you may issue a *challenge* to a creature you can see. You may expend martial focus to reduce this to a swift action. A creature must be able to perceive your *challenge* to be affected by it. The creature takes a -2 penalty on attack rolls that do not include you as a target and a +2 bonus on attack rolls targeting only you. Creatures receiving this effect are aware of it, though do not gain insight to its duration. This penalty (but not bonus) increases by 1 for every 4 points of base attack bonus you possess. The *challenge* lasts for a number of rounds equal to 3 + 1/2 your base attack bonus. When you issue a new *challenge*, any previous *challenge* you have active ends.

Multiple *challenges* do not stack; if a creature is affected by *challenges* from more than one creature, they suffer no penalty against the source of any *challenge* against them and likewise gain the bonus against the sources of all of the *challenges*. Creatures with no Intelligence score (Intelligence score of (-)) cannot be targeted by your *challenge*.

Patrol: As long as you have martial focus, as a full-round action you may increase your threatened area by 5 ft., +5 ft. for every 4 points of base attack bonus you possess. This increased threatened area is applied after the effects of the reach weapon special feature. Until the beginning of your next turn, you may make attacks of opportunity against any creature in this threatened area that provokes attacks of opportunity. You may move to bring the creature that provokes the attack of opportunity within your reach as part of these attacks, provided your total movement before your next turn does not exceed your base speed. Any movement you make provokes attacks of opportunity as normal. **Associated Feat:** Combat Patrol.

Talents with the (zone) tag grant additional effects to this ability. Each *patrol* may only benefit from one (zone) talent.

GUARDIAN TALENTS

ASSIST (ZONE)

When an ally within the area of your *patrol* makes an attack, is targeted by an attack, or attempts a saving throw, you may spend an attack of opportunity to move to put that ally within reach (with the normal limits for moving as part of your *patrol*) and use the aid another action to improve that ally's attack roll, AC, or saving throw as appropriate to the triggering action.

Associated Feat: Bodyguard.

⟨CLEAR PATH (ZONE)

Allies do not provoke attacks of opportunity from enemies for moving through the area of your *patrol*. **Associated Feat:** Escape Route.

⟨COLD IRON CALL

When targeted by a spell or spell-like ability, you may delay the onset of its effects until the end of your next turn as if it were damage. Each effect is treated as if it were an amount of hit point damage equal to its caster level for the purpose of your delayed damage pool. If you do not have enough space remaining in the delayed damage pool, you may not delay the effect.

If you possess the (patrol) package and the Defend Other talent, when an ally within the area of your *patrol* is the target of a spell or spell-like ability, you may spend an attack of opportunity to move to put that ally within reach (with the normal limits for moving as part of your *patrol*) and redirect the effect to yourself.

If you possess the (challenge) package, any time a creature under the effects of your *challenge* casts a spell or uses a spell-like ability that does not include you in its effect, it suffers a -2 penalty to the spell's save DC. This penalty increases by 1 for every 4 points of base attack bonus you possess.

⟨COMPLEX PATROL

You may expend your martial focus when using *patrol* to apply two (zone) talents instead of only one. If you possess the Swift Guardian talent, you may increase the required action to initiate a *patrol* by one step (standard action to full-round action) instead of expending your martial focus.

DEFEND OTHER

When an ally within your threatened area is the target of an attack roll, you may spend an immediate action to grant them a competence bonus to their armor class equal to 1/2 your base attack bonus (rounded down, minimum +1) against that attack. If this attack would still hit, you may choose to take the damage in your ally's place.

If you possess the (patrol) package, when using this talent you may move to put the ally within your reach (with the nor-



mal limits for moving as part of your *patrol*) as part of activating this talent.

DURABLE

When targeted by a natural, extraordinary or supernatural ability that inflicts ability damage, ability drain, disease, negative levels, poison or any of the following conditions: (blinded, confused, cowering, dazed, dazzled, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, stunned, unconscious) you may delay the onset of its effects until the end of your next turn. Each effect is treated as if it were an amount of hit point damage equal to the attacking creature's Hit Dice for determining the capacity of your delayed damage pool. If you do not have enough space remaining in the delayed damage pool, you may not delay the effect.

If you possess the (patrol) package and the Defend Other talent, when an ally within the area of your *patrol* is the target of such an ability, you may spend an attack of opportunity to move to put that ally within reach (with the normal limits for moving as part of your *patrol*) and redirect the effect to yourself.

If you possess the (challenge) package, any time a creature under the effects of your *challenge* uses such an ability that does not include you in its effect, it suffers a -2 penalty to the ability's save DC. This penalty increases by 1 for every 4 points of base attack bonus you possess.

ENDURE PAIN

When you receive damage from your delayed damage pool, you take it as nonlethal damage. This nonlethal damage ignores

any resistance or immunity to nonlethal damage you may possess.

EXPANDED GUARDIAN

You gain one Guardian package you do not possess.

FLUSH OF VICTORY

When a creature affected by your *challenge* is reduced to 0 or fewer hit points, you gain temporary hit points equal to your base attack bonus. These temporary hit points expire after 1 round + 1 round per 2 points of base attack bonus you possess. The creature must have a CR of at least half your character level (rounded down, minimum 0).

GREATER DELAYED DAMAGE

The size of your delayed damage pool increases by +1 per point of base attack bonus you possess. You may take this talent twice; the effects stack.

GUARDIAN'S FOCUS

When a creature affected by your *challenge* is reduced to 0 or fewer hit points or you succeed on a combat maneuver check made on an attack of opportunity while you have a *patrol* set up, you may regain martial focus as an immediate action.

If you possess the Defend Other talent, you may regain focus on your next turn whenever an enemy misses an ally benefiting from that talent with an attack.

IRON WALL

If you possess the (challenge) package, any time a creature under the effects of your *challenge* attacks an ally within Close range of you (25 ft + 5 ft. per 2 base attack bonus), that attack suffers a 20% miss chance.

If you possess the (patrol) package, allies within the area of your *patrol*, not including yourself, gain a 20% miss chance against melee attacks originating from a creature that you threaten.

If an attack would be subject to both miss chances, the miss chance increases to 50%.

MAGEGUARD

When a hostile creature within your threatened area attempts to cast a spell defensively, they take a penalty to their concentration check equal to 1/2 your base attack bonus (minimum 1). The creature is aware of this penalty. This ability stacks with the Disruptive feat and similar effects.

If you possess the (challenge) package, if the creature is under the effects of your *challenge*, they provoke an attack of opportunity from you whenever they fail a concentration check to cast a spell defensively.

MASS CHALLENGE

When using your *challenge* ability, you may increase the required time by one step (move to standard or swift to move if expending martial focus) to issue your *challenge* to one additional creature, + 1 additional creature per 2 points of base attack bonus you possess (minimum 1).

PUNISHING REBUKE (ZONE)

When a creature attacks an ally within the area of your *patrol*, not including yourself, they provoke an attack of opportunity from you.

ROVING FLANKER (ZONE)

Your allies (but not you) may consider all squares threatened by you while using *patrol* to be occupied by an ally for the purpose of determining flanking bonuses.

STAND STILL (ZONE)

While you have a *patrol* in place, when a foe provokes an attack of opportunity due to moving through your threatened area, you can make a reposition attempt against the creature as your attack of opportunity. This reposition attempt may be made using any weapon you are wielding. If successful, the creature cannot move for the rest of its turn. The creature can still take the rest of its action, but cannot move out of the square the reposition maneuver leaves it in. **Associated Feat:** Stand Still.

STEEL HEDGE (ZONE)

All hostile creatures treat your threatened area as difficult terrain until the end of your *patrol*.

STEEL HIDE

If a creature under the effects of your *challenge* confirms a critical hit against you, you may end the *challenge* on that creature only to have the attack instead deal normal damage. If you possess the Defend Other talent, you may use this talent whenever a creature affected by your *challenge* confirms a critical against an ally within your threatened area while your *patrol* is active.

SWEEPING DEFENSE

When making an attack action, you may grant yourself a -2 penalty on all attack rolls until the beginning of your next turn to cause your attack action to deal damage to multiple targets. Choose one target that is adjacent to your primary target and also within your reach, and compare your attack roll to the AC of both targets. If your attack roll exceeds either target's AC (including the primary target), that target suffers half damage from your attack. The additional target is not subject to non-damage parts of your attack action, such as additional effects granted by feats or talents. Additionally, all targets damaged by your Sweeping Defence suffer a -2 penalty to all attack rolls until the start of your next turn.

At +10 base attack bonus, this penalty increases to -4 and you may target up to three adjacent targets with sweeping defense.

SWIFT GUARDIAN

If you possess the (challenge) package, you reduce the required action to use *challenge* by 1 step (move to swift, swift to free).

If you possess the (patrol) package, you may use *patrol* as a standard action. You may instead expend your martial focus to use *patrol* as a move action.

SWIFT REFLEXES

As long as you have martial focus, you gain +1 attack of opportunity per round. You may make attacks of opportunity even when flat-footed. These additional attacks of opportunity stack with those granted by the Combat Reflexes or Muscular Reflexes feat. For every 4 points of base attack bonus you possess, you gain an additional attack of opportunity.



LANCER SPHERE

All practitioners of the Lancer sphere gain the following ability:

Impale: When making a melee attack with the attack action that deals lethal damage, you can take a -2 penalty on the attack roll; if

the attack is successful, your weapon *impales* the creature, forcing it into a square within your reach if it was not already. An *impaled* creature cannot move and is battered for as long as it remains *impaled*. An *impaled* creature who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + your CMB + spell level), or lose the spell. Weapons used to *impale* a creature cannot be used for attacks except for those against the *impaled* creature (you cannot *impale* more than a single creature with your unarmed strikes), ignoring armor, natural armor, and shield bonuses to AC. A creature can only be *impaled* by a single weapon; attempting to *impale* an already *impaled* creature automatically fails. Controlling an *impaling* weapon requires the same amount of hands as wielding the weapon does.

This *impalement* may be broken when you lose control of the weapon used for the attack (such as by being disarmed), or by the *impaled* creature making a combat maneuver check as a standard action with a DC equal to your CMD. If you control the weapon being used to *impale* a creature, you may choose to automatically remove the weapon as a move action. When the *impaled* creature loses the *impaled* condition, they take bleed damage equal to the damage dice of the weapon used to *impale* the creature. If a creature is *impaled* by a weapon that is not controlled by another creature, they are able to move, but all movement speeds they possess are reduced by 1/2 (minimum 5 ft.).

You must make an opposed Strength check against the *impaled* creature to move as a part of the move action (this Strength check is made by your mount if you are mounted), moving up to half of your base speed while the *impaled* creature is dragged along with you (this movement does not provoke attacks of opportunity). If you are *impaling* two or more creatures, you must make an opposed Strength check against all currently *impaled* creatures in order to move, and if you are subjected to forced movement, you must make an opposed Strength check against all *impaled* creature; failing this check against any *impaled* creature forces you to release any weapons you're using to *impale* a creature (or to end *impaling* a creature with your unarmed strikes or natural attacks) immediately, while success drags any *impaled* creatures with you during this forced movement.

You can also choose to release the weapon as a free action without dealing damage (although you cannot release natural weapons). A creature may attempt a grapple check against an *impaled* creature's CMD to assume control of the weapon *impaling* that creature as long as another creature is not controlling it. If so, the creature making the attempt receives a +4 bonus on the grapple check.

Talents with the (impale) tag can only be used against creatures who are *impaled* by this ability when you are controlling the *impaling* weapon.

LANCER TALENTS

ADAMANT STALKER

Whenever a creature within your threatened area attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end your movement with the creature in your threatened range. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 ft. from your total movement. You can select this talent a second time; if you do, the creature also provokes an attack of opportunity from you at the end of your movement.

BLOODY RIP (IMPALE)

Whenever you make an attack using the attack action against a creature using the weapon currently *impaling* them, you may remove the *impaling* weapon as a swift action, dealing damage as appropriate and causing them to retain all penalties for being *impaled* (except for being unable to move) until the end of their next turn.

BRACING PIERCE

Whenever you ready an action to intercept a charge, you can also *impale* the charging creature without taking a -2 on the attack roll; readying an action in this fashion does not alter your place in the initiative order. Once per round while you have an action readied in this fashion, you may move up to half your base speed as a free action even when it is not your turn; if this movement would place you in the path of a charging creature, you can make your readied attack against them. At +10 base attack bonus, if a creature provokes an attack of opportunity from you due to moving towards you, they are treated as a charging creature for the purpose of triggering your readied action.

CRUEL VIBRATION (IMPALE)

Whenever you use an attack action to deal damage to a creature with the weapon currently being used to *impale* them, your damage is treated as though you rolled the maximum possible amount on your weapon's damage dice (additional damage dice from critical hits and special abilities such as the *flaming* enchantment are not affected by this ability). At +10 base attack bonus, whenever you deal damage with a weapon currently *impaling* a creature, that creature must make a successful Fortitude save or be unable to take a move action for 1 round.

DISTRACTING TEAR (IMPALE)

Whenever you deal damage while removing a weapon from an *impaled* creature, that creature provokes an attack of opportunity from one ally of your choice other than yourself. For every 4 points of base attack bonus you possess, you can select an additional ally with this talent.

DOUBLE IMPALE

If you successfully *impale* a creature with a weapon wielded with two hands, you can expend your martial focus to make an additional attack roll against a creature adjacent to that creature with the same penalty. If this attack is successful, that creature takes damage and is also *impaled*. While they are *impaled*, both creatures are forced to act on the same initiative count (whichever is lower between the two) until they are no longer *impaled*, and both can only move if both agree to move using both of their move actions, using the slower of their speeds to determine movement between the two using a movement type both share. The creature who was *impaled* first cannot remove the weapon *impaling* them as long as it is still *impaling* the creature who was *impaled* second, but both can make a combat maneuver check to remove it, gaining a +2 circumstance bonus on this check. The creature who was *impaled* second can choose to attempt to free only themselves from the *impaling* weapon.

FOCUSING FINALE

Whenever you remove your weapon from an *impaled* creature, you may regain your martial focus.

HUMAN SHIELD (IMPALE)

Whenever you are the target of an attack, you may perform a reposition combat maneuver against an *impaled* creature as an immediate action without provoking an attack of opportunity. You may reposition the *impaled* enemy into occupied squares other than your own, but they are shunted to the nearest unoccupied square after the attack resolves. If the *impaled* creature's new position would place them in the path of the attack targeting you, the attack is instead rolled against them.

OPPORTUNE IMPALEMENT

Whenever you make an attack of opportunity against a foe, you can expend your martial focus to attempt to *impale* them with the attack, taking no penalty on your attack to do so.

PAINFUL TWIST (IMPALE)

You may perform a dirty trick combat maneuver as a move action that does not provoke attacks of opportunity against an *impaled* creature. At +10 base attack bonus, you may perform this dirty trick combat maneuver as a swift action.

PINCUSHION PUNISHMENT

You can make a *impale* attempt against a creature who is currently *impaled*; if you do so, they take a -1 penalty to attack rolls and armor class for each weapon currently *impaling* them. As long as no other creatures are holding any weapons currently *impaling* the creature, you may choose to remove all weapons currently *impaling* it as an attack action by making a single combat maneuver check against the creature's CMD, dealing damage equal to the weapon's base damage die for each weapon removed with this talent. If you do not have enough hands to carry all of these weapons you may choose which ones to hold, with any remaining weapons falling to your feet.

PINNING IMPALE

Whenever you use the charge action, you can *impale* the target of your charge on a successful attack. If the creature is adjacent to a wall or other such structure, or they are within your melee reach of one, you can pin them to the wall with

your weapon. Releasing the weapon does not end the *impale-ment* against the creature, forcing the creature to make a combat maneuver check against your CMD to release themselves. You may select this talent up to twice; if you select this talent a second time, you can instead pin a creature to the ground with this talent.

RAGDOLL SWING (IMPALE)

As long as you have martial focus, you may use a creature you are currently *impaling* with a wielded weapon as an improvised weapon of that creature's size, taking no penalties on attack rolls for doing so. This talent does not allow you to wield a creature of a larger size than you normally could wield as an improvised weapon. Each successful attack you make while using the *impaled* creature as a weapon deals damage to the *impaled* creature equal to half your base attack bonus.

RANGED IMPALE

You may attempt to *impale* a creature with a thrown weapon; ammunition and other weapons which would be destroyed upon successfully hitting a creature may not be used with this talent, although doing so does not cause the *impaled* creature to move to a square adjacent to you. If you possess the Pinning Impale talent, you may use it with this talent.

STAGGERING TEAR (IMPALE)

Whenever you remove a weapon *impaling* a creature, that creature must make a successful Fortitude save or be staggered for 1 round.

TERRIFYING PIERCE

Whenever you successfully *impale* a creature, you can make an Intimidate check against that creature to demoralize them as an immediate action. At +10 base attack bonus, a creature who is demoralized by this talent is instead frightened for the duration of the demoralization.

UNBALANCING TWIST (IMPALE)

As long as you have martial focus, you can cause an *impaled* creature to provoke an attack of opportunity from one ally of your choice (except for yourself) as a move action. For every 5 points of base attack bonus you possess, you can select an additional ally with this talent.

WHIRLWIND KNOCKDOWN

As an attack action, you can attempt a single trip combat maneuver check against all creatures you threaten, tripping each creature whose CMD you successfully overcome. For each creature you target with this talent, you take a -1 penalty to your combat maneuver check. At +10 base attack bonus, all creatures knocked prone by this talent take damage equal to your base attack bonus.



OPEN HAND SPHERE

Masters of unarmed combat, Open Hand practitioners are known for their varied styles and unorthodox combat technique. Open Hand practitioners are unarmed fighters who deal additional damage with their unarmed strikes as described in the unarmed strike practitioner table. **Associated Feat:** Improved Unarmed Strike.

In addition, all practitioners of the Open Hand sphere gain the following ability:

Sweep: You may attempt a trip combat maneuver with a -2 penalty as a move action, although you may not use a manufactured weapon to make this trip attempt. This does not provoke an attack of opportunity.

OPEN HAND TALENTS

AXE KICK

When making an attack action, attack of opportunity, or additional attack granted by a class feature or talent with an unarmed strike, you may add 1.5x your Strength bonus on the damage roll rather than just your Strength bonus (this talent does not apply to off-hand attacks or other attacks where a half Strength modifier is specified). On attacks targeting prone creatures, you instead deal 2x your Strength modifier on the damage roll for your unarmed strikes.

CAPOEIRA SPIN

Whenever you make an attack with an unarmed strike while prone, the penalty to attack rolls is reduced by 2. In addition, you may spend an immediate action to stand up from being prone without provoking an attack of opportunity as a part of an attack action made with an unarmed strike, dealing an additional +2 damage. At +10 base attack bonus, this additional damage increases to +5 and you no longer take a penalty on attack rolls made with unarmed strikes while prone.

COUNTERBALANCE

Whenever a creature within your threatened area misses you with a melee attack, you may expend your martial focus to perform a trip attempt against that creature as an immediate action that does not provoke an attack of opportunity. If the creature's attack roll was penalized by an ability such as Power Attack, that creature's CMD to resist this trip attempt suffers an equal penalty.

FADING SLIDE

When you have martial focus, when a creature makes a melee attack or combat maneuver against you, you may spend an immediate action to make a touch attack against that creature, dealing damage equal to your practitioner modifier + your base attack bonus. Regardless of if your attack is successful or not, you then immediately fall prone (you may not use this talent if

you are unable to become prone or already prone). At +10 base attack bonus, this talent instead deals damage equal to your unarmed strike.

FOCUSING BREATH

As a move action, you may regain your martial focus and end the battered condition, if you have it.

GRASPING HAND

Once per round when you make a successful unarmed strike against a prone creature using the attack action, you may attempt a grapple check against that creature with a -2 penalty as an immediate action that does not provoke attacks of opportunity.

GREATER TRIP

You gain a +1 competence bonus to your trip combat maneuver checks, as well as to your CMD vs. that maneuver. This bonus increases by +1 for 4 points of base attack bonus you possess. This bonus does not stack with the bonus to this maneuver provided by the Improved or Greater Trip feats. **Associated Feat:** Improved Trip.

HURRIKANE KICK

As a full-round action, you may move up to 10 ft. in any direction (this movement does not provoke attacks of opportunity); each time you move 5 ft. while using this talent, if a creature is within your reach, you may make an unarmed attack against them with a -2 penalty; you may only make a single attack against a creature with this talent. For every 5 points of base attack bonus you possess, you may move an additional 5 feet.

IRON FIST

Your unarmed strikes ignore an amount of hardness equal to 1/2 your base attack bonus (minimum 1) (this stacks with similar effects). You can take this talent a second time, instead allowing your unarmed strikes to ignore an amount of hardness equal to your base attack bonus.

JOINT LOCK

Whenever you deal damage with an unarmed strike to a grappled creature, that creature gains the entangled condition for 1 round. At +10 base attack bonus, the duration increases to 2 rounds.

JUDO THROW

As long as you have martial focus, you may make a trip attempt as a standard action which does not provoke an attack of opportunity. If this trip attempt is successful, you may choose for the creature to land in any square adjacent to you. This movement does not provoke attacks of opportunity, and you cannot throw the creature into a space occupied by other creatures. You may expend your martial focus as a free action when you trip a creature with this talent to deal damage equal to your unarmed strike. In addition, for every 5 points your trip

attempt exceeds the target's CMD, you deal +1d10 bludgeoning damage to them. At +10 base attack bonus, you may instead choose for the creature to land in any square within your natural reach.

KICK-OFF

Whenever you make a successful attack with an unarmed strike using an attack action, you may spend a swift action to move 10 ft. away from the target of your attack. This movement does not provoke an attack of opportunity from the target of your attack. For every 5 points of base attack bonus you possess, you may move an additional 5 ft. with this talent.

MYSTIC FISTS

When you have martial focus, your unarmed strikes are treated as though they were magic for the purpose of damage reduction and damaging incorporeal creatures. For every 5 points of base attack bonus you possess, you can select a material or component of your alignment, treating your unarmed strikes as the chosen material or alignment for the purpose of damage reduction. Once chosen, these choices cannot be changed.

SHATTERING PALM

The first time you make a successful disarm or sunder attempt in a round using an attack action with an unarmed strike, you can make an additional disarm or sunder attempt as a free action which does not provoke an attack of opportunity. Also as long as you have martial focus, your unarmed strikes gain the sunder and disarm weapon special properties.

SLIDING HEELKICK

Whenever you make a successful attack with an unarmed strike at the end of a charge, you may attempt to trip the target of your attack as a free action. Regardless of if your trip attempt is successful or not, you then immediately fall prone (you may not use this talent if you are unable to become prone or already prone).

SNAP KICK

Whenever you succeed on a trip combat maneuver against a creature, they provoke an attack of opportunity from you (you can choose to wait until the creature is prone before resolving this attack of opportunity), this attack of opportunity considers "whenever a creature lands prone" and "whenever you succeed on a trip combat maneuver" to be part of the same trigger, and you can not take more than one attack of opportunity due to this circumstance. If your attack of opportunity is successful, the creature must make a successful Reflex save or become staggered until the end of their next turn.

SUPPRESSIVE RUSH

As a special attack action, you may expend your martial focus to make two attacks with your unarmed strike, targeting the creature's touch AC and dealing 1/2 damage on a successful attack (making more than one successful attack with this talent

still only counts as a single successful attack for the purpose of feats and class features which grant bonuses upon landing multiple successful attacks); each attack after the first is made as a free action. The creature may choose to automatically block all of these attacks, in which case your unarmed strikes automatically miss, but that creature then takes a -2 penalty to all attack and damage rolls until they take a Total Defense action or until they are not subject to any hostile actions for one round. For every 4 points of base attack bonus you possess, you may make an additional unarmed strike as part of this attack action, and the penalty that creature takes for blocking your Suppressive Rush increases by -2.

SPINNING HEEL KICK

Whenever you make a successful unarmed strike against a creature using the attack action, you may make an additional attack with a -2 penalty against a foe that is adjacent to the first and also within your reach.

SWEEPING KICK

Whenever you make a successful unarmed strike against a creature using the attack action, you may make a trip attempt against that creature with a -2 penalty as an immediate action that doesn't provoke an attack of opportunity.

TEAR FLESH

You may deal bludgeoning, piercing, or slashing damage with your unarmed strikes, rather than only bludgeoning damage, chosen each time you make an unarmed attack. Whenever you deal unarmed strike damage to a target as an attack action, you may spend a swift action to rip the damaged creature's flesh; the creature takes 1 bleed damage and has their natural armor reduced by 1 (minimum 0) for as long as they are suffering this bleed damage. For every 6 base attack bonus you possess, the bleed damage and natural armor reduction caused by this talent increase by 1.

WAVING HAND

You may spend a swift action to cause a creature damaged by your unarmed strike to gain the battered condition until the end of your next turn. Also as long as you have martial focus, your unarmed strikes gain the distracting and performance weapon special properties.



SCOUNDREL SPHERE

Masters of subtlety and guile, practitioners of the Scoundrel sphere know how to best manipulate opponents into dropping their guard before taking them for everything they have.

When you gain the Scoundrel sphere, you gain 5 ranks in the Sleight of Hand skill, plus 5 ranks per additional talent spent in the Scoundrel sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Sleight of Hand skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

All practitioners of the Scoundrel sphere gain the following abilities:

Swift Hands: You may use your Dexterity in place of your Strength when attempting a dirty trick or steal maneuver and may use your ranks in the Sleight of Hand skill in place of your base attack bonus when determining your combat maneuver bonus to perform a dirty trick or steal maneuver. In addition, you may apply any enhancement bonuses to your unarmed strikes to your dirty trick and steal combat maneuvers.

Marked Target: You may make a melee touch attack against a creature as a swift action; if this attack is successful, the creature is battered and takes a -1 penalty on Perception checks for 1 round. For every 4 ranks in Sleight of Hand you possess, this penalty is increased by 1.

Whenever you perform a steal or dirty trick combat maneuver, or make a Sleight of Hand check to take an object from a target unnoticed, you may apply one (trick) talent to it. (Trick) talents cannot be applied to maneuvers performed as a free action.

SCOUNDREL TALENTS

BLUSTERING SHENANIGANS (TRICK)

Whenever you successfully perform a dirty trick combat maneuver, you may attempt an Intimidate check to demoralize that foe.

BOB AND WEAVE

As long as you have an ally adjacent to you, you can spend a swift action to have that ally provide you with soft cover until the beginning of your next turn, even if the ally providing soft cover moves. You can use this soft cover to make a Stealth check.

BROKE AND BROKEN (TRICK)

As long as you have martial focus, whenever you successfully perform a dirty trick combat maneuver, you may attempt a steal combat maneuver against the same target as a free action.

CLEANED OUT (TRICK)

Whenever you successfully perform a steal combat maneuver, you may steal up to two items from the target of your maneuver instead of one. When you have at least 10 ranks in Sleight of Hand, you may instead steal up to three items.

COUNTER THEFT

Whenever a creature within your natural reach makes an attack against you with a manufactured melee weapon, you can expend your martial focus as an immediate action to perform a steal combat maneuver against that creature to attempt to disarm them of the weapon being used for the attack before the attack resolves, although any bonuses the target possesses against disarm checks, such as wearing a locked gauntlet, apply to their CMD against this maneuver.

CUT AND RUN

As long as you have martial focus, whenever you successfully perform a dirty trick or steal combat maneuver against a creature, you may move up to half your base speed as a free action. This movement does not provoke an attack of opportunity from the target of your maneuver.

DISTRACTING TRICKERY

Whenever you successfully perform a dirty trick or steal combat maneuver against a creature, the target cannot make attacks of opportunity against anyone except you for 1 round. For every 5 ranks in Sleight of Hand you possess, the duration of this talent's effect increases by 1 round.

DOUBLE DIP (TRICK)

Whenever you successfully perform a dirty trick combat maneuver, you may expend your martial focus as a free action to select two different conditions to apply to a creature instead of just one, although both conditions may be removed with the same action. When you have at least 10 ranks in Sleight of Hand, you can instead apply up to three conditions. You cannot use this talent to apply conditions that could not normally be applied by a dirty trick (such as with the savage dirty trick rage power).

FANCY FOOTWORK (TRICK)

Whenever you successfully perform a steal or dirty trick combat maneuver, you can attempt a reposition combat maneuver against the target of the steal or dirty trick as a free action that does not provoke attacks of opportunity.

FILTHY DISTRACTION

Whenever you successfully perform a dirty trick combat maneuver against an unaware creature, the target takes a -5 penalty to Perception checks and is unable to participate in surprise rounds for 1 minute in addition to the effect of the dirty trick.

FOCUSING THIEVERY

Whenever you successfully perform a Steal or Dirty Trick maneuver against an opponent within your reach, you may make a Sleight of Hand check against their CMD. If success-

ful, the opponent is entangled until the start of your next turn, and you may spend an immediate action to move to any other occupied space adjacent to the target creature and regain your martial focus.

IMPROVED GRIFTING

You gain a +1 competence bonus to your dirty trick and steal combat maneuver checks, as well as to your CMD vs. those maneuvers. This bonus increases by +1 for every 4 ranks in Sleight of Hand you possess. This bonus does not stack with the bonus to these maneuvers provided by the Improved or Greater Dirty Trick or Improved or Greater Steal feats. **Associated Feats:** Improved Steal, Improved Dirty Trick.

MASTER THIEF

Creatures no longer gain a +5 (or higher) bonus to their CMD when you attempt to steal secured items (such as cloaks, pouches, or sheathed weapons) and you may use a steal combat maneuver in place of a disarm combat maneuver (if you would receive a bonus to disarm checks, they apply to steal checks made with this talent). If you have at least 10 ranks in Sleight of Hand, you can attempt steal checks against closely worn items (except for armor) with a -10 penalty on your combat maneuver check.

MELEE CONFUSION

Whenever you attempt a dirty trick or steal combat maneuver, you may select one creature within melee reach of your target, treating that creature as an ally for the purposes of flanking until the end of your next turn.

MISDIRECTED ATTACK

Whenever you provoke an attack of opportunity due to leaving a creature's threatened square, you gain a dodge bonus to your AC equal to 1/4 your ranks in Sleight of Hand (minimum 1). If an attack of opportunity provoked in this way misses you, you can expend an attack of opportunity to choose to redirect the attack to a creature within the attacker's reach (other than the attacker themselves), adding a bonus to the attack roll equal to the dodge bonus granted by this talent.

MUG (TRICK)

When you successfully perform a steal combat maneuver against a target, you may make a single attack against that target with any weapon you possess as a free action. Creatures damaged by this attack are battered for 1 round. You may select this talent a second time; if you do, you may also apply it to successful dirty tricks.

PLAYING DIRTY

As long as you have martial focus, creatures affected by a dirty trick combat maneuver you perform must spend a standard action to remove the effects of your dirty trick. **Associated Feat:** Greater Dirty Trick.

RANGED TRICKERY (TRICK)

As long as you have martial focus, you may attempt a dirty trick combat maneuver against a creature within 15 ft. of yourself, +5 ft. per 4 ranks in Sleight of Hand you possess. For every 10 ft. you are from a creature, you take a -2 penalty on your combat maneuver check.

SWITCHEROO

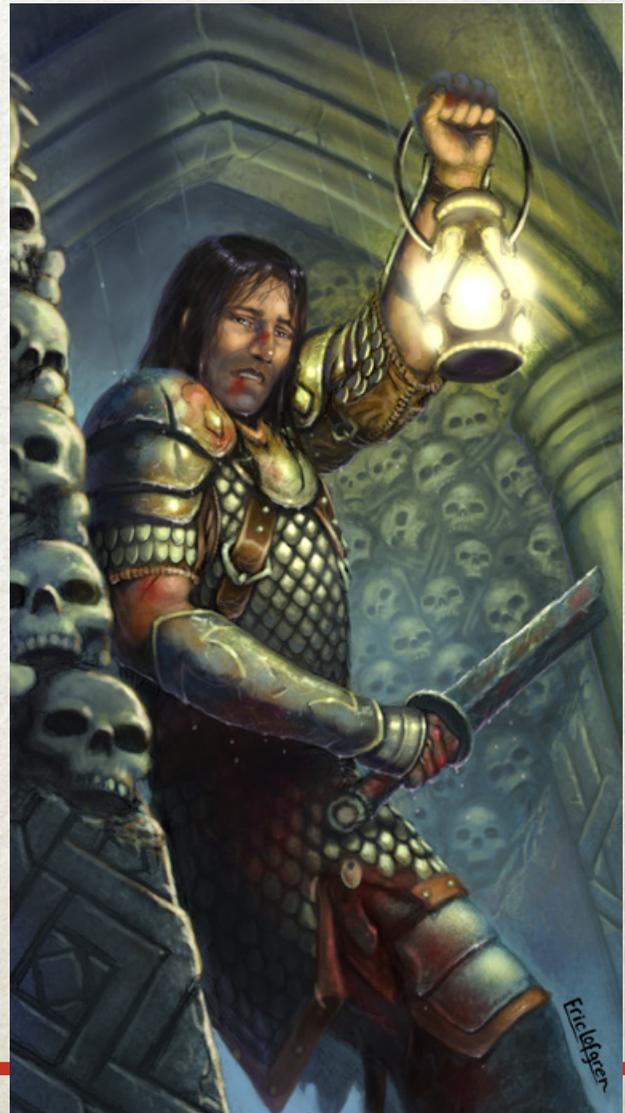
Whenever you successfully perform a steal combat maneuver, you may replace what you stole with a different item, placing it in either an empty hand or pocket of the creature. If the item you placed on their person is somehow volatile (such as a vial of alchemist's fire, a thunderstone, or an alchemist's bomb), you can rig that item to explode as an immediate action (you must choose when to make the item explode within a number of rounds equal to your ranks in Sleight of Hand); you are immune to any damage or effects of explosions triggered in this manner. When you have at least 10 ranks in Sleight of Hand, you may choose when to make the item explode within a number of minutes equal to your ranks in Sleight of Hand.

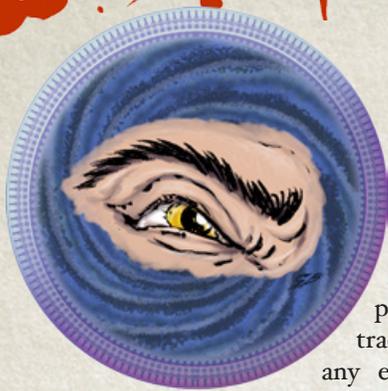
TUNNEL VISION (TRICK)

Whenever you successfully perform a steal combat maneuver the target must make a successful Reflex save or treat all creatures as having concealment until the end of its next turn. When you have at least 10 ranks in Sleight of Hand, this instead becomes total concealment.

TWIST THE KNIFE

Whenever you successfully confirm a critical hit against a creature, you may expend your martial focus to attempt a dirty trick combat maneuver against that creature as an immediate action, gaining a circumstance bonus on your combat maneuver check equal to the critical multiplier of the weapon that scored the critical hit.





SCOUT SPHERE

Training in the Scout sphere teaches you how to hide from danger, identify potential threats and hazards, track opponents through almost any environment, and identify a creature's key weaknesses. When you gain the Scout sphere, you gain 5 ranks in the Stealth skill, plus 5 ranks per additional talent spent in the Scout sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Stealth skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

Scout talents that require a saving throw other than that defined by the *scout* ability use your ranks in Stealth instead of your base attack bonus when determining your saving throw DCs.

All practitioners of the Scout sphere gain the following ability:

Scout: As a swift action, you may identify a creature's weaknesses (DC 10 + creature's CR) as described under the Knowledge skill, but may substitute a Perception check for the appropriate Knowledge check at a -5 penalty. This only reveals the target's weaknesses, or lack thereof, (such as damage reduction types and vulnerabilities), and does not reveal any additional information about the target. Once you have succeeded at a *scout* attempt or Knowledge check against a target, any talents or effects that require you to *scout* a target may be used against the target for the next 24 hours; after this period you must successfully use the *scout* ability against the target again to continue benefiting from related effects.

SCOUT TALENTS

ACTIVE CAMOUFLAGE

Whenever you move at least 10 ft. in a round and begin and end your turn in cover or concealment, you gain a competence bonus to Stealth checks equal to 1/2 your ranks in Stealth (minimum 1) for one round. You must end your movement in a different square than the one you started your turn to receive this benefit. If you use the Sniper function of the Stealth skill in a round where you would receive this benefit, the penalty to Stealth checks is reduced by -10 (to a minimum of 0).

DEADLY STRIKE

Whenever you initiate an attack against a creature while they are unaware of your presence due to your use of Stealth, you deal additional precision damage to the target equal to 1/2 your ranks in Stealth (minimum 1) with your first attack. If you have successfully used the *scout* ability to identify the target's weaknesses, you instead deal additional precision damage equal to your ranks in Stealth.

DISCERN CONDITION

You may use the *scout* ability to determine the relative health and condition of a creature within line of sight and effect in addition to the normal information provided by your *scout* ability. You determine the creature's condition based on the list below:

- Normal: Has at least 90% of full normal hit points, free of disease.
- Fair: 30% to 90% of full normal hit points remaining.
- Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.
- Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled.

DISCERN ILLUSIONS

As long as you have martial focus, you gain a bonus to all Will saves against illusions (including glamers, figments, and any effects created by the illusion school or the Illusion sphere) equal to 1/2 your ranks in Perception (minimum 1). As a swift action, you can expend martial focus to share this bonus with all allies within 30 ft. for a number of rounds equal to your practitioner modifier.

DISCERN TELLS

You gain a competence bonus to your Sense Motive checks equal to 1/2 your ranks in Perception (minimum 1) against any creature you have successfully *scouted*. Training in this talent allows you to use Sense Motive to resist a Bluff attempt to feint if desired, even if you are not trained in Sense Motive.

FIND GAP

Whenever you successfully use the *scout* ability against a creature, you treat their AC as 1 lower than it actually is for a number of rounds equal to 1/2 your ranks in Perception (minimum 1). For every 4 ranks you possess, treat their AC as an additional 1 point lower.

GREAT SENSES

You gain 5 ranks in the Perception skill, plus 5 ranks per additional talent spent in the Scout sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Perception skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

HEIGHTENED AWARENESS

When actively searching with the Perception skill (a move action), you may detect the presence of ongoing magical auras, such as those left by spells such as *alarm* or *invisibility*. If the target does not normally have a Perception DC, the DC is equal to the original spell DC as determined by the spell's caster (DC 10 + spell level + caster's casting ability modifier), or DC 25 if the effect does not originate from a source that would make it possible to determine a spell DC. This does not give

you any information about the exact nature of magical effects detected in this manner, you are merely aware that a magical effect is active and the general area it is active in.

So long as you have martial focus, you may make a Perception check to notice the presence of traps or ongoing magical effects (as described above) whenever you pass within 10 ft. of them, whether or not you are actively looking.

HIDDEN APPEARANCE

You may make Stealth checks in place of Disguise checks to change your appearance.

HIDDEN FOCUS

Whenever you use the Stealth skill to successfully hide when making a move action, you regain your martial focus.

IDENTIFY RHYTHMS

As long as you have martial focus, whenever you have successfully used the *scout* ability against a creature, you gain a +1 dodge bonus to AC against all of their attacks. For every 4 ranks in Perception you possess, this dodge bonus increases by +1.

IDENTIFY STRUCTURAL HAZARDS

You may use Perception in place of Knowledge (dungeoneering) to identify underground hazards, in place of Knowledge (engineering) to identify dangerous construction or determine a structure's weakness, and in place of Knowledge (nature) to identify a natural hazard.

LURKER

Creatures using unusual forms of sensory perception such as blindsight, greensight, or tremorsense cannot automatically foil your use of Stealth; such creatures must make a Perception check as normal to detect you when you make use of the Stealth skill. Lurker foils divination spells and Divination sphere *sense* abilities* in the manner described above, but has no effect on spell, sphere, spell-like, or supernatural abilities specifically used to uncover information about you rather than enhancing the user's perception, such as when *scrying* or using the Divination sphere's *divine* abilities*.

*See the Divination sphere in *Spheres of Power*

PIERCING EYE

You have learned to see through obscuring effects and to spot the subtle patterns in defensive illusions. You may spend a move action to reduce your miss chance due to concealment on a single creature by 5% until the start of your next turn (this cannot reduce your miss chance due to concealment below 0). For every 2 ranks in Stealth you possess, you further reduce your miss chance due to concealment by an additional 5%. You may expend your focus to make this a free action. If the target is under the effects of the *mirror image* spell or a similar effect, you may roll twice and choose the most favorable result when determining if the target was struck.

REFLEXIVE STEALTH

Whenever you succeed at a Reflex saving throw against an attack or effect that targets or affects multiple squares, you may make a Stealth check to hide even if you do not have cover or concealment. Your Stealth automatically ends if you do not enter cover or concealment, or succeed at a Reflex saving throw against another area effect, by the end of your next turn.

SENSE AND RESIST SCRYING

You are able to detect and evade the scrying of others. You may use a Perception check to detect sensors (such as from the *clairaudience/clairvoyance* spell) as if they were invisible creatures with a Stealth check of 20 + the caster level of the effect. As long as you have martial focus, you also immediately become aware of any attempt to scry on you, such as with a divination (*scrying*) school spell or the Scrying advanced divination talent.

If these spells and effects originate within 30 ft. of you, you also know their location. As soon as you become aware of such an effect, you may force the caster to make a caster level check opposed by your Stealth check. If you succeed, the effect becomes unable to detect any information about yourself or the area or creatures within 30 ft. of you.

SIGHT BEYOND SIGHT

You may spend a move action to grant yourself blindsense out to 10 ft. for one round. You may expend your martial focus when activating this ability to instead gain blindsight for the same duration. At 10 ranks in Perception, this distance increases to 15 ft.



SOMNAMBULANCE

Your acute senses have been trained to their peak, making you difficult to catch unaware even while sleeping. You no longer increase the DC of Perception checks made while you are sleeping, and falling unconscious or going to sleep no longer causes you to lose martial focus. In addition, you are no longer considered helpless while sleeping as your heightened senses allow you to react to threats your conscious mind is unaware of. You make take this talent a second time; the second time you take this talent, you no longer suffer most negative limitations of being asleep; this is functionally similar to immunity to sleep, though rather than staying awake when targeted by a sleep affect your subconscious mind and instincts simply take over, allowing you to continue fighting unimpeded, though you still cannot perform any Charisma, Dexterity, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

SUDDEN ACUITY

You gain a competence bonus to Perception checks equal to 1/2 your ranks in Stealth (minimum +1) when using the *scout* ability. When making an active Perception check as a move action, you may expend your martial focus to gain this bonus to that check.

TARGET WEAKNESS

If you have successfully used the *scout* ability to identify a target's weaknesses, you may use scavenged materials collected as you travel to improvise a weapon targeting one of those weaknesses as a move action that does not provoke attacks of opportunity; you may expend your martial focus to instead use this ability as a free action. The next attack you make against the target with a manufactured or natural weapon attack, including traps, is treated as though half the total damage it deals (rounded down) were of an energy type the target has vulnerability to (for example, if you fire an arrow at a red dragon, who has vulnerability to cold damage, and would normally deal 14 points of piercing damage, you instead deal 7 points of piercing damage and 14 points of cold damage); if this attack is not made before the end of your next turn, this effect is wasted. Additional energy damage dealt by the attack, such as from the *flaming* or *frost* weapon special abilities, is calculated separately from this effect. Alternatively, your weapons are treated as having one type listed in the target's damage reduction (for example, if an enemy has DR 5/cold iron or good, you may treat your attacks as either good or cold iron for 1 round).

TRACK THE SCENE

You gain a competence bonus to Survival checks made to find and follow tracks equal to 1/2 your ranks in Perception (minimum +1). When successfully following a set of tracks no older than 1 hour per rank in Stealth you possess (minimum 1 hour), you learn not only what direction they headed but what actions the tracked targets took before leaving the area and during their movement as long as you successfully continue to follow their trail; information gained in this manner is typically quite general, such as whether the targets paused and ate, split up, had an altercation, etc. Detailed information such as what spells they may have cast or items they may have used is typically unavailable, unless the targets left some tangible indication of the act behind, such as an empty potion bottle.

UNKANNY DODGE

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if a creature successfully uses the feint action against you. You may take this talent twice; the second time you take it, you can no longer be flanked. This defense denies a creature the ability to sneak attack you by flanking you, unless the attacker is at least four levels higher or has at least 4 more Hit Dice than you. If you have already gained uncanny dodge from another source, such as the rogue talent, the first instance of this talent instead gives you the benefits of improved uncanny dodge.

UNIMPEDED POSITIONING

As long as you have martial focus, you ignore non-magical difficult terrain. Whenever you draw or reload a weapon as a move action, you may move up to 10 ft. as a free action that does not provoke attacks of opportunity.

WIND READER

You can use your trained senses to read the movements of the wind and other factors in the environment to improve your accuracy with ranged attacks. As long as you have martial focus, you may spend swift action to half the penalties to ranged attacks inflicted by wind, rain, or other weather in regard to your next ranged attack, made before the end of your turn.



SHIELD SPHERE

Practitioners of the Shield sphere master shields, bucklers, and tower shields, leveraging more power and utility out of such equipment than most warriors ever dream of.

All practitioners of the Shield sphere gain the following ability:

Active Defense: If you are using a shield and you are attacked by a creature you are aware of while not flat-footed, you may spend an attack of opportunity to increase your shield bonus to AC against that attack by +2. This decision must be made before the roll is made. For every 4 points of base attack bonus you possess, the increase to your shield bonus provided by this talent increases by 1. Talents with the (deflect) tag grant additional effects to this ability. Each use of *active defense* may only benefit from one (deflect) talent. You may expend your martial focus to use *active defense* in place of spending an attack of opportunity.

SHIELD TALENTS

BASHING SHIELD

You do not lose your shield bonus to AC when making an attack with your shield. Additionally, you may make shield bash attacks with a buckler as if it were a light shield. Reduce the damage as if the shield bash was one size smaller when used this way. **Associated Feat:** Improved Shield Bash.

BATTERING DEFENSE

If you deal damage to or succeed on a combat maneuver against a creature that missed an attack against a creature benefiting from your *active defense* before the end of your next turn, that creature becomes battered for 1 round.

BLOCKADE

When affected by an area attack, you may spend your martial focus as an immediate action to use your shield to cushion the blow, granting you the benefits of the evasion ability (regardless of armor worn), and adding your shield bonus (but not your *active defense* bonus) to your Reflex saving throw against the triggering effect. If you already possesses evasion, you instead gain improved evasion.

All allied creatures in a cone originating from your space and facing away from the effect's point of origin gain the benefits of this ability. Medium creatures create a 15-ft. cone. For every 4 points of base attack bonus and for every size category you are larger than Medium, the size of the cone increases by 5 ft. The size of the cone decreases by 5 ft. (minimum 5 ft.) for every size category you are smaller than Medium.

CATCH BLADE (DEFLECT)

Whenever an attack misses a creature benefiting from your *active defense*, if the attack was made with a piercing or slashing melee weapon, you can allow the weapon to strike your

shield. If you do, the attack hits your shield, dealing damage to the shield as normal, and the weapon becomes bound. As long as the creature's weapon is bound, they cannot move from the square they currently occupy. A creature whose weapon is bound may release the weapon as a free action or attempt to break the bind as a standard action by making a successful combat maneuver check against your disarm CMD. If the bound weapon is a natural attack or unarmed strike, the creature must succeed at a successful combat maneuver check to break the bind. You cannot attack with, receive any shield bonus from, nor use *active defense* with the shield used to bind a creature as long as the bind is in effect. If any effect, including this attack, renders the shield broken or destroyed, this effect ends immediately.

COVER ALLY

As long as you have martial focus, you may use *active defense* to benefit an ally when an ally within your shield's reach is targeted by an attack.

DEFLECTING SHIELD

Your shield bonus to AC applies against touch attacks.

EXTENSIVE DEFENSE

You may expend martial focus as a free action that can be taken even when it's not your turn to apply your *active defense* against all valid triggering attacks until the start of your next turn without spending attacks of opportunity. If you possess the Cover Ally talent, you may apply this benefit to all allies within reach.

FLEXIBLE COVER

You may spend a move action to use a shield to grant you cover until the beginning of your next turn. Bucklers, heavy shields, and light shields provide partial cover while tower shields provide total cover. When using a shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain cover for attacks that pass through this edge. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. Cover granted this way is insufficient to enable you to make a Stealth check to hide and the shield may be targeted as an attended object.

As an immediate action, you may change the selected edge of your space even when it is not your turn.

If you expend martial focus, you may use this talent as an immediate action.

FORCED REBOUND (DEFLECT)

Whenever a melee attack misses a creature benefiting from your *active defense*, you may initiate a bull rush combat maneuver against the attacking creature as a free action that can be taken even when it's not your turn. You may add your shield's shield bonus to AC (including enhancement bonus) as a circumstance bonus to the roll.

GREATER DEFLECT

When using *active defense*, you may expend martial focus to apply two (deflect) talents instead of one.

HARDENED SHIELD

Any shield you have equipped gains a competence bonus to its hardness equal to your base attack bonus.

INTERPOSING SHIELD

Creatures benefiting from your *active defense* bonus (including yourself) gain DR/- equal to the bonus from *active defense* against attacks that hit despite *active defense*. This damage reduction stacks with damage reduction from other sources.

JARRING BLOCK (DEFLECT)

Whenever a melee attack misses a creature benefiting from your *active defense*, you may initiate a disarm combat maneuver against the attacking creature as a free action that does not provoke an attack of opportunity and that can be taken even when it is not your turn. This must target the weapon used for the triggering attack, and must be accomplished with your shield, rather than a weapon you are wielding. You may add your shield's enhancement bonus to AC to your disarm check.

PUNCH BLOCK

When you use your *active defense*, you may choose to make an attack roll as if making a shield bash and must use the result of this attack in place of your AC for resolving the attack, even if lower. You must be capable of making shield bash attacks with the shield to use this ability.

REACTIVE DEFENSE

Whenever you take the total defense action while wielding a shield, creatures that miss you provoke attacks of opportunity from you. You may make these attacks of opportunity but take a penalty on the attack rolls as if you were fighting defensively.

REDIRECTING SHIELD (DEFLECT)

Whenever a weapon attack (not including siege weapons, or other massive weapons) misses a creature benefiting from your *active defense*, you may choose a new target for the attack within its original range (for ranged attacks) or reach (for melee attacks) as a free action that can be taken even when it's not your turn, comparing the original attack roll, with a -2 penalty, to the new target's AC and resolving the attack as normal on a successful hit.

SACRIFICIAL SHIELD (DEFLECT)

You may spend an immediate action to redirect the damage from a successful attack against you to your shield. This action is taken after the result of the attack roll is known but before the damage is revealed. Attacks that do not target you directly or which do not deal hit point damage cannot be redirected in this manner.

SHIELD SKATE

When moving down an incline or using the charge action, you may spend a swift action to throw your shield down in front of you and use it to skate across the ground. This gives you a 10 ft. circumstance bonus to your land speed for that round. You do not benefit from your shield bonus to AC during your movement while using this ability. You may reclaim and re-equip your shield as a free action at the end of your movement. For every 5 points of base attack bonus you possess, the circumstance bonus to your land speed increases by 10 ft.

You may make overrun attempts against any creature in the path of this movement without provoking attacks of opportunity. Add your shield bonus to AC to your combat maneuver bonus for these checks.

SHIELDED FOCUS

While wielding a buckler, shield, or tower shield, you may spend a move action to regain your martial focus whenever you choose to fight defensively as part of an attack action. Additionally, whenever an attack misses a creature benefiting from your *active defense*, you may regain your martial focus as an immediate action.

SMASHING COUNTER (DEFLECT)

Whenever an attack misses a creature benefiting from your *active defense*, you may make a shield bash attack against the attacking creature as a free action that can be taken even when it's not your turn.





SNIPER SPHERE

Snipers specialize in making single, deadly shots, often over great distances. Practitioners of the Sniper sphere can shoot or throw ranged weapons at a creature engaged in melee without taking the standard -4 penalty on their attack roll.

Associated Feat: Precise Shot.

All practitioners of the Sniper sphere gain the following ability:

Deadly Shot: As a special attack action, you may make an attack with a ranged weapon. You may add any one (snipe) talent you know to this attack.

In addition, you may expend your martial focus to increase the damage dealt by the attack by 1d10, or 1d6 if the attack targets touch AC or is made with a scatter weapon. You must choose whether or not to use this ability before making your attack roll. These extra damage dice are not multiplied on a critical hit, but are added to the total. For every 4 points of base attack bonus you possess, you deal an additional 1d10 damage, or an additional 1d6 if the attack targets touch AC or is made with a scatter weapon.

Some talents are marked (snipe). These talents add additional effects when you perform a *deadly shot*. You may only apply the effects of one (snipe) talent to each *deadly shot*.

SNIPER TALENTS

BOUNCING SHOT (SNIPE)

You gain the ability to bounce your attack off of the ceiling, floor, or wall to attack a protected target. You may target a 5-ft. square of a solid surface, then treat that spot as your new point of origin when attacking a target. This can allow you to attack around corners, or possibly ignore the cover on a target. For every 4 points of base attack bonus you possess, you may bounce your shot 1 additional time, but you suffer a -2 penalty to the attack roll per surface used to bounce in this fashion. A bounced surface does not take damage, and you use the total distance traveled (including to and between bounced surfaces) when determining range penalties.

BREAKING BLAST

Your ranged attack deals full damage to objects.

COVERING FIRE

As a standard action, you may choose an area with a 5-ft. radius. This area must be within your first range increment. You threaten this area until the beginning of your next turn, and may make attacks of opportunity using a ranged weapon that you are wielding against any creature in this area that provokes them. If the weapon uses ammunition, it must either be loaded or you must be able to load it as a free action and thrown weapons must be in hand or able to be drawn as a free action to make

these attacks of opportunity. For every 4 points of base attack bonus you possess, this radius increases by 5 ft.

FOCUSING RELOAD

You may regain martial focus whenever you use a move, standard, or full-round action to reload a weapon you are wielding (including nocking an arrow to a bow). If you can normally reload your weapon faster than a move action, you may choose to reload as a move action to gain this benefit.

HEAD SHOT (SNIPE)

If your *deadly shot* deals damage equal to at least 50% of the target's current hit points, the target must make a successful Fortitude saving throw or die. Constructs, elementals, swarms, and oozes are immune to this ability. This is a death effect.

HINDERING PROJECTILES (SNIPE)

Your successful *deadly shot* leaves the weapon or ammunition used for the attack lodged in the wound, making it difficult for the target to move and react. The target takes a -2 penalty to attack rolls, AC, and CMD; multiple uses of this ability stack, increasing the penalty by an additional -2 per projectile lodged in the target. The target may remove a single projectile as a move action, or may remove multiple as a full-round action.

PERFECT SHOT

As long as you have martial focus, whenever you would suffer a miss chance due to concealment, roll the miss chance twice and take the most favorable result. In addition, as long as you have martial focus, you no longer automatically miss when rolling a natural 1 on a ranged attack roll; your attack must still hit the target's AC as normal. At +10 base attack bonus, you can reroll a result of 1 on a ranged attack roll once per round.

PIERCING SHOT (SNIPE)

Your *deadly shot* pierces the target and can strike another creature in line behind it. You must be able to trace a line starting at your space and passing through both targets to make this additional attack. The secondary attack is made at a -4 penalty, in addition to any modifiers for added range; additional targets cannot be outside your normal maximum range. If the secondary attack also successfully damages its target, the projectile can continue to hit another target, but the -4 penalties for each additional target continue to stack.

PINNING SHOT (SNIPE)

On a successful *deadly shot*, the target of your attack gains the grappled condition. A target grappled by a projectile can break free by destroying the weapon or ammo used in the attack (hardness 5, hit points 1, break DC 13 for arrows and bolts) or with an Escape Artist or combat maneuver check made as a move action against your CMD -4.

PUSH SHOT (SNIPE)

On a successful *deadly shot*, you may make a free ranged bull rush attempt against the target, using your original attack roll

for the *deadly shot* as your combat maneuver check. You do not need to move to push the target, nor do you provoke an attack of opportunity for this combat maneuver, except as usual when making ranged attacks.

SHATTERING SHOT (SNIPE)

You may use *deadly shot* to make a ranged sunder attempt, using your Dexterity bonus in place of your Strength bonus when determining your combat maneuver bonus. You do not provoke an attack of opportunity for this combat maneuver, except as usual when making ranged attacks.

SHIELD SHOT (SNIPE)

If you hit a shield-using creature with your *deadly shot*, the target loses the AC bonuses from that shield until they take a standard action to pry the remnants of the shot from their shield.

SNIPER SHOT

You may increase the time required to use *deadly shot* to a full-round action to apply two (snipe) talents to it. This attack still counts as an attack action.

STEADY SHOT (SNIPE)

When performing a *deadly shot*, you may ignore the cover bonus to AC granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks. At +10 base attack bonus, you also ignore total concealment.

TANGLING SHOT (SNIPE)

On a successful *deadly shot*, you give the target the entangled condition. The target may spend a standard action to end this effect.

TARGETED ASSAULT

Whenever you make a successful ranged attack against a creature or object as an attack action, the target's damage reduction, energy resistance, or hardness is reduced by an amount equal to 1/2 your base attack bonus (minimum 1) against that attack.

THREAD THE NEEDLE (SNIPE)

On a successful *deadly shot*, you aim for the target's eyes, seeking to take away their vision. The first time you hit a tar-

get while using this ability, they are dazzled for 1d4 rounds; if you successfully use this ability against a target already suffering from the dazzled condition, they are instead blinded for 1 minute. The blind condition can be removed with a DC 20 Heal check, or when the target receives at least 1 hit point of healing. If your base attack bonus is +10 or higher, you may use the blinding option of this ability even if the target is not dazzled.

TRAP TECHNICIAN (SNIPE)

On a successful *deadly shot* against an object, you can attempt a Disable Device check substituting your attack roll for the results, although you deal damage equal to your weapon's damage die to the object being disabled (this can be used with traps, but takes a -5 penalty). You can also use this check to instead activate a trap upon making a successful Disable Device check. You can also jam a lock with this talent, requiring a Disable Device check equal to your attack roll to open it.

TRIP SHOT (SNIPE)

On a successful *deadly shot*, you may make a free ranged trip attempt against the target, using your original attack roll for the *deadly shot* as your combat maneuver check. You do not provoke an attack of opportunity for this combat maneuver, except as usual when making ranged attacks.

UNBLOCKABLE

Your ranged attacks are launched with devastating accuracy; whenever you make a ranged attack using the attack action and a spell or ability (such as *wind wall* or the Deflect Arrows feat) would allow a creature to prevent or deflect it, that creature must succeed at a caster level check (if the blocking effect is a spell or supernatural ability) or a combat maneuver check against your attack roll. Failure on this check means that your attack is not impeded by the ability.

WEAPON SHOT (SNIPE)

On a successful *deadly shot*, you may make a free ranged disarm attempt against the target, using your original attack roll for the *deadly shot* as your combat maneuver check. You do not provoke an attack of opportunity for this combat maneuver, except as usual when making ranged attacks.



TRAP SPHERE

When you gain the Trap sphere, you gain 5 ranks in the Craft (traps) skill, plus 5 ranks per additional talent spent in the Trap sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Craft (traps) skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

Possessing this sphere grants you access to the ability to rapidly deploy temporary traps. You may make a Craft (traps) check with a DC of 5 to place a trap on any solid surface within your reach as a full-round action. This trap persists for 1 round per point that your check exceed the placement DC. The trap is placed in a 5-ft. square of your choice. For every 5 ranks in Craft (traps) you possess, you may increase this area by one 5-ft. square. All squares a trap occupies must be contiguous and you can not place two separate traps in the same squares. Entering a trap's space triggers the trap. The Perception DC to locate a trap is 10 + your Craft (traps) modifier. Trap talents that require a saving throw use your ranks in Craft (trap) instead of your base attack bonus when determining your saving throw DCs.

Traps are cobbled together from scrap, detritus in the environment, and random bits of string, springs, and other miscellany that have been assembled into easily deployed components. Any creature in possession of a trap bag is considered to have the required materials to build these temporary traps, preparing components during downtime and restocking it for negligible cost at regular intervals, though some talents may allow the use of more expensive components that must be tracked. At the GM's discretion, some traps may be constructed from materials in the environment even without a trap bag.

You never set off your own traps unless you choose to. Creatures who you warn or who see you set a trap are aware of its location and gain a +5 circumstance bonus on Perception checks to notice the trap and Reflex saves and AC to avoid the trap. A trap may be removed as a full-round action with a Disable Device check with a DC equal to your Craft (traps) bonus +10. You always succeed on removing your own traps. You may choose to recover any expensive components or Alchemy sphere *formulae* used in a successfully removed trap.

If a trap is perceived, it can be targeted and destroyed by attacks without setting it off. A trap has hardness equal to your ranks in Craft (traps), AC equal to 10 + your ranks in Craft (traps), and 5 hit points + 5 hit points per 2 ranks in Craft (traps) you possess.

As long as you have martial focus, reduce the time required to set a trap from a full-round action to a standard action.

There are two basic types of temporary traps, snares and darts. A trap may only be triggered once unless otherwise noted. Trap sphere talents that allow for the use of expensive components allow for the component (alchemist fire, dose of poi-

son, etc.) to be drawn as part of the action required to place the trap unless noted.

DARTS

A dart trap is constructed of spring, twine, and usually a needle or other blade. A dart targets a line originating from one corner of one of the squares it occupies determined when it is set. This line extends out to Close range (25 ft. + 5 ft. per 2 ranks of Craft (traps) you possess) and stops after one creature is hit. When triggered, make a ranged attack roll against each creature in the line until one is hit. You may substitute your ranks in Craft (traps) + your Intelligence modifier for your base attack bonus + Dexterity modifier on this roll. The dart deals 1d6 piercing damage, increasing by 1d6 when your Craft (traps) ranks reach 3 and every 2 ranks thereafter, and has a critical threat range of 20 with a x3 multiplier. Some talents allow you to modify your darts. Each trap may only benefit from one (dart) talent. Some trap talents allow you to forgo dealing damage for benefits as defined in that talent.

You may forgo dart damage to expend an alchemical item (such as a tanglefoot bag), a thrown splash weapon (such as alchemist's fire or acid flasks), or a dust (a potion containing a spell that affects an area) when making a dart trap to add the effects of that splash weapon to the dart. Resolve the attack versus touch AC. Items with an area of effect count their origin from the nearest corner of the struck creature's space to the line of the dart's effect.

You may apply injury poison to a dart as if it were a weapon after it has been set. While setting the trap, you may choose to forgo dart damage, instead expending a dose of a contact or inhaled poison as part of setting the trap. The dart then resolves its attack vs. touch AC. An inhaled poison fills its area as normal, centered on the struck creature's square (or the first square targeted by the line, if the creature occupies more than one space).

SNARES

A snare trap is constructed from rope, wire, and similar materials. A snare targets the first creature to enter one of the squares it occupies. A creature may avoid triggering a snare with a successful Reflex save; doing so leaves the trap untriggered and makes the creature aware of the trap and able to pass through that trap's space(s) without further risk of triggering it. Some talents grant additional types of snares. Each trap may only benefit from one (snare) talent.

An alchemical item may be rigged to a snare trap. If a creature triggers the trap, the alchemical item is activated, targeting a grid intersection adjacent to the trap chosen when it is set. If the alchemical item is a thrown splash weapon, the triggering creature is affected by the item as if it were struck directly by it. Other small items such as dyes, dusts, vials of perfume, and other items with GM permission may also be attached to a snare trap as well.

An inhaled poison may be rigged to a snare trap. If a creature triggers the trap, the first square entered (the creature's choice

if there is more than one entered simultaneously) becomes the centerpoint for the inhaled poison.

When you first gain the Trap sphere, you gain the following snare:

Tripwire (snare): A creature that fails its save against a tripwire snare falls prone. Once knocked prone, a creature is no longer at risk of triggering the trap in that square. This trap is not destroyed when triggered; instead the duration is reduced by 5 rounds per creature that fails its save. Running and charging creatures take a -2 penalty on their Reflex saves against this trap.

TRAP TALENTS

ALCHEMICAL TRAP MASTER

When applying an alchemical item or poison to a trap, the save DC of the alchemical item or poison is equal to the save DC of this sphere if higher. You never risk poisoning yourself when applying a poison to a trap.

ALARM TRAP (SNARE)

Rather than producing an effect on the triggering creature, this trap instead creates a loud noise when triggered, clearly audible to all creatures within 60 ft. of the trap, +5 ft. per rank in Craft (traps) you possess. In particularly quiet places, this sound can be heard up to 3 times as far away.

COMBINED TRAPS

You may increase the time required to place a trap by 2 steps (a move becomes a full-round, a standard becomes 1 round, and a full-round becomes 1 minute) and increase the DC of placing the trap by 5. Doing so allows you to apply a second (dart) talent to a dart trap or a second (snare) talent to a snare trap. Alternatively, you may place a dart and snare trap in the same space to be triggered simultaneously. If you possess the Trap Wielder talent and combine it with this ability, resolve each trap separately.

DEADLY DART (DART)

This larger dart deals slashing and piercing damage and increases the dart's damage dice to d8. The dart's critical threat range also improves to 19-20/x3.

EXPERT EYE

Your experience in building and placing traps gives you insight into spotting and disarming them. You may use Craft (traps) in place of Perception when searching for traps and in place of Disable Device when disarming them.

FLASH TRAP (DART, SNARE)

When used as a dart, the target must make a Reflex save or suffer a 20% miss chance on all attack rolls for 1 round and be dazzled for a number of rounds equal to your ranks in Craft (traps). At 10 ranks in Craft (traps), it may inflict the blinded condition rather than a miss chance.

When used as a snare, all creatures within 5 ft. of a corner of the triggering square of your choice must make a Reflex save or be blinded for 1 round and dazzled for a number of rounds equal to your ranks in Craft (traps). For every 5 ranks in Craft (traps) you possess, the area of this snare increases by 5 ft. If you

possess 10 or more ranks in Craft (traps), the duration of the blinded condition also increases by 1 round.

FOAM SPRAY (SNARE)

When triggered, this trap sprays a fluid that hardens on contact with air, filling the space of the trap to a height of 5 ft. with an opaque foam. This height increases by 5 ft. for every 5 ranks in Craft (traps) you possess. Creatures occupying a space filled with foam are entangled until they succeed on a Strength or Escape Artist check with a DC equal to the trap's DC or the foam is destroyed. Alchemical foam has a hardness of 0 and each 5-ft. cube has hit points equal to your ranks in Craft (traps) x3.

MAGIC TRIGGER (SNARE)

You may rig a magic item that requires activation to be triggered by your snare. If the item requires a longer activation time than the time that would be required to place the trap, then the time required to place the trap increases to match the item activation time. If activating the item requires a Use Magic Device check, this check must be made as part of setting the trap. This trap is not destroyed when triggered. Each time it is triggered, it consumes one charge from the item (if it is a charged item; single use items are counted as possessing 1 charge for this purpose), destroying the trap when the remaining charges reach 0. The duration of the trap also decreases by 5 rounds each time it is triggered. Once the trap is destroyed, any item used may be recovered, less any charges used. If the magic effect targets a creature, the triggering creature is targeted. If it targets an area, the effect originates from one corner of the square from which it was triggered (your choice). Shapes such as cones or lines must have their orientation determined when the trap is placed.

NET (DART, SNARE)

When used with a dart trap, a creature that is struck by your dart must make a Reflex save or become entangled. You may forgo damage to resolve this attack against touch AC. This condition lasts until the creature succeeds on a Strength or Escape Artist check against the trap's DC or destroys the trap via damage.

When used with a snare trap, the target is entangled and unable to move from the triggering square until it succeeds on a Strength or Escape Artist check against the trap's DC or destroys the trap via damage.

NOOSE (SNARE)

A creature that fails its Reflex save to avoid a noose snare may not move from its current location and is unable to breathe unless it succeeds on a Strength or Escape Artist check against the trap's DC or destroys the trap via damage. For every 4 ranks in Craft (traps) you possess, an affected creature is treated as though an additional round passed each round it remains in the snare for the purposes of how long they can hold their breath. Additionally, any spell the creature attempts to cast suffers a 50% spell failure chance if it requires verbal components.

OPPORTUNIST

Creatures that are struck by your dart trap or that fail a save against your snare trap provoke an attack of opportunity from

you. You may make this attack of opportunity with a ranged weapon provided the target is within your first range increment.

PERSISTENT TRAP

You may increase the time required to set a trap to 1 minute to increase its duration to 10 minutes per point that your check exceed the placement DC. You may only place 1 trap at a time in this manner, +1 per 4 ranks in Craft (traps). If you take this talent a second time, you may increase the set time to 10 minutes to increase duration to 1 hour per point that your check exceed the placement DC.

RAPID PLACEMENT

You may expend martial focus to reduce the time required to place a trap by 1 step (10 minutes becomes 1 minute, 1 minute becomes 1 round, 1 round becomes a full-round, a full-round becomes a standard, a standard becomes a move). This cannot be combined with Trap Wielder.

RAZOR WIRE

When you place the tripwire snare, you may choose to have it deal 1d6 slashing damage + 1d6 at 3 ranks in Craft (traps) and every 2 ranks thereafter to the triggering creature. Alchemical items cannot be added to this snare. A razor wire snare otherwise functions as a tripwire snare.

REMOTE TRIGGER

As an immediate action, when a creature comes within the area of effect of one of your traps, you may trigger a trap. Additionally, when a creature succeeds on a Reflex save to avoid triggering one of your *snare* traps, you may force them to re-roll the save as an immediate action. You must be within close range (25 ft. plus 5 ft. per 2 ranks in Craft (traps)) of the trap to use either ability.

SKUNK SMOKE (SNARE)

When this trap is triggered, a 5-ft. radius from a corner of your choice of the triggering square is filled with noxious smoke. The smoke obscures all sight, including darkvision, beyond 5 ft. A creature within 5 ft. has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the

target). Any creature that is in the fog must make a Fortitude save or be sickened until 1d4 rounds after they leave the smoke. A creature that saves successfully must save again on any turn they remain in the smoke. If you have at least 10 ranks in Craft (traps), creatures that fail their save are instead nauseated.

For every 4 ranks in Craft (traps) you possess, the smoke remains for 1 additional minute. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

TRAP WIELDER

Sometimes the heat of battle does not allow one to properly set and camouflage a trap. Instead of placing a trap, you may attempt to immediately apply it to a creature. Doing so requires the normal action for placing the trap. As the trap is never set, creatures do not gain any bonus to AC or saves for seeing you set the trap. You may poison a trap used in this way by spending the required action to poison a weapon no more than 1 round prior to using this talent.

A dart trap may be immediately triggered, originating its line from any corner of your square. This provokes attacks of opportunity as a ranged attack.

A snare trap may be employed against any creature within your natural reach and does not provoke an attack of opportunity.

TRAPPER'S RECOVERY

When a creature fails a save against or takes damage from your trap and you are aware of them doing so, you may gain martial focus as an immediate action.

TRAPSMITH

When crafting mundane traps, you may count your daily progress in gold pieces instead of silver pieces. Additionally, you may craft magic traps even without spellcasting ability using your ranks in Craft (traps) in place of your caster level. You may substitute a Craft (traps) check in place of a Spellcraft check when doing so.

WARNING

Allies who can see and hear you never trigger your traps unless they choose to.



WARLEADER SPHERE

Practitioners of the Warleader sphere learn techniques for organizing, rallying, and directing their allies in battle. Regardless of whether they are charismatic warriors leading from the front or canny tacticians directing their troops from a secure position overlooking the battlefield, it is the superior talent for directing their troops to coordinate the correct response that makes them invaluable forces on the battlefield. When you gain the Warleader sphere, you gain 5 ranks in the Diplomacy skill, plus 5 ranks per additional talent spent in the Warleader sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Diplomacy skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

Tactics: *Tactics* are coordinated battle plans that require continuing direction from the practitioner to maintain. A creature must have line of sight to, and be able to see, the practitioner to benefit from a *tactic*. Beginning a *tactic* is a move action, and it can be maintained each round as a move or swift action. Once activated, you may switch between any *tactics* you know each time you use a swift action to maintain an ongoing *tactic*. *Tactics* affect all allied creatures within a radius of 10 ft. + 5ft. per rank in Diplomacy you possess, and may be centered on any square you have both line of sight and line of effect to. You may recenter an ongoing *tactic* at a new location as part of the swift action used to maintain it. The benefits of your *tactics* end immediately if you are helpless, killed, paralyzed, rendered unconscious, or stunned.

When you first gain the Warleader sphere, you gain the following tactic:

Aggressive Flanking: While within the affected area of this *tactic*, allied creatures are considered to be flanking as long as they both threaten the same creature, regardless of their comparative positioning.

Shouts: *Shouts* are sound-based effects centered on the practitioner that affect creatures in an area of effect centered on the practitioner with a radius of 10 ft. + 5 ft. per 2 ranks in Diplomacy the practitioner possesses. The practitioner may choose whether or not to include himself in the effects of his *shout*. The effects of *shouts* last for a number of rounds equal to 1 + 1 for every 4 ranks in Diplomacy you possesses, and use your ranks in Diplomacy instead of your base attack bonus when determining any saving throws. Unless otherwise noted, using a *shout* is a standard action. Deaf characters or characters otherwise lacking the ability to hear gain a +5 bonus on all saves against *shout* effects, and must attempt a saving throw against a *shout* even if its effects would be beneficial. Practitioners in the area of a *silence* spell or otherwise unable to make a sound cannot use *shouts* until they are once more able to be heard.

While some *shouts* only affect allies or enemies, others affect all targets within their area of effect. When performing such a *shout*, you may spend a move action to warn your allies to cover their ears and negate the effects, but doing so gives enemies within the area of effect a +5 bonus to their saving throw against the *shout*'s effects. Some *shouts* may require you to expend your martial focus, as described in their entry.

When you first gain the Warleader sphere, you gain the following *shout*:

Fierce Shout: When you use this *shout*, you and all affected allies gain a +1 morale bonus on damage rolls on their first attack each turn. For every 2 ranks in Diplomacy you possess, this morale bonus to damage is increased by +1. This is a mind-affecting emotion effect.

WARLEADER TALENTS

BREATH SUPPORT

When performing a *shout*, you may change the area of effect to a cone of twice the length of the *shout*'s normal radius.

CALL ATTENTION (SHOUT)

When you use this *shout*, your opponents' attention is drawn to you for its duration, making it hard for them to focus on your allies. Allies within the *shout*'s affected area may make a Stealth check to hide even if they do not have cover or concealment for the duration of the *shout*, but you automatically fail any Stealth checks for the *shout*'s duration.

COURIER'S DASH (TACTIC)

All allies that start their turn within the radius of this *tactic* gain a +5 ft enhancement bonus to their base land speed. An ally who begins or ends their turn outside of this *tactic*'s affected area loses its benefits until they once more start their turn within its radius. For every 5 ranks in Diplomacy you possess, this enhancement bonus is increased by an additional 5 ft.

COORDINATED REFLEXES (TACTIC)

Allies within range of this *tactic* are granted a +1 morale bonus on Reflex saves to avoid damage from attacks and effects that target an area, such as a *fireball* spell or the splash damage from an alchemist's bombs. For every 4 ranks in Diplomacy you possess, this circumstance bonus increases by +1. Once per round when an ally affected by this *tactic* fails their Reflex save against such an effect, you may spend an immediate action to allow them to reroll the save.

CRY OF CONFRONTATION (SHOUT)

You may expend your martial focus to use this *shout* and cause all enemy creatures who fail their save against this *shout* to take a -1 penalty on all attack rolls that do not include you as a target. Creatures incapable of targeting you with their attacks (for example, if you are flying out of reach of an enemy whose only available weapons are melee attacks) ignore this penalty.

For every 4 ranks in Diplomacy you possess, this penalty increases by -1.

DEADLY HERDSMAN (TACTIC)

Whenever you or an ally benefiting from this *tactic* successfully deal damage to an enemy with an attack made using the attack action, the individual who made the attack may attempt a bull rush or reposition combat maneuver against the target of the attack as a free action that does not provoke attacks of opportunity. If you possess 10 or more ranks in Diplomacy, the forced movement caused by the maneuver provokes an attack of opportunity from threatening allies other than the one initiating the movement.

FOCUSING CRY (SHOUT)

You may expend your martial focus to use this *shout* to restore the martial focus of 1 creature other than yourself within the *shout's* affected area. For every 4 ranks in Diplomacy you possess, you may restore the martial focus of 1 additional creature. This is an instantaneous effect.

FOCUSING TACTICS

Any ally currently affected by one of your *shouts* or *tactics* may spend a move action to restore your martial focus. The creature spending a move action must have an Intelligence of at least 3 and possess a number of Hit Dice at least equal to 1/2 your total Hit Dice.

FORTIFYING PHALANX (TACTIC)

Allies within range of this *tactic* are granted a +1 morale bonus on Fortitude saving throws, +1 for every 4 ranks in Diplomacy you possess, as long as they are within the natural reach of at least one other ally affected by this *tactic*. Once per round when an ally affected by this *tactic* fails a Fortitude saving throw, you may spend an immediate action to allow them to reroll the save.

FRIGHTFUL ROAR (SHOUT)

When you use this *shout*, all hostile creatures within its radius must succeed on a Will saving throw or be shaken. This is a mind-affecting fear effect. This talent may be taken up to twice; the second time this talent is taken, any creature affected by this *shout* who is already shaken is instead frightened for the *shout's* duration.

HARANGUE (SHOUT)

You may expend your martial focus to use this *shout*, allowing all allies within its radius to make a new saving throw against any ongoing effect they are currently suffering from that normally grants a saving throw using the original DC, even if they have already failed the initial save and would not normally be granted another. Poison and disease effects that can worsen on a failed saving throw do not count this saving throw as a failure when determining such effects if it is unsuccessful. A creature can only benefit from this *shout* once in regard to any individual effect.

INSPIRING SPEECH (SHOUT)

You may call your allies to arms and give them the strength to push through exhaustion. For the *shout's* duration, you and your affected allies may ignore the penalties associated with the fatigued or exhausted conditions. This does not end those conditions nor allow an exhausted creature to use the Roaring

Reservoir talent, it simply removes the penalties associated with those conditions for the time being.

MILITANT WILL (TACTIC)

Allies within range of this *tactic* are granted a +1 morale bonus on Will saves against charm, compulsion, and fear effects, +1 per 4 ranks in Diplomacy you possess. Once per round when an ally affected by this *tactic* fails their Will save against such an effect, you may spend an immediate action to allow them to reroll the save.

PREPARATION (TACTIC)

Affected targets gain a bonus to their initiative checks equal to 1/4th your ranks in Diplomacy (minimum: 1). A creature cannot benefit from this *tactic* more than an hour in any given day.

RALLYING SPEECH (SHOUT)

You can rally your allies against the effects of fear. For the duration of the effect, you and your allies ignore the effects of the shaken condition, and reduce the effects of the frightened condition to become those of the shaken condition. Panicked creatures ignore the effects of this *shout*.

ROARING RESERVOIR

You may use a *shout* that normally requires you to expend your martial focus without expending your martial focus, but doing so makes you fatigued for 1 minute. If you are already fatigued, you become exhausted for this duration instead. You cannot use this talent while exhausted.

ROUSING CLAXON (SHOUT)

You may expend your martial focus to use this *shout*, granting you and all affected allies a number of temporary hit points equal to your ranks in Diplomacy; these temporary hit points expire at the end of the *shout's* duration.

SHIELDBROTHERS (TACTIC)

As long as an ally affected by this *tactic* is adjacent to at least one other ally, they gain a competence bonus to AC equal to 1/4 your ranks in Diplomacy (minimum 1).

VERBAL COMMANDS

Creatures may benefit from your *tactics* even if they cannot see you, as long as they can hear your instructions; this allows creatures who are blind, but not deaf, to benefit from your *tactics*. You must still be able to see affected creatures and the area within your *tactic's* radius to issue commands, but need not have direct line of sight or line of effect; for example, if you are watching an area through a magical viewing device and have a method of communicating verbally with affected allies in the area each round, you can maintain a *tactic* and grant its benefits to your allies without being physically present.

VERBAL COUNTER

While outside of combat, whenever a creature makes a Bluff check against you that involves speaking, you can make a Bluff, Diplomacy, or Intimidate check opposed by their Bluff check; upon making a successful opposed check, you can force them to either tell the truth (as far as they know) about the subject or take a -5 penalty on Charisma-based skill and ability checks (this includes Bluff, Diplomacy, and Intimidate, even if the target uses an alternate ability score to determine their bonuses with these skills) against everyone who listened to them speak for 1 day.



WRESTLING SPHERE

Training in the Wrestling sphere teaches a practitioner how to quickly drop their opponents to the ground, twisting them up and slamming them into the ground with incredible force.

Wrestling practitioners are unarmed fighters who deal additional damage with their unarmed strikes as described in the unarmed strike practitioner table. **Associated Feat:** Improved Unarmed Strike.

All practitioners of the Wrestling sphere gain the following ability:

Snag: As a swift action, you may attempt to *snag* a target as a melee touch attack, latching onto part of their clothing, armor, or flesh and making them battered. If you are already holding a target, such as via the Scale Foe Athletics talent or via a successful grapple, they are also considered battered as long as the hold persists. If you do not grapple an opponent or perform a similar technique such as Scale Foe by the end of your turn, the *snag* automatically ends.

Any time you initiate or maintain a grapple, you may apply 1 (slam) talent as an immediate action in addition to the normal benefits of initiating or maintaining a grapple.

WRESTLING TALENTS

⟨CHOKE HOLD⟩

Whenever you control a grapple against a creature, that creature is unable to breathe or speak, though they may hold their breath in response to being grappled. Each consecutive round they spend grappled by you counts as a number of rounds equal to your practitioner modifier against the total number of rounds they may hold their breath before they are forced to make Constitution checks to avoid suffocating. For every 4 points of base attack bonus you possess, each passing round counts as an additional +1 round when determining how long they can hold their breath.

⟨LINK STRIKE (SLAM)⟩

You may make a melee attack against the creature that deals damage as normal, plus an additional 1d6 nonlethal damage, +1d6 per 4 points of base attack bonus you possess.

⟨GRANDSTANDING SLAM⟩

Whenever you use a (slam) talent, you may make an Intimidate check against all those who can see you except for the creature which was affected by the (slam) talent to demoralize them, gaining a +2 bonus on this check. For every 4 points of base attack bonus you possess, this bonus increases by +2.

⟨GREATER GRAPPLE⟩

As long as you have martial focus, you may maintain a grapple as a move action. **Associated Feat:** Greater Grapple.

GROUND GAME

Whenever you maintain a grapple against a creature, or when a creature succeeds at a grapple check against you, you may attempt a trip combat maneuver against them as an attack of opportunity; this trip attempt does not provoke an attack of opportunity itself.

HAMMERLOCK

As long as you have martial focus, the penalties for being grappled by you increase by -1; for every 6 points of base attack bonus you possess, these penalties increase by an additional -1.

HARD WHIP (SLAM)

You may end the grapple to force the grappled creature to move up to 10 ft. in a direction of your choice except upwards. This movement does not provoke an attack of opportunity, although if the creature's movement would force them to enter one of your ally's squares, they provoke an attack of opportunity from that ally and their movement is stopped before entering that ally's square (if two or more of your allies share the same square, only a single ally of your choice may make an attack of opportunity due to this talent); for every 5 ft. the creature was forced to travel, your ally's attack of opportunity gains a +2 circumstance bonus to damage. If this movement would cause a creature to collide with a solid object, they take damage equal to 1d6 + the modifier of the attribute used to determine your combat maneuver bonus for the maneuver. This damage is increased by +1d6 for every 5-ft. square the target would have traveled beyond the wall or object.

You may choose to use this talent on an ally; if you do, that ally may make a melee attack any point during this movement, and may choose to end this movement whenever they wish. For every 5 ft. your ally travels before making this attack, they gain a +2 circumstance bonus to this attack's damage roll. For every 4 points of base attack bonus you possess, the distance you can force a creature to move with this talent increases by 5 ft.

HEEL TACTICS (SLAM)

You may expend your martial focus to make a dirty trick combat maneuver against the grappled creature without provoking an attack of opportunity.

INESCAPABLE GRASP

Whenever a creature attempts to magically escape a grapple with a teleportation or Warp effect, you may make a special combat maneuver check against their CMD as an immediate action. If successful, the escape fails and they provoke an attack of opportunity from you. At +10 base attack bonus, if you make a grapple attempt against a creature under the effect of a *freedom of movement* spell or similar effect, that effect is suppressed for the duration of the grapple.

IRON GRIP

You gain a +1 competence bonus to your grapple combat maneuver checks, as well as to your CMD vs. that maneuver.

This bonus increases by +1 for 4 points of base attack bonus you possess. This bonus does not stack with the bonus to this maneuver provided by the Improved or Greater Grapple feats.

Associated Feat: Improved Grapple.

LAST CHANCE GRAPPLE

Whenever you attempt to initiate a grapple as a standard action and fail, you may expend your martial focus to make another grapple attempt against the same creature as a swift action without provoking an attack of opportunity.

LIVING WEAPON (SLAM)

If the target of your grapple has been pinned and is no larger than you are, you may wield the creature as if they were a melee weapon you are proficient with until the end of your next turn, or until they successfully break your grapple, whichever comes first. If you do not spend the necessary action to maintain the grapple on your next turn, the grapple ends with your turn. You may make a single attack action with the grappled creature in place of the options normally available when maintaining a grapple.

Creatures wielded in this manner use the improvised weapon charts when determining their damage and required hands and difficulty of use, and 1/2 of any damage dealt with the wielded creature is dealt to the wielded creature itself. If you possess the Shoulder Throw talent, you may use the wielded creature as a thrown weapon, to a maximum range as outlined in the Shoulder Throw talent. If the pinned opponent is unable to resist being pinned for any reason, you can use that opponent as a weapon without grappling or pinning them, until the creature is reduced to 0 or fewer hit points, at which point the creature cannot be grappled and only counts as an improvised weapon.

PAINFUL FLEX

Whenever you use a successful grapple check to deal damage, you deal an additional +2 damage and the creature takes a -1 penalty on the next grapple check they make against you as long as it is made within 1 minute. For every 5 points of base attack bonus you possess, this damage and penalty increases by +2/-1 respectively.

PILEDRIVER (SLAM)

When you successfully maintain a grapple against a creature you have already pinned, instead of one of the options normally available when you maintain a grapple, you may lift them over your head and smash them into the ground, automatically threatening a critical hit with your unarmed strike and rolling to confirm as normal. If the critical threat confirms successfully, the creature must make a successful Fortitude save or be staggered for 1 round. Use of this *slam* breaks your grapple on the creature. At +10 base attack bonus, the target is dazed for 1 round instead.

POWER BOMB (SLAM)

You can lift a creature into the air before dropping them onto the ground, dealing 1d8 + your practitioner modifier damage and forcing them to make a successful Fortitude save or become fatigued for 1 round, ending the grapple. A creature that fails the save is also knocked prone. At +10 base attack bonus, the creature is knocked prone regardless of if they make the Fortitude save.

POWERSLAM

Whenever a creature provokes an attack of opportunity from you, you may expend your martial focus to make a grapple check against them as an immediate action; if this grapple check is successful, you may make a trip attempt against that creature as a free action.

REST HOLD

As a move action while you are grappling an adjacent creature, you may regain your martial focus and treat that creature as granting you partial cover until the start of your next turn. If an attack misses your AC by 2 or less, compare the result to the grappled creature's AC; if the attack roll would hit the grappled creature's AC, resolve the attack as though the grappled creature was the original target. You cannot use this ability if you do not control the grapple.

ROLLERCOASTER

Whenever you succeed on a trip attempt against a grappled creature, you may immediately move both yourself and the grappled creature up to 10 ft. in any direction except up as a free action. This movement provokes attacks of opportunity for both you and the grappled target. For every 5 points of base attack bonus you possess, you may move yourself and the target an additional 10 ft.

SHOULDER THROW

Whenever you succeed on a trip attempt against a grappled creature, you may throw your target, causing them to land prone in an unoccupied square within 10 ft. This immediately ends your grapple. You must have clear line of sight and effect to the target square. Enemies thrown more than 10 ft. take 1d6 bludgeoning damage per additional 5 ft. they are thrown, in addition to any damage they may take as a result of falling (such as if this ability is used against an aerial creature via the Aerial Trip feat). For every 5 points of base attack bonus you possess, you can cause the opponent to land 5 ft. further away from you with this talent.

SLIP AND STRIKE

Whenever a creature's attempt to initiate or maintain a grapple or swallow whole attempt against you fails, or when you choose to release a grapple against an unpinned creature, you may make an attack of opportunity against them. Ending a grapple initiated with the grab universal monster ability does not grant you the same leverage as other uses of this ability and the attack granted for ending such a grapple must be taken as a swift action instead of an attack of opportunity.

STRONGARM LOCKUP

Whenever you successfully initiate a grapple against a creature, you may choose to force that creature into any space within your natural reach rather than an adjacent square. A creature being grappled by you may still attack you even if you would be outside of their reach, but only deals half damage if you would normally be outside of their reach.

TALENTED TIE-UP

As long as you have martial focus, you do not take a -4 penalty to Dexterity or a -2 penalty on all attack rolls and combat maneuver checks and are treated as though both of your hands were free while grappling a creature. In addition, as long as you are the one who initiated the grapple, the creature grants you

soft cover against all attacks while you are grappling them except attacks made by the grappled foe.

TEST OF STRENGTH

Whenever you attempt to initiate a grapple, you can allow the creature which you are attempting to grapple to make an opposed grapple check; if the creature's result is higher than yours, the grapple fails regardless of your result. If your result is higher, the grapple is successful regardless of your result and the creature provokes an attack of opportunity from an ally of your choice. The creature may choose to not make an opposed grapple check, in this case, they take a -2 penalty to their CMD until the end of their next round.

TWIN TIE-UP

You can expend your martial focus to make a grapple check against two different creatures within your reach as a standard action. If your grapple check is successful against both creatures, you can grapple both creatures simultaneously, although you must be adjacent to both creatures while maintaining a grapple against them. Whenever you make a check to maintain the grapple, you use the result against both creature's CMD with a -4 penalty to your combat maneuver bonus in order to maintain the grapple against both creatures, and both creatures gain a +4 on their combat maneuver checks to end the grapple. If you use a (slam) talent, you can spend a move action in addition to the swift action required to use a slam to use it against both grappled creatures. For every 5 points of base attack bo-

nus you possess, this penalty to CMD and bonus to combat maneuver checks is reduced by 1/-1 respectively.

WORKED MATCH

If you are adjacent to a willing ally, you may make Intimidate check as a full-round action against all hostile creatures watching you to influence their attitude, using dangerous looking moves against your ally while not dealing any actual damage to them. You gain a +2 to this Intimidate check for every 4 points of base attack bonus you possess. Creatures who have their attitude shifted by this talent have their attitude reverted to neutral rather than unfriendly, and any creature whose attitude is shifted by this talent takes a -2 penalty to saving throws against *fear* effects which originate from you for 1 day.

You can also use a grapple check with a willing ally as a Perform check for the purposes of making money gaining a +2 bonus for every 4 points of base attack bonus you possess (this is treated as a performance check for bonuses that would apply to making performance checks).

Each willing ally who participates in this talent for either use of it gives you an additional +2 bonus on this check (up to 5 additional allies), allowing you to further demonstrate your grappling prowess.

Those observing you using this talent can make a Perception check with a DC of 10 + your grapple check to see that it is fake, which shifts their attitude 1 step closer towards hostile towards you and any ally who participated in this talent.



LEGENDARY TALENTS

Legend and myth are filled with the exploits of heroes who defied logic, reason, and the very laws of physics. Whether the hero in question is Cu Chulainn, Beowulf, Hercules, Pecos Bill, Coyote, Son Goku, or any of the numberless other heroes whose stories are scattered across the world, the one thing these heroes all have in common is abilities that exceed the mortal limitations average people are familiar with.

The talents presented below, called 'legendary talents' are truly extraordinary, drawing from elements such as American folktales, Celtic mythology, anime, and wuxia films. If you don't feel that such options are appropriate for your game world, perhaps because you envision a grittier world or a world whose physics more closely mirror our own, you can simply forego the following options. However, if you believe that your game world should be truly fantastic, exceeding the bonds of physics and reality as we know it in our world, the following options can assist in allowing you and your group to have truly fantastic adventures.

While a character using legendary talents should not be more powerful mechanically than a character using only basic talents, they nevertheless introduce powers and concepts that allow a character to move far beyond the limitations of their mortal kin, and might not be appropriate for all tables. A table using only basic talents will find itself working in almost any story from the gritty to the fantastic. A table using legendary talents, however, will find itself moving more towards the realm of superhero stories and wuxia adventures, where mortal men leap mountains and bend rivers through nothing but the power of their own bodies.

Legendary talents are only available with GM permission, but if the GM has granted permission, any character can spend a talent to gain a basic talent or a legendary talent of their choice. However, unlike basic talents, legendary talents often come with prerequisites that must be met before they may be taken.

ALCHEMY TALENTS

ELIXIR OF IMMORTALITY (FORMULAE)

Prerequisites: Alchemy sphere, Craft (alchemy) 12 ranks.

You may create a special elixir that restores a creature to its starting age as a young adult. All penalties to Strength, Dexterity, and Constitution the drinker may have suffered as a result of advanced age are removed, but all bonuses to Intelligence, Wisdom, and Charisma that result from advanced age remain (although as the character ages again into middle age and beyond, he does not gain any of these bonuses a second time). Unlike a standard formulae, it takes 1 month to brew an *elixir of immortality*, and it costs an additional 50,000 gp in materials to create.

NECROTIC POISON (TOXIN)

Prerequisites: Alchemy sphere, Craft (alchemy) 10 ranks.

Whenever a creature fails their Fortitude saving throw against this poison, they gain 1 temporary negative level that lasts for 24 hours, making another save at that time or the negative level becomes permanent. Additionally, if they fail their saving throw against this poison, they must pass another Fortitude save at the beginning of their next turn or gain another temporary negative level and need to save the following round or gain another. If a creature dies due to the effect of this poison, they rise 1 minute later as a zombie. This talent is a death effect.

PETRIFYING POISON (TOXIN)

Prerequisites: Alchemy sphere, Craft (alchemy) 10 ranks.

You may choose for your poison to make the creature staggered instead of fatigued. Creatures who fail two consecutive saving throws against this poison are instead immobilized and cannot move from the location they were in when they failed their saving throw, and creatures who fail three consecutive saving throws become petrified. A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the

character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

PHILOSOPHER'S STONE (FORMULAE)

Prerequisites: Alchemy sphere (formulae) package, Craft (alchemy) 20 ranks

Once per month with one day of work, you may create a *philosopher's stone*.

A *philosopher's stone* appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any character with at least 10 ranks in Craft (alchemy) to transmute base metals (iron and lead) into silver and gold. A single philosopher's stone can turn up to 5,000 pounds of iron into silver (worth 25,000 gp), or up to 1,000 pounds of lead into gold (worth 50,000 gp). However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any cure potion while the substance is still potent, it creates a special oil of life that acts as a *true resurrection* spell or Greater Resurrection sphere effect (if using *Spheres of Power*) for any dead body it is sprinkled upon.

ATHLETICS TALENTS

AFTERIMAGE (MOTION)

Prerequisites: Athletics sphere.

When moving more than 5 ft. during your turn using the movement mode corresponding to a package you possess, the speed of your motion causes you to leave behind an afterimage, which may foil your foe's attacks. If you move more than 20 ft., you may expend your martial focus as a free action to leave behind an additional afterimage. These afterimages disappear at the start of your next turn.

Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your afterimages instead. If the attack is a hit, roll randomly to see whether the selected target is real or an afterimage. If it is an afterimage, the afterimage is destroyed. If the attack misses by 5 or less, one of your afterimage is destroyed by the near miss. Area spells affect you normally and do not destroy any of your afterimages. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your afterimages. Spells that require a touch attack are harmlessly discharged if used to destroy an afterimage. For every 6 ranks in Acrobatics you possess, you may leave an additional afterimage.

An attacker must be able to see the afterimages to be fooled. If you are invisible or the attacker is blind, this ability has no effect (although the normal miss chances still apply).

AIR STUNT (LEAP, RUN)

Prerequisites: Athletics sphere, Wall Stunt, Acrobatics 5 ranks.

If you possess the (leap) package, you no longer require a solid surface to make your swift action jump with the Wall Stunt talent. While you have martial focus, the DC for Acrobatics

checks to determine jump height have their DC reduced to 1 per 1 ft. of height. Additionally, you may reduce the effective height of any fall by an additional 10 ft. on a successful Acrobatics check.

If you possess the (run) package, you may run over the air as if it were ground. You do not fall when moving, though if you are not supported at the end of your turn you fall as normal. You may ascend or descend up to 45 degrees as part of this movement, though ascending costs 2 squares of movement per 5 ft. of additional elevation. Additionally, you may balance on any solid surface, even those unable to support your weight, such as a taut string, a narrow tree branch, etc.

BOMB JUMP (LEAP)

Prerequisites: Athletics sphere, Acrobatics 3 ranks.

Whenever you are affected by an area attack that allows a Reflex save, you may use the force of the effect to make an Acrobatics check to jump as a free action. This movement provokes attacks of opportunity as normal. If you attack your own space with such an area effect, you may use your Acrobatics check as your Reflex saving throw against that effect. You may target your own space even if you are in the air to use this talent.

If you are carrying an 'improved' splash weapon created via the Alchemy sphere, you may treat it as an appropriate effect for this talent when affecting your own space. You may make an Acrobatics check to jump even if the item does not ask for a Reflex save, and do not suffer the effects of the item so long as your Acrobatics check is enough to remove you from the item's area of effect.

DRAGOON LEAP (LEAP)

Prerequisites: Athletics sphere, Air Stunt, Wall Stunt, Acrobatics 9 ranks.

As a full-round action, you may expend your martial focus to make an even greater jump. The DC for this jump becomes 1 point per 100 ft. of horizontal distance or 1 point per 10 ft. of vertical distance. You do not suffer falling damage for the height jumped with this action, and can jump beyond your usual maximum movement in a round.

EAGLE'S PATH (FLY)

Prerequisites: Athletics sphere, Sparrow's Path, Fly 9 ranks.

Your fly speed increases to become equal to your base speed, and your maneuverability improved to (average).

FALLING MOUNTAIN

Prerequisites: Athletics sphere, Diving Strike, either Shatter Earth from the Berserker sphere or Earthquake Stomp from the Brute sphere, base attack bonus +5.

When using Diving Strike, you may treat the attack granted at the end of the charge as a valid attack to use either Shatter Earth or a valid action to perform an Earthquake Stomp, and may target the ground in place of a creature when cushioning your fall, and are always considered to have made a successful attack.

In addition, the size of the effect increases depending on how much falling damage you inflict to the floor. Radius effects increase by 5 ft. per 2d6, cones increase by 5 ft. per 1d6, and lines increase by 10 ft. per 1d6.

FLASH STEP (MOTION)

Prerequisites: Athletics sphere, 5 ranks in either Acrobatics, Climb, or Fly.

When using a movement mode associated with a package you possess, you may expend martial focus as a swift action to complete your movement without passing through any intervening squares. This does not allow you to reach any space you would not normally be able to reach with associate movement modes you possess. You may use this ability to charge through difficult or obstructed terrain as long as you are aware of the position of your target. This is a supernatural teleportation effect.

SHARK SWIM (SWIM)

Prerequisites: Athletics sphere.

While swimming, you move at your full base speed as a move action rather than half speed, or double your base speed as a full-round action. You may perform the run action while swimming, may take 10 on Swim checks even when threatened or endangered, and do not need to make swim checks each hour to avoid taking damage from fatigue. Making standard or full-round actions no longer reduces how long you can hold your breath.

If you possess the Strong Lungs talent, you can replace its usual bonus to holding breath and instead hold your breath for a number of hours equal to your Constitution modifier.

SPARROW'S PATH (FLY)

Prerequisites: Athletics sphere, Fly 3 ranks.

You gain a fly speed equal to half your base speed, with a maneuverability of clumsy. The fly speed only functions during your turn; if you are not on a surface that can support you at the end of your turn, you fall. If you deal damage to a hostile creature with a melee attack during your turn, you may choose not to fall at the end of that turn.

At 8 ranks in Fly, this fly speed becomes permanent. This is a supernatural effect.

SPEED BOOST (RUN)

Prerequisites: Athletics sphere.

When running, you move ten times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or 8 times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start you gain a +8 bonus on your Acrobatics check.

You may expend your focus as a swift action to increase your base speed by 50 ft. for a number of rounds equal to your Constitution modifier. This increase is not limited to only land speed. After these rounds end, you are fatigued for 1d4 rounds. You are fatigued even if you are usually immune to the fatigued condition. You cannot use this ability if you are fatigued or exhausted.

If you possess the Strong Lungs talent, you can replace its usual bonus to rounds you may run to instead be able to run for a number of hours equal to your Constitution modifier.

SKY SPIDER'S TOUCH (CLIMB)

Prerequisites: Athletics sphere, Climb 5 ranks.

You can climb at your full base speed with no penalty, and may always take 10 on Climb checks, even when rushed or threatened. In addition, all base DCs for climbing all surfaces are reduced by half. This division happens before applying

modifier such as from bracing between two walls, climbing a slippery surface, or when catching oneself while falling. You can climb with only one hand free with no penalty, or no hands free at a -5 penalty.

In addition to the uses of Climb described by that skill, you also gain several new ones; specifically, you may climb smooth vertical walls or inverted surfaces with a DC 30 Climb check (reduced to 15 with this talent), ceilings without handholds with a DC 40 Climb check (reduced to 20 with this talent), and even climb on nothing but air with a DC 60 Climb check (reduced to 30 with this talent).

Wind speed penalties to Fly checks also apply to Climb checks made to cling to air. If you fail a Climb check when climbing on air, you fall 10 ft. plus 10 ft. per 5 points by which you failed the check.

TERRAIN GLIDE (SWIM)

Prerequisites: Athletics sphere, Swim 5 ranks.

Your skills and muscles honed by swimming allow you to cleave through soil and snow with ease. You gain a 10 ft. burrow speed. If you already possess a burrow speed, it increases by 5 ft.

This talent does not grant the ability to see through earth nor to breath without a source of air, so creatures without tremorsense or another similar ability are blind while underground and creatures that need to breathe must hold their breath.

BARRAGE TALENTS

◀ CONE OF DEATH

Prerequisite: Barrage sphere, base attack bonus +5.

You may expend your martial focus as a full-round action to make a special *barrage*. You forgo your ability to add (blitz) talents and instead make a single attack against every creature within a close range (25 ft. +5 ft. per 2 base attack bonus) cone. Roll a single attack and apply it to every creature within range, dealing damage to any creature you successfully strike. This may affect swarms that are usually immune to weapon damage.

You may take this talent a total of three times, up to once per 5 base attack bonus you possess. If taken twice, increase the size of the effect to a medium (100 ft. + 10 ft. per base attack bonus) range cone. If taken three times, increase the size of the effect to a long range (400 ft. + 40 ft. per base attack bonus) cone.

Using Cone of Death is the equivalent of making 10 attacks with ranged or thrown weapons; if you do not have enough ammunition or are incapable of reloading your weapon or drawing weapons as a free action, you cannot use Cone of Death. Special abilities, features, or other enhancements (special ammunition, enhancement bonuses, etc.) only apply to Cone of Death if all 10 ranged or thrown attacks would be augmented by them.

◀ CEASELESS AMMO

Prerequisite: Barrage sphere.

So long as you have at least 10 pieces of ammunition of a particular non-magical type, you may fire as many pieces of that ammunition as you desire without actually expending your ammunition. When the combat is finished, you cannot retrieve more pieces of ammunition than you had before the combat began; you always end the combat with the same amount of ammunition you started with. This is a supernatural effect.

STAIR SHOT

Prerequisite: Barrage sphere.

As an attack action, you may expend 10 pieces of ammunition from a ranged weapon to create a staircase of arrows/bolts. There must be a wall, cliff, or another suitable mostly-vertical surface for you to use when creating a staircase of arrows, and the staircase cannot extend more than 5 ft. per point of base attack bonus you possess, but you may choose its shape (going straight across, or up or down as desired, but no steeper than 45 degrees either direction). You may expend your martial focus to perform this maneuver as an immediate action, such as to build a platform to stop someone from falling.

This only functions with weapons that fire arrows, bolts, or other appropriate ammunition, and that you may reload as a free action.

BARROOM TALENTS

ALCHEMICAL DRAGON

Prerequisites: Alchemy sphere, Barroom sphere.

You may choose to imbibe any liquid alchemical weapon you are currently holding (such as alchemist's fire or liquid ice), treating it as though it was an alcoholic beverage. When you do, you may spit it out in a 10-ft. cone as a standard action as long as you do so within a number of rounds equal to your practitioner modifier (if you do not, the alchemical weapon is wasted), forcing all creatures within that cone to make a successful Reflex save or take damage as though they were directly hit by the alchemical item, taking 1/2 damage on a successful save. If you imbibe a new liquid alchemical weapon before spitting a previously imbibed one, the previously imbibed liquid alchemical weapon is wasted. For every 5 base attack bonus you possess, the area of this cone increases by 5 ft.

BLAZEWATER

Prerequisite: Barroom sphere, base attack bonus +7.

Whenever you would be able to imbibe an alcoholic beverage, you may instead pour it onto a weapon you or an adjacent ally is wielding and set it ablaze. For one minute, that weapon gains the *flaming burst* magic weapon special ability, except the effect is considered extraordinary rather than magical.

ETERNAL BUZZ

Prerequisite: Barroom sphere, High on Fumes, Iron Liver, base attack bonus +15.

You may spend a swift action to gain the drunk status, whether or not you have anything to drink. In addition, your blood is treated as an alcoholic beverage. Any creature who attempts to swallow you whole must pass a Fortitude save or become sickened for as long as you are inside of it.

GO LIMP

Prerequisite: Barroom sphere, base attack bonus +5.

As long as you possess the drunk status, whenever you receive damage, you may convert 1/2 of it into nonlethal damage; this talent ceases to function if you are immune to nonlethal damage or currently helpless.

GOOD FOR WHAT AILS YA

Prerequisite: Barroom sphere.

Whenever you imbibe a non-magical alcoholic drink, you regain an amount of hit points equal to your base attack bonus; this healing cannot increase your hit points above 1/2 of your maximum hit points. At +10 base attack bonus, this healing can instead not increase your hit points above 3/4 of your maximum hit points.

MAGIC IN THE SPIRITS

Prerequisite: Barroom sphere, base attack bonus +4.

So long as you have the drunk status, any weapon you wield gains a +1 enhancement bonus per 4 base attack bonus you possess (maximum: +5). This does not stack with any enhancement bonus the weapon might already possess. This is a supernatural effect.

PERFECT RELAXATION

Prerequisites: Barroom sphere, Nice and Loose, base attack bonus +10.

You gain improved evasion while using the Nice and Loose talent; you can also end the duration of your Escape Artist bonus to be treated as though you were under the effects of a *freedom of movement* spell for 1 round as a supernatural effect.

BEASTMASTERY TALENTS

BEAST TAMER (HANDLE ANIMAL)

Prerequisites: Beastmastery sphere, Handle Animal 5 ranks.

You may expend martial focus as a standard action to force a creature to which you can *tame* within close range (25 ft. + 5 ft. per 2 base attack bonus) to make a Will save or have its attitude improved to helpful and serve you as a *tame* creature for 1 minute per rank in Handle Animal you possess. Creatures not of the animal type gain a +2 bonus on their Will saves. Once a creature saves successfully against your use of this ability, it is immune to further uses of this ability by you for 24 hrs. When the duration of the *tame* effect ends, the creature returns to its previous disposition, modified by any other effects that would have altered it in the meantime. Attempting to make the creature perform an obviously suicidal action ends the *tame*.

CALL BEAST

Prerequisites: Beastmastery sphere.

As a swift action, you may call all of your *animal allies* to your side. They must be within 1 mile per rank in Handle Animal and come at their best speed, avoiding apparent hazards and danger to the best of their ability. This movement takes place using the creature's normal actions on its turn. At 10 ranks in Handle Animal, the *animal allies* need only be on the same plane.

DISTANT TAMER (HANDLE ANIMAL)

Prerequisites: Beastmastery sphere, Beast Tamer.

The range of your Beast Tamer talent increases to medium.

ENDURING CONTROL (HANDLE ANIMAL)

Prerequisites: Beastmastery sphere, Beast Tamer.

The duration of your Beast Tamer talent increases to 1 hour per rank in Handle Animal you possess.

MASS TAME (HANDLE ANIMAL)

Prerequisites: Beastmastery sphere, Beast Tamer.

When using your Beast Tamer talent, you may increase the time required by one step (normally standard to full-round) to affect multiple creatures at once. All creatures must be within range. Your Hit Dice limits still apply to the total number you may affect at once with this ability.

MINDLESS MASTERY (HANDLE ANIMAL)

Prerequisites: Beastmastery sphere, Broad Skills.

You may *tame* mindless creatures of any type, bypassing any immunity to mind-affecting effects granted by their type.

MONSTER BREAKER (RIDE)

Prerequisites: Beastmastery sphere, Broad Skills, Bronco Buster, Ride 7 ranks.

You may use your Bronco Buster talent on any creature suitable to serve as your mount. A creature with Intelligence greater than 2 may make its Will save to resist this ability as a free action at the start of its turn. On a failed save, you may only direct such a creature to move; you cannot make it attack or use any other abilities.

PERMANENT CONTROL (HANDLE ANIMAL)

Prerequisites: Beastmastery sphere, Beast Tamer, Enduring Control, Handle Animal 5 ranks.

The duration of your Beast Tamer talent increases to permanent.

WILD SPEAKER (HANDLE ANIMAL)

Prerequisites: Beastmastery sphere, Handle Animal 5 ranks.

You may speak with animals. You can ask questions of and receive answers from animals, but this ability doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

BERSERKER TALENTS

ALTER TERRAIN

Prerequisites: Berserker sphere, Shatter Terrain, base attack bonus +7.

When using the Shatter Earth talent, if you deal enough damage to reduce the ground to 0 hp, you may create a 5 ft. deep hole in the ground in the affected squares. If you so choose, you may also raise the terrain by 5 ft. in all squares adjacent to the affected squares. Targets standing in spaces that become a 5 ft hole must pass a Reflex save or fall prone.



RIFT STRIKE

Prerequisites: Berserker sphere, base attack bonus +11.

You unleash a powerful roar and swing a weapon with such extreme ferocity that you tear the very fabric of space and time, opening up a rift to another location. As a full-round action that provokes attacks of opportunity, you open up a rift to another location which may be as distant as 100 miles per point of base attack bonus you possess. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three points of base attack bonus you possess. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. You must have some clear idea of the location and layout of the destination; if you have not been to the desired destination before you do not arrive at the exact location, instead creating a rift to a location within 1d20 miles of the desired point.

You are exhausted for 1 hour after using this ability, and are fatigued as normal thereafter. You incur these penalties even if you are immune to the exhausted and fatigued conditions, and the exhausted condition cannot be removed before its duration is up. You may attempt to use this ability while exhausted or fatigued, but doing so incurs a 50% chance that the ability fails to work; regardless of whether you succeed at this attempt, you suffer 1d6 points of Constitution damage and the duration of the exhausted condition caused by using this ability is doubled. This is a supernatural effect.

RUINOUS TREAD

Prerequisites: Berserker sphere, Shatter Earth.

You may choose to break the ground as you move. Whenever you leave a square, you may choose to make that square difficult terrain. Your base attack bonus must be greater than the hardness of the surface to use this ability. This difficult terrain remains until it is cleared as a standard action (clearing 1 square within the creature's reach, provoking an attack of opportunity) or repaired with a spell or effect such as the *mending* spell or the *repair* ability of the Creation sphere.

SPELL SUNDER (EXERTION)

Prerequisites: Berserker sphere, base attack bonus +6.

You may attempt to sunder an ongoing spell effect by succeeding at a special sunder combat maneuver attempt. For any effect that is not already on a creature, you must make a sunder combat maneuver attempt against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, you must succeed at a normal sunder combat maneuver against the creature's CMD +5, ignoring any miss chance caused by a spell or spell-like ability. If successful, you suppress the effect for 1 round, or 2 rounds if you exceeded the CMD by 5 to 9. If you exceed the CMD by 10 or more, the effect is dispelled.

BOXING TALENTS

CHASING ASSAULT

Prerequisites: Boxing sphere, *counter punch* ability, Launching Uppercut.

Whenever you launch a hostile creature into the air with your Launching Uppercut talent, you may make an Acrobatics check to jump into the air next to them as an immediate action (this movement does not provoke attacks of opportunity). If you manage to jump at least as high as the target was launched, you may make an attack of opportunity against that creature, knocking them back to the ground immediately where they suffer falling damage and are not allowed a saving throw to avoid falling prone.

You descend back to the ground at the end of the target's turn, and do not suffer falling damage for the distance you jumped.

INTENSE CONDITIONING (COUNTER)

Prerequisites: Boxing sphere, *counter punch* ability, base attack bonus +5.

Whenever you land a successful *counter punch*, you may expend your martial focus as a free action to make the creature damaged by your *counter punch* make a Will save; if this save is unsuccessful, for 1 minute, whenever the creature attempts the action which triggered your *counter punch*, they must make a successful Will save or lose that action. This is a mind-affecting effect.

CUTTING COMEBACK (COUNTER)

Prerequisites: Boxing sphere, *counter punch* ability, Diplomacy or Intimidate or Bluff 5 ranks.

Your comebacks are so potent they can literally cause targets pain. You may ready the demoralization action from the Intimidate skill, a shout from the Warleader sphere that affects enemies, or (if you possess Verbal Feint from the Fencing sphere) a feint, as if they were *counterpunches*. If successful, one afflicted target of your choice within 30 ft. of you suffers twice the bonus damage from your *counterpunch* as nonlethal damage in addition to the effects of the readied action itself. This is a language-based, mind-altering effect.

BRUTE TALENTS

TERRAIN TRASHER

Prerequisite: Brute sphere, base attack bonus +5.

You may make a Strength check to break a solid surface such as a wall, door, or floor within your reach as a move action rather than a standard action. If successful, not only do you break the object, but you also rip out a large chunk of up to your size or smaller, chosen by you. If you so choose, you may use this chunk as a rock for the Rock Toss Equipment talent, or as an improvised weapon. Unsolid surfaces such as loose dirt cannot be broken in this fashion.

When using this talent against a large surface such as a stone wall or floor, you rip out a 1 ft. thick slab off of the surface in question. If the surface is thicker (for example, ripping apart 3 ft. thick walls or the ground) this leaves a 1 ft. hole deep hole in

the surface. Calculate the break DC as if the material were 1 ft. thick. Ripping a Medium-sized chunk leaves a 5 ft. square hole, while the hole is half as large for each size category smaller, and twice as large for each size category larger.

If you rip a hole in the floor, the pit is deep enough that it can potentially trip creatures. Any creature occupying the square when you first create the hole, or who is shoved into the hole such as through a bull rush, pull, or reposition maneuver, must make a Reflex saving throw to avoid falling prone in an adjacent square. If the hole is smaller than a 5 ft. square, the creature gains a +2 bonus to this saving throw per size category smaller the hole is. A creature that makes its saving throw still treats the space as difficult terrain.

THUNDEROUS CLAP

Prerequisites: Brute sphere, base attack bonus +5.

You may expend your martial focus as a full-round action to slam your palms together, creating a thunderous shockwave that blows down anything in its path. Creatures within a close range burst (25 ft. + 5 ft. per 2 base attack bonus) or a medium-sized cone (100 ft. +10 ft. per base attack bonus) suffer 1d8 sonic damage per 2 points of base attack bonus you possess (minimum 1d8) and are deafened for 1d4+1 rounds. A successful Fortitude save halves this damage and negates the deafened effect.

In addition, you may make a bull rush at range as a free action that does not provoke an attack of opportunity against each target within the affected area. You do not move with the targets when bull rushing them in this manner, nor is there any size limitation on how large a creature you can affect with this ability.

All nonmagical sources of fire within the affected area are instantly extinguished.

GIANT

Prerequisites: Brute sphere, Muscular Surge.

You may use your Muscular Surge talent as a free action rather than a move action, and are not fatigued after its duration expires; in essence, the bonuses become permanent. Your total carrying capacity is also multiplied by 2. This does not stack with other effects that multiply carrying capacity, such as the *ant haul* spell.

You may still expend your martial focus as a free action to gain the more powerful bonus for a number of rounds equal to your Constitution modifier, and are only fatigued afterward rather than exhausted. For this duration, you also count as being one size larger than you are for the purpose of targeting creatures with combat maneuvers and for talents that have effects dependent on size, such as Rock Toss or Thrower's Reflexes from the Equipment sphere, the Terrain Trasher legendary Brute talent, or Living Weapon from the Wrestling sphere.

TITAN

Prerequisites: Brute sphere, Muscular Surge, Giant, base attack bonus +10.

Your carrying capacity multiplier from the Giant talent increases from x2 to x10.

You are always considered as being one size larger than you are for the purpose of who you may target with combat maneuvers and for talents that have effects dependent on size. If you have expended your martial focus with the Muscular Surge

talent, you are considered two size categories larger for the duration.

If you possess Strong Lungs from the Athletics sphere, you may add your bonus from Muscular Surge to your Constitution score when determining how many rounds you may run or hold your breath.

If you possess the Oversized Weapons legendary talent from the Equipment sphere, you may wield weapons of any size without increasing the effort required (i.e., you do not increase the weapon's category by 1 step from light to one-handed, one-handed to two-handed, etc.), though you still suffer a -2 penalty on attack rolls for each size category the weapon is larger than you

DUAL WIELDING TALENTS

CYCLONE CUT

Prerequisites: Dual Wielding sphere, base attack bonus +5.

While wielding two weapons, as a standard action you expend your martial focus to twirl the two weapons with enough force to create a damaging cyclone of air. Each creature within 10 ft. of you must take damage equal to your weapon damage for both your primary and one of your off-hand attacks. A successful Reflex save reduces this damage by half. For every 5 additional base attack bonus you possess, you may increase the radius by an additional 5 ft.

THREE-SWORD STYLE

Prerequisites: Dual Wielding sphere, base attack bonus +6.

You gain the ability to wield a sword in your teeth, treating your mouth as an additional hand that can only be used to wield a one-handed or light weapon. While wielding a weapon in this manner, you suffer a 50% spell failure chance to cast any spell with a verbal component, or increase any existing spell failure chance for spells with verbal components by 50%. In addition, whenever you make a *dual attack*, you may make an additional off-hand attack with the weapon wielded in your mouth as an immediate action.

TRIANGLE SLASH

Prerequisites: Dual Wielding sphere, Three-Sword Style, base attack bonus +16.

When making a *dual attack*, you may expend your martial focus and forego any extra attacks that you might otherwise be able to make during your turn to treat each attack as an attack action. This means that each of the three attacks may be modified by feats such as Vital Strike, but cannot trigger any additional attacks, such as combat maneuvers added by talents when making an attack action normally.

DUELIST TALENTS

BLEED AIR (BLEED)

Prerequisites: Duelist sphere, base attack bonus +10.

Whenever you deal bleed damage to a creature who is already taking bleed damage, you are able to twist your blade to puncture a lung or similar organ, causing the target to begin suffocating 1d4 rounds later unless they succeed on a Fortitude save. Once the suffocation begins, in the first round, the target falls unconscious (0 hit points). In the following round, they drop to -1 hit points and are dying. In the third round, they suffocate and die. The target may make a Fortitude save each round to stave off advancing to the next stage, but they continue to make saving throws each round until they die or until the condition ends.

If the target receives at least 5 hit points of healing at any point before they suffocate, the suffocation effect ends and they resume breathing as normal. The suffocation effect can also be ended as a full-round action by a Heal check with a DC equal to your normal DC for combat sphere effects. Creatures who do not need to breathe are immune to this effect. If a practitioner uses Bleed Air against a creature that is currently suffocating, they are automatically moved 1 round closer to suffocation.

DERVISH LAUNCH (DISARM)

Prerequisites: Duelist sphere, base attack bonus +6.

Whenever you succeed at a disarm attempt to cause a creature to drop a weapon they were wielding, you may use an immediate action to make a ranged attack with that weapon against any other creature within range. If the weapon cannot normally be used at range, it is treated as a thrown weapon with a range increment of 10 ft. Projectile weapons must be nocked or loaded at the time they are disarmed to be used with this ability. If the disarmed creature is currently taking bleed damage, you may instead make the granted ranged attack as an attack of opportunity.

JUGULAR CUT (BLEED)

Prerequisites: Duelist sphere, Bleed Air, base attack bonus +15.

Whenever you deal bleed damage to a creature, if that bleed damage is not ended within 3 rounds, the creature must make a Fortitude save or die. The creature must continue to make a Fortitude save each round after this to avoid death until the bleed damage is healed.

SEVER (DISARM, BLEED)

Prerequisites: Duelist sphere, base attack bonus +11.

When your natural dice roll for a disarm attempt falls within your weapon's natural critical threat range (for example, when you roll a natural 18, 19, or 20 while attempting to disarm a creature with a rapier), you can choose expend your martial focus as an immediate action; the target must pass a Reflex save or have one hand used to wield the weapon severed. Abilities such as the *keen* weapon enhancement or the Improved Critical feat do not modify the threat range for this ability. The target takes 1d6 points of bleed damage from the wound, +1d6 for every 4 points of base attack bonus you possess; this stacks with bleed damage granted by *blooded strike*.

With the exception of the bleed damage (which may be stopped as normal), there are many permanent penalties asso-

ciated with losing a hand that can only be removed by a spell capable of restoring the severed limb, such as a *regeneration* or *restoration* spell, natural regeneration, or the Regeneration advanced talent from the Life sphere. These include:

- -5 penalty on Climb, Craft, Disable Device, Sleight of Hand, and Use Magic Device skill checks;
- -4 penalty on grapple checks;
- Must make a caster level check to cast spells with somatic components;
- Unable to wield two-handed weapons, make two-weapon attacks, or wield a tool in the missing hand, but may still wear a shield on the affected arm;
- Carrying capacity is not reduced. However, the maximum weight a character can lift over head or off the ground is reduced by one third. This penalty does not stack with other penalties for losing limbs.

A character who has lost both hands, or one hand and one arm, cannot use any of the listed skills, make attacks, cast spells with somatic components, or handle objects, without the aid of prosthetics or magic. A severed hand counts as an object three size categories smaller than the creature it came from.

VACUUM CUT

Prerequisites: Duelist sphere.

Whenever you use the attack action to make a melee attack in the same round you draw a sheathed weapon, you may expend your martial focus as part of the attack to target a creature within close range (25 ft. + 5 ft. per 2 base attack bonus), provoking attacks of opportunity as though using a ranged attack. Using this talent reduces the damage die of the weapon being used with this talent by 1 step, and the attack made with this talent is treated as a projectile for the purposes of being able to be blocked or deflected by effects. This attack is treated as a melee attack for all other purposes (and may not be used with talents or abilities which would only affect ranged attacks) except for the target of the attack. At +5 base attack bonus, using this talent no longer provokes attacks of opportunity. At +10 base attack bonus, attacks made using this talent no longer have their damage die reduced.

VACUUM SLIKE

Prerequisites: Duelist sphere, Vacuum Cut, base attack bonus +11.

Whenever you use the Vacuum Cut talent, you may spend a move action to increase the effect, targeting all creatures within a Close range cone. Make a single attack roll and compare the result to each creature within the affected area; all creatures hit by the attack take damage as though you had them directly with a melee attack (including any bonus damage to which you would be entitled, such as from the Vital Strike feat). Only damage is dealt; no other effects granted by the attack action are applied.

EQUIPMENT TALENTS

GET OVER HERE!

Prerequisites: Equipment sphere, Lancer sphere, Ranged Impale, proficiency with grappling hook, harpoon, or rope dart.

Whenever you successfully impale a creature with a ranged attack using a grappling hook, harpoon, rope dart, or another weapon attached to a rope, you may attempt a drag combat maneuver as a free action which does not provoke attacks of opportunity. If this attempt is successful, the creature is dragged into a square adjacent to you as long as there is an unobstructed path between yourself and the creature (this talent fails if you are not standing on solid ground as well as if there is not enough solid ground adjacent to you to accommodate the creature you are repositioning, and this movement does not provoke attacks of opportunity).

OVERSIZED WEAPONS

Prerequisites: Equipment sphere, base attack bonus +6.

You may wield weapons sized for creatures 1 size larger than yourself without increasing the effort required (i.e., you do not increase the weapon's category by 1 step from light to one-handed, one-handed to two-handed, etc.), though you still suffer a -2 penalty on attack rolls with the oversized weapon. In addition, you may treat two handed weapons of your normal size as one-handed weapons and may treat one-handed weapons of your normal size as light weapons, but suffer a -2 penalty to attack rolls made while doing so. These penalties are doubled when making a full attack action.

MAGIC ARMOR

Prerequisites: Equipment sphere.

You can coax great power from the magic in your armor. You gain a deflection bonus to AC equal to your worn armor's enhancement bonus to AC.

STABLE SHOOTER

Prerequisites: Equipment sphere, Firearm Training or Mechanical Training, base attack bonus +6.

If you are proficient with the culverin or gas-traphetes, you are always treated as though it was supported or mounted and may reload these weapons while prone, although you take a -2 penalty on attack rolls with these weapons when using them

with this talent. This penalty is doubled when making a full attack action with weapons wielded with this talent.

SWORD SHOOTER

Prerequisites: Equipment sphere, base attack bonus +6.

You may treat lances, longswords, and spears as ammunition for longbows, shortbows, light crossbows, and heavy crossbows, being able to draw and load them as though they were ammunition (although they are not destroyed after hitting a target). Using these weapons as ammunition deals additional damage equal to the weapon's damage die (this additional damage is not multiplied on a critical hit) and you take a -2 penalty on attack rolls made while using these weapons as ammunition. If you possess the Barroom sphere, you may use this talent with improvised weapons (you may not use an improvised weapon which would require more than one hand for you to wield). This penalty is doubled when making a full attack action while using these weapons as ammunition.

If you possess the Ceaseless Ammo talent, you may use it with the listed weapons, although the same limitations apply, and if you possess the Ranged Impale talent, you may use it with this talent.

FENCING TALENTS

MASTER OF DECEPTION

Prerequisites: Fencing sphere, Expert Feint, Bluff 10 ranks.

You don't just catch opponents off guard; your misdirection warps reality. When you successfully feint a target, they must pass a Will save or become confused for 1 round. This is a supernatural effect.

MASTER OF WORDS

Prerequisites: Fencing sphere, Gladiator sphere, Warleader sphere, Bluff 3 ranks, Diplomacy 3 ranks, Intimidate 3 ranks.

You are a master of all forms of communication. Whenever you make a Bluff, Diplomacy, or Intimidate check, you may use whichever of these skills you desire to make the check.

PARRY ANYTHING

Prerequisites: Fencing sphere, Parry and Riposte, base attack bonus +5.

You may use your Parry and Riposte talent against ranged attacks and spells which require attack rolls as well as melee attacks. You still cannot make a retaliatory attack against the target unless it is within your reach. In addition, you may use Parry and Riposte in place of making a Reflex save against a spell, supernatural, or extraordinary ability you are aware of. If you succeed on this check, the effect is reduced as if you had the evasion rogue class feature.



BrinLee

SHADOW STRIKE (EXPLOIT)

Prerequisites: Fencing sphere.

Your attack cuts through essence. Your attack deals full damage to ethereal creatures. Against corporeal creatures, your attack deals nonlethal damage, and the target must pass a Fortitude save or become fatigued for 1d4 rounds. For every 5 points of base attack bonus you possess, this penalty lasts for an additional round. This is a supernatural ability.

SOUL STRIKE (EXPLOIT)

Prerequisites: Fencing sphere.

You target the enemy's psyche. The target suffers a -2 penalty to all saving throws for 1d4 rounds. For every 5 points of base attack bonus you possess, this penalty lasts for an additional round. This is a supernatural ability.

GLADIATOR TALENTS

AURA OF FEAR (DEMORALIZE)

Prerequisites: Gladiator sphere, Intimidate 7 ranks.

All hostile creatures that come within close range (25 ft. + 5 ft. per 2 base attack bonus) must make a Will save or be shaken for as long as they remain within the area of effect, +1d4 rounds. Once a creature has succeeded on this save, it is immune to your use of this ability for 24 hrs. If the creature is already shaken, it instead becomes frightened. Frightened creatures become panicked. Creatures with more Hit Dice than you are immune to this effect.

This is an extraordinary (fear) effect. You may suppress or resume this ability as a free action. This ability ceases to function if you are stunned, paralyzed, unconscious, dead, or otherwise incapacitated.

BURN THE CHAFF

Prerequisites: Gladiator sphere, base attack bonus +10.

Whenever you make a melee attack (including attacks of opportunity) against a target with a CR less than half your BAB that is suffering from a fear effect, your attack is an automatic critical hit. The target must pass a Fortitude save (DC 10 + damage dealt) or die.

DEAFENING CLANGOR

Prerequisites: Gladiator sphere Strike Fear demoralization, Shield sphere, Intimidate 5 ranks.

Whenever you perform the *strike fear* demoralization, you may choose to strike a shield you are wielding with a weapon or limb to produce a deafening clangor. All targets (excluding yourself) within your *strike fear* range must pass a Fortitude save or become deafened for 1d4+1 rounds. You may warn your allies as a free action to cover their ears and protect them from the effects of the deafening clangor, but doing so gives enemies a +5 bonus to their saving throw against this effect.

NIGHTMARE FUEL

Prerequisites: Gladiator sphere, Intimidate 10 ranks.

Whenever you successfully demoralize a target or the target fails a Will save against a fear effect originating from you, you may expend your focus as a free action that may be taken even when it isn't your turn to force the target to pass a Will save or become permanently afraid of you. While the creature

sees you or otherwise becomes aware that you are within 60 ft. of it, it becomes shaken until 1d4 rounds after it no longer believes you are nearby. This effect is permanent until removed by a *break enchantment*, *heal*, *limited wish*, *miracle*, *wish* spell, or similar effects. This is a mind-affecting fear effect.

GUARDIAN TALENTS

FINAL RETRIBUTION

Prerequisites: Guardian sphere, Indomitable, Punishment, base attack bonus +10.

When you use the Punishment talent while postponing death with Indomitable, you may force the target to make a Fortitude save or die immediately. This is a death effect. Regardless of the success or failure of this save, you die immediately, even if immune to death effects.

I WILL COME

Prerequisites: Guardian sphere, I Will Hear, Defend Other, base attack bonus +10.

When a creature calls you with the I Will Hear talent, you may spend a full-round action to teleport to their location. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three points of base attack bonus you possess. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be teleported must be in contact with one another, and at least one of those creatures must be in contact with you. You arrive in the safe space nearest to the calling creature that is large enough for you and any creatures you bring along to occupy. You are exhausted for 10 minutes after using this ability, and fatigued for 1 hour thereafter. You may expend focus as a free action to delay these conditions for a number of rounds equal to your base attack bonus. You incur the penalties of these conditions even if you are immune to the exhausted and fatigued conditions. You may attempt to use this ability while exhausted or fatigued, but doing so incurs a 50% chance that the ability fails to work; regardless of whether you succeed at this attempt, you suffer 1d6 points of Constitution damage and the duration of the exhausted and fatigued conditions caused by using this ability are doubled. You may only travel to a particular creature using this ability once per day. This is a supernatural teleportation effect.

I WILL HEAR

Prerequisites: Guardian sphere, Defend Other.

You may form a bond with a creature as a full-round action. A bonded creature can call your name as an immediate action; if you are within 1 mile per base attack bonus, you become immediately aware of the call and the direction to the creature. At +5 base attack bonus, this range increases to 10 miles per base attack bonus. At +10 base attack bonus, the range becomes unlimited as long as you are both on the same plane. At +15 base attack bonus, you may hear the call across the planes and gain knowledge of what plane the calling creature is on. You may maintain a number of these bonds equal to your base attack bonus.



DEAN SPENCER

INDOMITABLE

Prerequisites: Guardian sphere, delayed damage pool, base attack bonus +6.

When you would die, you may expend your martial focus to delay the onset of the dead condition until the end of your next turn. If you are not unconscious, you do not fall unconscious from hit point loss during this time. Any healing you receive during that turn that would bring you above your death threshold can prevent you from dying. Such healing has no effect on death from anything other than hit point damage. You may only delay death in this manner once per time that you would die.

INESCAPABLE CHALLENGE

Prerequisites: Guardian sphere, base attack bonus +7.

A creature affected by your *challenge* must make a Will save each time it attempts to move away from you (including via teleportation or other magical effects) or lose the attempted action. The creature does not lose any spell, spell points, or magic item uses on a failed save if this prevents a teleportation attempt. The creature may be moved normally by other creatures. This is an extraordinary mind affecting compulsion effect.

PUNISHING CHALLENGE

Prerequisites: Guardian sphere, base attack bonus +5.

Whenever a creature affected by your *challenge* makes an attack roll or casts a non-harmless spell that does not target you or include you in its effect, that creature takes untyped damage equal to your base attack bonus. This damage is not subject to resistance or damage reduction. This is a supernatural effect.

PUNISHMENT

Prerequisites: Guardian sphere, base attack bonus +5.

When you deal damage to a creature while you have damage in your delayed damage pool, you may spend an immediate action to expend your martial focus and deal damage equal to your delayed damage pool to the target creature. If you possess the Cold Iron Call or Durable talents, you may also inflict any effects you are postponing with those abilities. If the effect allowed a save, the target may make a save immediately at the original DC.

A successful Fortitude save reduces the amount of damage transferred by half and negates the transfer of any effects.

SINGULARITY (ZONE)

Prerequisites: Guardian sphere, base attack bonus +5.

At the start of their turns, hostile creatures within the area of your *patrol* must succeed on a Fortitude save or be moved 5 ft. closer to you, though stop when they become adjacent. This movement does not provoke attacks of opportunity. Hostile creatures within the area of your *patrol* count every square of movement directed away from you as two squares when determining their movement for the round. This stacks with the effects of difficult terrain. At +10 base attack bonus, the distance moved toward you and the additional cost of movement away from you increases by 5 ft. This is a supernatural effect.

LANCER TALENTS

DIMENSIONAL PIERCE

Prerequisites: Lancer sphere, *impale* ability, base attack bonus +15.

Creatures *impaled* by you are affected as though by a *dimensional lock* spell as long as you control a weapon *impaling* that creature. This means that the target cannot use teleportation effects, turn ethereal, or otherwise travel from the spot they are at except through mundane means. This is a supernatural effect.

SOUL LINK

Prerequisites: Lancer sphere, *impale* ability, base attack bonus +5.

Whenever you control a weapon that is *impaling* a creature, whenever you take damage, that creature must make a successful Fortitude save or suffer 1/4 of the damage dealt to you; this damage is typeless and cannot be reduced. If the *impaled* creature would regain hit points from a non-extraordinary source, they must make a successful Will save or gain only 1/2 of the hit points they normally would, granting you temporary hit points equal to 1/2 of the healing they would receive. These hit points last for 1 minute.

At +10 base attack bonus, the target instead suffers 1/2 the damage you would on a failed save, taking 1/4 of the damage on a successful save. This is a supernatural ability.

SOUL PIERCE

Prerequisites: Lancer sphere, *impale* ability, base attack bonus +10.

Whenever you pierce a creature, the creature gains 1 negative level at the beginning of each round they are *impaled*. These negative levels last for a number of hours equal to your base attack bonus. This is a supernatural effect.

OPEN HAND TALENTS

AIR CANNON

Prerequisites: Open Hand sphere, base attack bonus +5.

You can make unarmed strikes with such force that it creates howling winds. As a standard action, you may expend your martial focus to create a cone of air. This deals bludgeoning damage equal to twice your base unarmed strike damage die to all creatures within a close range cone (25 ft. + 5 ft. per 2 base attack bonus). Targets are allowed a Reflex save for half damage.

DEVIL'S STRIKES

Prerequisites: Open Hand sphere, base attack bonus +6.

You may spend a move action to rapidly spin in place, generating heat and friction that cause the next unarmed strike you make before the start of your next turn to deal an additional amount of fire damage equal to your base attack bonus. While this talent is active, the hellish flames around your limbs cause your unarmed strikes to be treated as magical weapons when attacking incorporeal creatures; if your unarmed strikes would already be magical, such as because you are currently wearing an *amulet of mighty fists*, they instead deal full damage against in-

corporeal creatures. Creatures killed while this talent is active require those attempting to resurrect them to make a caster level check equal to 10 + your base attack bonus or fail. This is a supernatural effect.

GOD HAND

Prerequisites: Open Hand sphere, Mystic Fists, base attack bonus +10.

Your unarmed strikes cause all fast healing and regeneration a creature may possess to cease functioning for 1 round.

Whenever you deal damage to a creature or object with your unarmed strike using an attack action, if that ability would be reduced to 0 or fewer hit points, it is instantly killed and transformed into fine dust. If you deal damage in this manner to an object, reducing the object to 0 hp disintegrates the object (or a 10 ft. cube, if the object is particularly large). This is a supernatural effect.

SOUL SUNDER

Prerequisites: Open Hand sphere, Mystic Fists, base attack bonus +15.

When making an attack action with an unarmed strike, you may expend your martial focus. Any creature struck must make a Will save or become ethereal for 1 round per point of base attack bonus you possess. They may attempt a new Will save each round as a full-round action to end this effect early. Once a creature has become ethereal via this talent, you may not affect them with it again for 24 hours, though other creatures may use it on them normally. This is a supernatural effect.

YOGA STRIKES

Prerequisites: Open Hand sphere, base attack bonus +5.

On your turn, whenever you use the attack action to attack with an unarmed strike or perform a combat maneuver, you may spend a move action to treat your reach as being 5 ft. larger than it actually is for every 5 points of base attack bonus you possess.

SCOUNDREL TALENTS

DIRTY CURSE (TRICK)

Prerequisites: Scoundrel sphere, Sleight of Hand 7 ranks.

Whenever you successfully perform a dirty trick combat maneuver, the effects of that dirty trick are treated as a curse with a caster level equal to your ranks in Sleight of Hand, and a spell level equal to 1/2 your ranks in Sleight of Hand (maximum 9th) for the purposes of being able to remove it. This does not extend the duration of the dirty trick's effect. A creature may only be cursed by this talent once per day. This is a supernatural effect.

STEAL CHARM (TRICK)

Prerequisites: Scoundrel sphere.

When performing a steal combat maneuver, rather than steal an item, you may expend your martial focus to steal their Charisma. If successful, the creature suffers a -4 penalty on all Charisma-based skill checks for 10 minutes. They are unaware of this penalty. For every 4 ranks in Sleight of Hand you possess, this penalty increases by -2. When you have at least 10 ranks in Sleight of Hand, this penalty lasts for one hour. This is a supernatural effect.

STEAL HEART (TRICK)

Prerequisites: Scoundrel sphere, Sleight of Hand 7 ranks.

You may expend your martial focus to perform a steal combat maneuver as a full-round action. Rather than steal an object, you may force the target to make a successful Will saving throw or have their attitude towards you improved to friendly for a number of minutes equal to your ranks in Sleight of Hand. If the target is in combat, is already hostile to you, or is aware you are using this ability, they gain a +5 bonus to this saving throw. This is a spell-like, mind-altering (charm) effect.

You may only have a number of creatures charmed at a time equal to your practitioner modifier; if you attempt to charm another, you creature you have had charmed for the longest is no longer charmed. Once a creature has been affected by or made a saving throw against this talent, they cannot be affected by it again for 24 hours.

You may only affect creatures who share your creature type with this talent. When you possess 10 or more ranks in Sleight of Hand, you may target any creature regardless of creature type (except for those immune to such abilities).

STEAL IDENTITY (TRICK)

Prerequisites: Scoundrel sphere, Sleight of Hand 3 ranks.

When performing a steal combat maneuver, rather than steal an item, you may expend your martial focus to harness an understanding of the creature's appearance and behavior. You gain a +10 bonus on Disguise checks to disguise yourself as that creature for 1 hour. This bonus does not stack with the benefit to Disguise checks granted by polymorph effects. In addition, targets gain half the usual benefit to their Perception checks based on familiarity with the target. This is a supernatural effect.

STEAL SPELLS (TRICK)

Prerequisites: Scoundrel sphere, Sleight of Hand 9 ranks.

When performing a steal combat maneuver, rather than steal an item, you may attempt to transfer an ongoing spell effect from that target to yourself for 1 round per rank in Sleight of Hand you possess. At the end of this duration, the effect ends on yourself and returns to the creature it was stolen from. Time spent stolen still counts against the effect's duration, and if the effect's duration expires while it is stolen, it ends as normal. At 10 ranks in Sleight of Hand, the duration increases to 1 minute per rank you possess.

This functions with spell effects with a target of 'self', but does not otherwise function with spell effects that would consider you an invalid target (for example, if the effect only targets specific creature types). This is a supernatural effect.

STEAL SKILL (TRICK)

Prerequisites: Scoundrel sphere, Sleight of Hand 5 ranks.

When performing a steal combat maneuver, rather than steal an item, you may expend your martial focus to attempt to steal ranks in one skill that the target possesses. This does not grant you knowledge of what skills the target possesses; you must either know or guess a skill with ranks in order to steal them. If successful, the target loses all of their ranks in that skill for 1 round per rank in Sleight of Hand you possess, and you gain an equal number of skill ranks in that skill for the same

duration (this cannot grant you more ranks in that skill than your total number of Hit Dice).

At 10 ranks in Sleight of Hand, the duration increases to 1 minute per rank you possess. If something would dispel or otherwise end this effect prematurely on either you or the target, the effect ends for both. This is a supernatural effect.

STEAL TALENT

Prerequisites: Scoundrel sphere, Steal Skill, Sleight of Hand 7 ranks.

Whenever you use the Steal Skill talent, you may choose to steal a feat or talent (magic or combat) instead of a skill. Associated feats and talents count as each other for this purpose, as do skill ranks and talents that provide skill ranks.

The target's CMD is increased by 2 for every feat or talent the target possesses that has the targeted feat or talent as a prerequisite. Likewise, the target's CMD is also increased by 2 for every talent the target possesses in a sphere if you are trying to steal the base sphere. This is a supernatural effect.

SCOUT TALENTS

DETECT SURFACE THOUGHTS

Prerequisites: Scout sphere, Perception 5 ranks.

Once you have *scouted* a creature, you can attempt to discern their surface thoughts. Each round you may spend a standard action concentrating to gain more information on what a creature is thinking:

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: The Intelligence score of your *scouted* target. If its Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round.

3rd Round: Surface thoughts of the target. Creatures of animal intelligence (Intelligence 1 or 2) have simple, instinctual thoughts.

INIMICAL GAZE

Prerequisites: Scout sphere, Perception 5 ranks.

The *scout* ability granted by the Scout sphere is now a gaze attack that can affect any creature within 60 ft. You may activate this gaze as a free action and it stays active until the end of your next turn. Any creature subject to the gaze that fails a Will save is automatically *scouted* by you.

MAGEHUNTER'S VISION

Prerequisite: Scout sphere, Heighten Awareness, Knowledge (arcana) 3 ranks, Perception 3 ranks.

While you discover the presence of ongoing magical effects through the use of the Heighten Awareness talent, you may focus as a standard action to further focus your senses on the various magical auras. The longer you focus, the more information is revealed.

1st Round: The number of magical auras within your range, and which one is the strongest.

2nd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to deter-

mine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a non-spell effect.) If the aura emanates from a magic item, you can attempt to identify its properties with the Spellcraft skill.

If you expend your martial focus while trying to identify a magical effect or magic item, you gain a bonus to that check equal to your practitioner modifier, plus the number of Scout sphere talents you possess.

TRUE SIGHT

Prerequisites: Scout sphere, Discern Illusions, Piercing Eye, Perception 15 ranks.

So long as you have martial focus, your razor sharp senses can no longer be fooled by illusions and misdirections, granting you the ability to see all things as they actually are. This functions as the *true seeing* spell but is a personal, extraordinary effect that allows you to see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under *blur* or *displacement* effects, see invisible creatures or objects normally, see through illusions, and see the true form of polymorphed, changed, or transmuted things. Further, you can focus your vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of this effect is 120 feet.

This ability does not penetrate solid objects. It in no way confers x-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True Sight



does not help you see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the this effect cannot be further enhanced with known magic, so one cannot use this ability through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

VANISH

Prerequisites: Scout sphere, Lurker, Walk Unseen, Stealth 10 ranks.

So long as you have martial focus, you may use your Stealth skill to hide even when observed.

WALK UNSEEN

Prerequisites: Scout sphere, Lurker, Stealth 7 ranks.

So long as you have martial focus, ending your turn without cover or concealment does not automatically cause you to lose the benefits of Stealth. This only applies for a single round in a row; if you end your next turn without cover or concealment, this benefit does not apply.

SHIELD TALENTS

PERFECT REDIRECTION

Prerequisites: Shield sphere, Deflecting Shield, Redirecting Shield, base attack bonus +7.

You may use your Redirecting Shield talent against spell effects that include an attack roll or touch attack.

SOUL'S SHIELD

Prerequisites: Shield sphere, base attack bonus +5.

You gain a resistance bonus to all saving throws equal to your shield's enhancement bonus to AC.

LIFE'S SHIELD

Prerequisites: Shield sphere, Sacrificial Shield, base attack bonus +5.

Whenever an attack would reduce you to 0 or fewer hit points you may activate your Sacrificial Shield talent as a free action that may be taken even when it is not your turn. If your shield would be broken or destroyed by this effect, you retain your shield's enhancement bonus (if any) to your AC for a number of rounds equal to your base attack bonus. If you possess the Soul's Shield talent, you also retain your resistance bonus to saving throws for a number of rounds equal to your base attack bonus.

SNIPER TALENTS

FRAGMENTING SHOT

Prerequisites: Sniper sphere, base attack bonus +7.

If you attack a creature or object with a *deadly shot* and reduce it to 0 or fewer hit points, it is instantly killed as its head (or equivalent body part) explodes in a shower of gore. Each creature within 10 ft. of the target takes an amount of bludgeoning and piercing damage equal to your weapon's base damage die plus your base attack bonus (Reflex half).

PHASIC SHOT

Prerequisites: Sniper sphere, Perfect Shot, base attack bonus +15.

Your shot is fired with such force and deadly accuracy that it cuts through the very bonds of reality, bypassing any obstacle between it and its target. Targets gain no benefit from cover, even total cover, against your attacks. If you possess the Star Scraper advanced talent, you may attack a target anywhere within its advanced range, even if they are completely enclosed by protective surfaces, though you must still have a reliable means of ascertaining your target's exact location. This is a supernatural effect.

STAR SCRAPER (SNIPE)

Prerequisites: Sniper sphere, Perfect Shot, base attack bonus +10.

As a full-round action, you may perform a *deadly shot* with a -5 penalty that increases your weapon's base range increment to 1 mile. You can attack a target without having line of sight or line of effect to them, ignoring any cover or concealment they possess, provided there is at least some form of straight open path between you and them, even if that path must go over a mountain or some other sort of large obstacle. However, you must have an accurate idea of the target's location, such as by being signaled by a flying ally or informed of the target's location and movements via a spell cast by an ally who currently has line of sight to the opponent. Creatures who are completely enclosed by protective surfaces, such as creatures inside a castle room with no windows, cannot be targeted by this effect.

TRAP TALENTS

GHOST-TOUCH TRAP

Prerequisites: Trap sphere.

When setting a trap, you may increase the Craft (trap) DC by +10 to treat the trap as if it possessed the *ghost-touch* weapon special ability. The trap becomes a supernatural effect.

PENETRATING TRAP

Prerequisites: Trap sphere, Craft (traps) 4 ranks.

Your damage dealing traps overcome damage reduction based on your ranks in Craft (traps).

Rank	DR Overcome
4+	Magic
8+	Cold Iron, Silver
12+	Adamantine
16+	Alignment (all)

TEMPORAL SNARE (SNARE)

Prerequisites: Trap sphere, Craft (traps) 15 ranks.

A creature that fails their save is forced into a state of suspended animation for a number of rounds equal to 1/2 your ranks in Craft (traps). For the target, time ceases to flow, and its condition becomes fixed. The creature does not grow older, its body functions virtually cease, and no force or effect can harm it. This trap is considered a spell-like ability, and the effects can be dispelled as normal, treating your ranks in Craft (traps) as you caster level.

THAUMIC SINK (DART, SNARE)

Prerequisites: Trap sphere, Craft (traps) 15 ranks.

When used with a dart trap, a creature that is struck by your dart becomes affected as if he were inside of an antimagic field, as per the spell. This effect persists for 1 round per rank in Craft (traps) you possess or until a full-round action is spent removing the dart. A dart may be removed as a standard action, but doing so inflicts damage equal to the dart's minimum damage. When used with a snare trap, a 10-ft. radius around the triggering square is covered in an antimagic field per the spell. This effect persists for 1 round per rank in Craft (traps) you possess.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration. Summoned creatures of any type wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away.

This trap is a spell-like ability, using your ranks in Craft (trap) as your caster level.

WARLEADER TALENTS

ARMIES OF THE DEAD

Prerequisites: Warleader sphere, base attack bonus +6.

You may make Diplomacy checks to improve the attitude of undead, including mindless undead. Undead creatures with an attitude of friendly or better towards you can benefit from any morale bonuses, teamwork feats, or mind-affecting effects your shouts or tactics would bestow, and mindless undead whose attitude has been improved to friendly will follow your orders to the best of their ability, though undead who are not closely watched may quickly revert to their prior inclinations. If the undead is under the control of a creature (such as a spellcaster or cleric using the Command Undead feat), the orders of that creature still supercede your own.

LEGION UNENDING (TACTIC)

Prerequisites: Warleader sphere, Rousing Claxon, base attack bonus +10.

Whenever an ally affected by this tactic would be reduced to 0 or fewer hit points, you may spend an immediate action to grant them a number of temporary hit points equal to twice your ranks in Diplomacy. These temporary hit points are applied directly to the damage dealt first, with any remaining temporary hit points applied after the attack is resolved. This ability may be used as a free action that can be taken even when it's not your turn, though doing so expends your martial focus and ends the tactic.

DARKLAND'S CRY (SHOUT)

Prerequisites: Warleader sphere, Diplomacy 15 ranks.

You may expend your focus to perform a shout that saps the very life and will to live from a creature. Any creature within this shout's radius who fails a Fortitude saving throw suffers 1d4 temporary negative levels that lasts 1 day. You may spend a move action to warn your allies before using this effect protecting them from the shout's effects, but doing so grants all other creatures a +5 circumstance bonus on their saving throw. This is a supernatural effect.

MASTER'S AURA (TACTIC)

Prerequisites: Warleader sphere, Diplomacy 7 ranks.

Any ally affected by this tactic can use the aid another action to assist you on a skill or ability check as an immediate action as long as they are within close range. Any creature who comes into physical contact with you while this tactic is active must succeed on a Will saving throw or have their attitude towards you instantly improved by 1 step for 1 hour. Once a given creature has attempted a saving throw against this effect, they cannot be affected by it again for 24 hours.

RECALL SPIRIT (SHOUT)

Prerequisites: Warleader sphere, Rousing Claxon, Diplomacy 10 ranks.

You may expend your focus to recall the spirit of a creature within range of your shout that has died within 1 round. The target is healed for an amount equal to your ranks in Diplomacy + your Charisma modifier. If this healing is enough to raise the slain creature's hit points to an amount greater than its Constitution score in negative hit points, it is returned to life and stabilizes at its new hit point total. If the creature's hit point total would still be at a negative amount greater than or equal to its Constitution score, it remains dead. Creatures brought back to life via this ability gain a temporary negative level that lasts for one day. This is a supernatural effect.

EXPLOSIVE ULULATION (SHOUT)

Prerequisites: Warleader sphere, Diplomacy 1 rank.

You may perform an ear-splitting scream. All targets within the area of effect suffer 1d8 sonic damage, +1d8 per 4 ranks in Diplomacy you possess. In addition, the targets become deafened for 1 round, +1 per 4 ranks in Diplomacy you possess. Targets are allowed a Fortitude save to halve the sonic damage and negate the deafened effect.

You may expend your martial focus when performing an *explosive ululation*. If you do so, all targets who fail their Fortitude save (as well as unattended objects) are immediately subject to a bull rush combat maneuver performed as a free action that does not provoke an attack of opportunity, using your ranks in Diplomacy + your Charisma modifier as your CMB. Targets are pushed directly away from you, and you cannot move as part of this maneuver. There is no size limitation on what creatures you may bull rush in this manner.

You may spend a free action to warn your allies before using this effect protecting them from the shout's effects, but doing so grants all other creatures a +5 circumstance bonus on their saving throw. This is a supernatural effect.

UNENDING LOYALTY (SHOUT)

Prerequisites: Warleader sphere, Recall Spirit, Rousing Claxon, Legion Unending, Diplomacy 15 ranks.

You may use your *recall spirit* shout on a target that has been dead within 1 minute rather than 1 round. Rather than healing the target for a specific amount, the target is returned to life with a number of hit points equal to twice your ranks in Diplomacy + your Charisma modifier, and no negative level (if this would grant them more hit points than they would normally have, they gain any excess as temporary hit points). At the end of the shout's duration, the creature dies regardless of its hit points, and may not be affected with this talent a second

time unless they are returned to life by other means. This is a supernatural effect.

WRESTLING TALENTS

EARTH-SHATTERING SLAM (SLAM)

Prerequisites: Berserker sphere, Shatter Earth, Wrestling sphere, base attack bonus +6.

When you successfully maintain a grapple against a creature as a standard action and choose to deal your unarmed strike damage to that target, you may expend your martial focus to also deal that damage to the ground as if using Shatter Earth from the Berserker sphere. If you successfully deal more damage to the ground than its hardness, not only is the ground broken as described by the Shatter Earth talent, but the target of your slam is also stuck into the ground, becoming entangled and unable to move from that spot.

In order to end the entangled condition and move from that spot, the creature must succeed at a grapple, Escape Artist, or Strength check against your CMD. After using Earth-Shattering Slam on a target, your grapple with them immediately ends and they cannot be grappled again so long as they are entangled; in essence, they are being grappled by the ground.

LIMB RIPPER (SLAM)

Prerequisites: Wrestling sphere, base attack bonus +10.

When you successfully maintain a grapple against a creature you have already pinned, you may expend your martial focus as an immediate action to attempt to remove a limb from them; the creature must make a successful Fortitude save or have one of its limbs removed by you (arms, legs, tentacles, or wings), ending the grapple.

If you remove a wing, the target loses a wing natural attack if it had any and cannot fly (creatures with 3 or more wings who lose a wing have their flight maneuverability reduced to clumsy and have their flight speed reduced by 1/2 for each wing which they are missing). If you remove a tentacle, the creature loses all attacks and abilities related to that tentacle. If you remove an arm or leg, the target suffers a series of penalties listed below. Creatures with more than 2 legs do not suffer the penalties listed below, but instead lose 10 ft. from their movement speed and lose the benefits of being a quadruped if they had them.

In addition, the target suffers 1d6 points of bleed damage from the wound, +1d6 for every 4 points of base attack bonus you possess.

A severed limb counts as an object one size category smaller than the creature it came from if using it as an independent object or improvised weapon.

A character who has lost an arm incurs the following penalties:

- -10 penalty on Climb, Craft, Disable Device, Sleight of Hand, and Use Magic Device skill checks;
- -8 penalty on grapple checks;
- Must make a caster level check at a -5 penalty to cast spells with somatic components;

- Unable to wield weapons two-handed or make two-weapon attacks, and may not wear a shield on the affected arm.
- Carrying capacity is not reduced. However, the maximum weight a character can lift over head or off the ground is halved.

A character who has lost a leg incurs the following penalties:

- -10 penalty on Acrobatics, Climb, Ride, Stealth, and certain Perform skill checks (GM's discretion).
- Cannot run or charge.
- Cannot bull rush or overrun and takes a -12 penalty to resist these combat maneuvers.
- Speed is reduced to 5 ft., and can no longer make a 5-ft step.
- Carrying capacity is reduced by two thirds and the maximum weight a character can lift over head or off the ground is halved when sitting, impossible when standing.

These penalties do not stack with other penalties for losing limbs. A character who has lost both arms cannot use any of the listed skills, make attacks, or use objects, without the aid of prosthetics or magic. A character who has lost both legs is always considered flat-footed and prone, and can only move 5 ft as a full round action, without the aid of prosthetics or magic.

MAGIC KILLING GRIP (SLAM)

Prerequisites: Wrestling sphere, base attack bonus +10.

Treat the result of your grapple check as a dispel check against the target of your grapple as though you were making a targeted dispel with *dispel magic* (compare your grapple check to the effect on the target with the highest caster level (DC = 11 + the spell's caster level). If successful, that effect ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell). If you grapple a summoned creature, this can end the spell that summoned them.

TOMBSTONE BURIAL

Prerequisites: Berserker sphere, Shatter Earth, Wrestling sphere, Earth-Shattering Slam, base attack bonus +10.

Whenever you successfully use Earth-Shattering Slam against a target, you may choose to bury them underground. The target travels 5 ft. through the ground for every 5 base attack bonus you possess. If this would put the target completely through the ground (such as dropping them through the roof of a building) they fall to the ground below, taking falling damage as normal. If the new ground is still within 5 ft. per 5 base attack bonus, they may also travel through into or through that surface to reach this talent's limit.

So long as the target is entangled from your Earth-Shattering Slam, they also cannot breath and must hold their breath or begin suffocating. Even if they escape the entanglement, they must still climb, fly, or otherwise exit the hole they are in.

ADDITIONAL OPTIONS

FEATS

ADOPT ANIMAL ALLY

Prerequisites: Beastmastery sphere (handle animal) package, an animal or vermin companion.

Benefit: If your animal or vermin companion dies, you may make one of your *tame* creatures your new companion without the normal mourning period. The creature assumes all abilities and statistics of an animal companion appropriate to your abilities. The creature must correspond to an available animal companion type. This takes 1 hour.

AERIAL TRIP

Prerequisites: Base attack bonus +5, Improved Trip or a combat talent that allows you to perform a trip without provoking an attack of opportunity.

Benefit: You can trip flying opponents. If you would successfully trip a flying opponent, it falls at a rate of 10 ft per round for every point of base attack bonus you possess (assuming it is conscious and attempting to remain airborne; otherwise, it falls at a rate of 500 ft per round) until it hits the ground. The creature falls immediately after being tripped, then again each round thereafter at the end of your turn.

Upon impact, the creature falls prone and takes normal falling damage (maximum: 1d6 per 10 ft. in its falling speed). A falling creature is considered entangled until it hits the ground, but it can attempt a Fly check as a free action at the start of its turn to stop falling before it hits the ground (DC = 15 + your base attack bonus); otherwise, it is unable to move (other than falling) but can act normally. You can choose to descend with the opponent, although this movement cannot exceed two times your normal flight speed.

COMBAT SPHERE SPECIALIZATION (COMBAT)

Your knowledge of one particular combat sphere is without peer.

Prerequisite: 1 or more combat spheres.

Benefit: Select one combat sphere you possess, you treat your base attack bonus as 1 higher for the purposes of its effects, but not for attacks made with talents from that sphere. At 5th level and every 4 levels afterwards, the chosen sphere's base attack bonus is treated as an additional 1 higher, although the sphere's effective base attack bonus cannot be higher than your character level.

Special: You may select this feat multiple times, each time selecting a different sphere.

COMPANION TRIGGER (COMBAT)

Prerequisites: Animal Companion class feature, Mount class feature, or Beastmastery sphere.

Benefit: When your animal companion or a creature you are mounted on succeeds on a combat maneuver, you may expend your martial focus as a free action even when it is not your turn to count the maneuver as though you had performed it for the purpose of any feats or talents you possess.

CRAFT OOZE (ITEM CREATION)*

You can use alchemy to create dangerous ooze creatures.

Prerequisites: Brew Potion, Craft Wondrous Item, Craft (alchemy) 3 ranks, caster level 5th.

Benefit: You can create living oozes as though they were magical items. Creating an ooze creature takes 1 day for each 500 gp in its construction cost. To create an ooze, you must have access to an oozing vat (see below), you must use up raw materials worth the construction cost of the ooze, and you must succeed at a Craft (alchemy) check (DC 10 + 2 × the ooze's CR). A failed check ruins the materials used, while a check that fails by 5 or more also results in an ooze that attacks its creator for 1d4 rounds before dissipating into useless waste material. A newly created ooze has average hit points for its Hit Dice. Oozes created with this feat are mindless and uncontrolled, and even normally intelligent oozes like slithering trackers that are created this way have no Intelligence score—nor any loyalty to their creator.

While ooze creatures cannot normally be purchased in traditional marketplaces, GMs who wish to include such an option in their games—perhaps with oozes sold as black market commodities—need only double the construction cost of a specific ooze creature in order to figure out a fair market price.

The following table lists some of the most commonly crafted oozes and their creation requirements. At the GM's discretion, other types of ooze creatures can be created with this feat.

Ooze Type	Cost (gp)	Craft (alchemy) DC
Gelatinous cube	1,600	16
Gray ooze	3,600	18
Slithering tracker	3,600	18
Ochre jelly	4,900	20
Black pudding	8,100	24
Magma ooze	8,100	24
Deathtrap ooze	8,100	26
Carnivorous crystal	16,900	32

DRAGON'S TATTOOS

Etching your limbs with exquisite art, your body truly becomes a weapon.

Prerequisites: Improved Unarmed Strike, Craft (tattoos) 5 ranks.

Benefit: You learn how to adorn yourself with the sacred tattoos that are said to have been first conceived by an ancient monk known only as “the Dragon”. Covering your body in these intricate tattoos etched by your own hand, your limbs, grapples, and unarmed strikes are now treated as masterwork weapons, and may be enhanced just as any other masterwork weapon. Enhancements applied via this ability apply to all unarmed strikes or grapple checks you make, regardless of the limb you choose to use; essentially, your entire body is treated as a single weapon.

EXTRA COMBAT TALENT (COMBAT)

Your knowledge of combat is easily expanded.

Benefit: Gain an additional sphere or a talent from a combat sphere you possess.

Special: You may take this feat multiple times. The effects stack.

EXTRA BATTLEFIELD SPECIALIZATION

Your expertise extends to a new battlefield environment.

Prerequisite: Commander 5.

Benefit: Gain an additional battlefield specialization for which you qualify.

Special: This feat may be taken a second time starting at 11th and a third time starting 17th level.

EXTRA PROWESS

You know how to better utilize your armiger abilities.

Prerequisite: Armiger 5.

Benefit: Gain an additional prowess for which you qualify.

Special: This feat may be taken a second time starting at 11th and a third time starting 17th level.

EXTRA SCHOLAR'S KNACK

Research and study lead you to new academic discoveries.

Prerequisite: Scholar 7.

Benefit: Gain an additional scholar's knack for which you qualify.

Special: This feat may be taken a second time starting at 15th level.

EXTRA SMITHING INSIGHT

Your experience and skill unlock new insights into the smith's craft.

Prerequisite: Blacksmith 7.

Benefit: Gain an additional smithing insight for which you qualify.

Special: This feat may be taken a second time starting at 15th level.

EXTRA STRIKER ART

You know how to better utilize your striker abilities.

Prerequisite: Striker 5.

Benefit: Gain an additional striker art for which you qualify.

Special: This feat may be taken a second time starting at 11th and a third time starting 17th level.

EXTRA TECHNICAL INSIGHT

Your experimentations have unlocked new insights.

Prerequisite: Technician 5.

Benefit: Gain an additional technical insight for which you qualify.

Special: This feat may be taken a second time starting at 11th and a third time starting 17th level.

FLYBY ATTACK (MONSTER)

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

GIANTSLAYER (COMBAT)*

Your martial training and natural heartiness are the only tools you need to tackle even the mightiest foes.

Prerequisites: Con 13, base attack bonus +5.

Benefit: When performing or resisting a combat maneuver against a foe who is at least 1 size category larger than yourself, you gain a bonus to your CMB and CMD equal to +1 per size category larger than yourself the opponent is (for example, a Small character would gain a +4 bonus to resist or perform combat maneuvers against a Gargantuan opponent). In addition, you can use combat maneuvers against targets 1 size larger than would normally be allowed (e.g., although normally a creature cannot drag a target more than 1 size category larger than itself, a character with this feat could drag targets up to two size categories larger than itself).

GREAT FOCUS (COMBAT)

Prerequisites: 2 or more combat spheres, base attack bonus +6 or higher.

Benefit: You may maintain a second martial focus. This martial focus is gained and expended independently from the first.

GUNSMITHING*

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

HEROIC RESOLVE (COMBAT)

Prerequisites: Ability to gain martial focus, Constitution 13 or higher.

Benefit: As a move action, you may expend focus to suppress a single instance of the dazzled, fatigued, shaken, or sickened condition for a number of rounds equal to your Constitution modifier (minimum 1). The duration of these conditions continues to expire while suppressed. You may instead choose to treat the frightened condition as shaken, the nauseated condition as sickened, the exhausted condition as fatigued, or the blinded condition as dazzled for the same duration. You may take this move action even if the condition would normally prevent you from taking move actions. You may only have one condition suppressed at a time; suppressing an additional condition forces you to stop suppressing the previous condition.

If your base attack bonus is +10 or higher, you may suppress the dazed, frightened, nauseated, shaken, staggered, and stunned conditions and treat the panicked condition as shaken, though the duration of the suppression is cut in half (minimum 1 round).

MUSCULAR REFLEXES (COMBAT)

You rely on muscle memory and strength to enhance your reflexes.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Strength bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Muscular Reflexes feat does not allow a rogue to use her opportunist ability more than once per round. The attacks of opportunity from this feat do not stack with those granted by Combat Reflexes or similar feats, but Muscular Reflexes counts as Combat Reflexes when meeting the prerequisites for feats.

PIRANHA STRIKE (COMBAT)*

You make a combination of quick strikes, sacrificing accuracy for multiple, minor wounds that prove exceptionally deadly.

Prerequisites: Weapon Finesse, base attack bonus +1.

Benefit: When wielding a light weapon, you can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and for every 4 points thereafter, the penalty increases by -1 and the bonus on damage rolls increases by +2. You must choose to use this feat before the attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage. This feat cannot be used in conjunction with the Power Attack feat.

PRACTICED INTERRUPTION (COMBAT)

You are adept at anticipating and interrupting spellcasters.

Prerequisites: Extra Combat Talent or combat training class feature, base attack bonus +5.

Benefit: You may expend your martial focus to ready an attack action to disrupt a spellcaster's casting as a move action. The spellcaster must be within reach or range of your wielded weapon. A single casting attempt cannot trigger more than one readied action to interrupt from you.

Special: If you take this feat a second time. If you do, you may instead use this ability as a swift action.

TECHNOLOGICAL TRAINING

Benefit: Reduce the penalties you suffer when using technician inventions that are not your own by half. If the technician who made the invention possesses Aesthetic Insight, these penalties are reduced to 0.

TITAN BREAKER (COMBAT)*

You are the bane of those who believe they stand atop the world.

Prerequisites: Con 15, Giantslayer, base attack bonus +10.

Benefit: The bonus granted by your Giantslayer feat when performing or resisting a combat maneuver against a foe who is at least 1 size category larger than yourself increases to +2 per size category larger than yourself the opponent is. In addition, you can now use combat maneuvers against targets 2 size categories larger than would normally be allowed (instead of just 1 size category as allowed by the Giantslayer feat).

TWO-WEAPON REND (COMBAT)*

Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.

Prerequisites: Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

ZODIAC TATTOOS*

Mystical tattoos ward you from harm and transform your skin into protective armor.

Prerequisites: Craft (tattoos) 5 ranks, Unarmored Training or AC Bonus class feature.

Benefit: Covering your body in these intricate tattoos etched by your own hand, you gain the ability to have your skin enchanted with armor special abilities as though it was a suit of +1 leather armor. You cannot have a total bonus of armor special abilities higher than +6. You cannot use this ability to add any armor special abilities that add a flat gp amount to their cost instead of a bonus equivalent.

**This feat is previously published, and is reprinted here for ease of use.*

TRAITS

Maneuver Trained (Combat): You have long trained in a variety of combat maneuvers. You gain a +1 trait bonus to your CMB.

Martial Training (Equipment): You know enough about weapons to expand your knowledge on their use. Select 1 martial weapon with which you are not proficient; you reduce the penalties on attack rolls for not being proficient with it by -2 (minimum 0). If you are proficient with at least 3 martial or exotic weapons, you instead gain proficiency with the selected martial weapon.

Mastered Talent (Combat): You have focused on a single combat talent, gaining greater proficiency with it. Select 1 combat talent; you treat your base attack bonus as 1 higher for the purposes of its effects. At 5th level and every 4 levels afterwards, the chosen talent's base attack bonus is treated as an



additional 1 higher, although the talent's effective base attack bonus cannot be higher than your character level.

Practiced Maneuver (Combat): You are quick to learn from your mistakes. Whenever you attempt a combat maneuver and fail, you gain a +2 trait bonus on your next combat maneuver check with that same combat maneuver as long as you attempt it before the end of your next turn.

Sharp Reflexes (Combat): You are able to react to danger with violence. You gain the ability to make one additional attack of opportunity each round.

Steel Body (Combat): Your physique is far more difficult to damage than others. You gain +1 hit point; for every two additional hit dice you possess, you gain +1 hit point.

Igor (social): You grew up assisting an inventor, and are used to handling experimental technologies. You may ignore one improvement when calculating your total penalty when handling an invention you did not build.

FAVORED CLASS BONUSES

CORE RACES

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.

DWARF

Armiger: Gain +1/6 of a granted talent for 1 customized weapon. This weapon must be from those listed in the Dwarven Heritage from the Equipment sphere.

Blacksmith: Gain +1/8 of a blacksmith insight.

Commander: Gain +1/8 bonus to attack rolls against the target of your racial hatred for yourself and all allies under the effects of your tactics or shouts.

Conscript: Add +1 to your CMD when resisting a bull rush, pull, or reposition combat maneuvers.

Scholar: Gain +1/8 of a scholar's knack.

Sentinel: Gain +1/4 of an additional attack of opportunity per round.

Striker: Increase the damage reduction/hardness penetration of drill knuckle by +1/3.

Technician: Increase the range of your trap insight class feature by 1 foot.

ELF

Armiger: Gain +1/6 of a granted talent for 1 customized weapon. This weapon must be from those listed in Elven Heritage from the Equipment sphere.

Blacksmith: Gain a +1/2 bonus on all Craft or Profession (blacksmith) checks made to craft any weapon from Elven Heritage of the Equipment sphere.

Commander: Add +1/4 to Stealth checks made by allies under the effect of one of your tactics.

Conscript: Gain a +1 bonus to your CMD when resisting a disarm or sunder.

Scholar: Treat your Intelligence as +1/4 point higher when determining your carrying capacity with careful packer, and when determining the save DCs for your material impositions.

Sentinel: Reduce the armor check penalty of any armor you wear by 1/4 point.

Striker: Gain +1/6 additional maximum tension.

Technician: For every 4 times this favored class bonus is taken, your inventions count as possessing one fewer improvements when calculating the penalties other creatures suffers when using them.

GNOME

Armiger: Gain +1/6 of a granted talent for 1 customized weapon. This weapon must be from those listed in Gnomish Heritage from the Equipment sphere.

Blacksmith: Gain +1/6 of an item creation feat.

Commander: Add a +1/8 bonus to attack rolls against the target of your racial hatred for yourself and all allies under the effects of your tactics.

Conscript: Add +1 to your CMD when resisting a dirty trick or steal maneuver.

Scholar: Add +1/2 to all Disable Device and Use Magic Device checks made to control, manipulate, or sabotage a clockwork device or creature.

Sentinel: Add +1 to your CMD when resisting a disarm or sunder maneuver.

Striker: Gain +1/6 of a striker talent.

Technician: Gain +1/8th of a new invention.

HALFLING

Armiger: Gain +1/6 of a granted talent for 1 customized weapon. This weapon must be from those listed in Halfling Heritage from the Equipment sphere.

Blacksmith: Reduce the penalty for using a weapon you are not proficient with which you crafted yourself by 1/3. When this penalty reaches 0, you are considered proficient with any weapon you craft yourself.

Commander: Gain +1/8 of a logistical specialty.

Conscript: Add +1 to your CMD when resisting a grapple or trip.

Scholar: Gain +1/8 of a material imposition.

Sentinel: Deal +1/3 damage to creatures *challenged* with the Guardian sphere ability if they are 2 or more sizes larger than you.

Striker: Add +1/4 additional points of damage to your unarmed strikes.

Technician: Add a +1/2 bonus to all Disable Device checks made to pick a lock or disarm or reset a trap.

HUMAN

Armiger: Gain +1/6 of a prowess.

Blacksmith: Add +1/2 to all Profession (blacksmith) checks made to craft a weapon you are proficient with.

Commander: Gain +1/6 of an enhanced tactic.

Conscript: Gain +1/6 of a combat talent.

Scholar: Increase the save DC and damage of your flashbangs by +1/5.

Sentinel: Increase the total number of negative hit points you can reach before dying by 2.

Striker: Gain +1 ft. to your movement speed (this ability does nothing until selected 5 times)

Technician: Gain +1/6th of a technical insight.

OTHER RACES

AASIMAR

Armiger: Gain +1/6 of a granted talent for 1 customized weapon. This talent must be from the Guardian sphere.

Blacksmith: Weapons you craft deal +1/4 points of damage to evil creatures when you wield them.

Commander: Gain +1/2 bonus to Diplomacy checks made to improve a creature's attitude.

Conscript: Add +1 to rolls made to stabilize when dying.

Scholar: Add +1 to Heal checks made when using your medical training, advanced medical training, or expert medical training class features.

Sentinel: Increase one energy resistance granted by your race by +1/3.

Striker: Add +1/4 cold damage to your unarmed strikes.

Technician: Increase the benefit of your danger sense class feature by +1/3.

GOBLIN

Armiger: Gain +1/6 of a granted talent for 1 customized weapon. This talent must be from the Athletics sphere.

Blacksmith: Increase the bonus granted when performing the sharpen weapons maintenance by +1/4.

Commander: Gain +1/2 bonus on Ride checks.

Conscript: Add +1/2 to damage rolls the conscript makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Scholar: Add +1/2 points of damage to the damage dealt by your flashbangs.

Sentinel: Gain +1 to your CMD against bull rush, pull, or reposition combat maneuvers.

Striker: Gain +1/5 to your CMB with a combat maneuver of your choice.

Technician: You may create an additional +1/3 explosives per day.

HOBGOBLIN

Armiger: Gain +1 to your CMD against disarm, steal, and sunder attempts targeting a customized weapon.

Blacksmith: Add +1/2 hit points and +1/4th hardness to your worn and wielded equipment.

Commander: Your lingering commands class feature lasts an additional +1/4 rounds.

Conscript: Add +1/2 damage to your first attack made at the end of a charge.

Scholar: Choose one combat sphere; gain a +1/8 bonus to hit, combat maneuver bonus, combat maneuver defense, ability DCs, and all other functions of the sphere normally determined by your base attack bonus when using talents or abilities granted by that sphere. You may select a different sphere each time you gain this benefit.

Sentinel: Add +1/4 to your natural armor bonus.

Striker: Add +1/2 to your total damage when making a critical hit with an unarmed strike.

Technician: When you deal fire, cold, electricity, or acid damage with an invention, your invention ignores 1 point of resistance for that particular element.

ORC

Armiger: Gain +1/6 of a granted talent for 1 customized weapon. This weapon must be from those listed in the Orc Heritage talent of the equipment sphere.

Blacksmith: Gain a +1/2 bonus on all Craft or Profession (blacksmith) checks made to craft any weapon from the Orc Heritage talent of the Equipment sphere.

Commander: Increase the save DC and duration for any shout you know from the Warleader sphere by +1/5.

Conscript: Increase the total number of negative hit points you can reach before dying by 2.

Sentinel: Gain +1/4 bonus to Fortitude saves.

Striker: Gain +1/3 virtual talent in an unarmed sphere for the purposes of determining the damage of your unarmed strikes.

Technician: Gain +1 energy resistance to one kind of energy (+10 maximum per energy type).

TIEFLING

Armiger: Add +1/4 on rolls to confirm critical hits with customized weapons.

Blacksmith: Weapons you craft yourself deal +1/4 points of fire damage while you wield them.

Commander: Attacks made by allies benefiting from one of your enhanced tactics deal an additional +1/4 fire damage.

Conscript: Gain a +1/2 profane bonus on three conscript class skills.

Scholar: Add +1/2 fire damage to your flashbangs; if you know the Brimstone material imposition, increase the saving throw DC for your *sulfuric detonations* by +1/4.

Sentinel: Add +1/3 to one energy resistance granted by your race.

Striker: Add +1/4 fire damage to your unarmed strikes.

Technician: Whenever you deal damage to a target within 30 ft. that is either flat-footed, that you are flanking, or that has lost its Dexterity bonus to ac, you deal an additional +1/2 damage to that target.

SPHERE-SPECIFIC DRAWBACKS

Sphere-specific drawbacks must be chosen when a practitioner first gains the associated sphere, and grant the practitioner an extra combat talent in the prerequisite sphere. Drawbacks may be removed in place of gaining a new talent through your class progression or by taking the Extra Combat Talent feat. You cannot gain multiple drawbacks that remove or augment the same ability.

ALCHEMY

Hippocratic Oath (*requires poison package*): Your poisons cannot be used except in conjunction with (toxin) talents that grant beneficial effects. You gain Anesthetic Dosage with this drawback.

ATHLETICS

Limited Athleticism: You do not gain a package. You gain Close Quarters Combat with this drawback.

BARRAGE

Wild Shooter: You do not gain *melee archer*, and instead suffer a -1 penalty to all ranged attack rolls. You gain Suppressing Fire with this drawback.

BARROOM

Alcoholic: You do not gain the *brutal breaker* ability. You cannot possess both this and the Teetotaler drawback. You gain Double Chug with this drawback.

Teetotaler: You do not gain the *hard drinker* ability, and cannot gain the drunk status nor select

(drunk) talents. You cannot possess both this and the Alcoholic drawback. You gain Barroom Expert with this drawback.

BEASTMASTERY

Monster Tamer (*requires handle animal package*): You may not use your *trainer* ability on creatures of the animal type. Choose one creature type other than the animal type. If a (beastmastery) talent specifies a creature of the animal type, it instead applies to your chosen type. You must take Broad Skills with the bonus talent from this drawback, though you may not affect creatures of a type other than your chosen type unless this drawback is bought off.

Offensive Rider (*requires ride package*): You do not gain the defensive rider ability. You gain Skirmish Rider with this drawback.

BERSERKER

Unbattered: Your *brutal strikes* do not inflict the battered conditions on foes. You gain Sanguine Invigoration with this drawback.

Weakling: You cannot expend focus to increase the damage of your *brutal strikes*. You gain Extended Exertion with this drawback.

BOXING

Defensive Pugilist: You do not gain the *counter punch* ability and cannot select (counter) talents. You gain Tight Guard with this drawback.

BRUTE

Burly: You do not gain the *shove* ability. You gain Muscular Surge with this drawback.

DUAL WIELDING

Guarded Shooter: You do not gain the *dual attack* ability. You gain Mixed Assault with this drawback.

Versatile Weapon-Wielder: You do not gain the *dual attack* ability. You gain Paired Proficiency with this drawback.

DUELIST

Bloody Slasher: *Blooded strike* does not grant you the ability to perform combat maneuvers without provoking attacks of opportunity against bleeding targets. You may not take (disarm) talents. You gain Long Cuts with this drawback. You cannot have both this and the Disarming Duelist drawback.

Disarming Duelist: *Blooded strike* does not gain the ability to deal bleed damage with attacks and disarm attempts. You cannot take talents with the (bleed) descriptor. You gain Bind Weapon with this drawback.

FENCING

Distracting: You do not gain the *fatal thrust* ability and cannot take (exploit) talents. You gain Expert Feint with this drawback.

GLADIATOR

Braggart: You do not gain ranks in Intimidate from the base sphere, do not gain the *demoralization* ability nor the Strike Fear demoralization and cannot select (demoralization) talents. You gain Self



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Confidence with this drawback. You may not possess both this and the Humble Combatant drawback.

Humble Combatant: You do not gain the *boast* ability nor the Prowess boast and cannot select (boast) talents. You gain Uncowed with this drawback. You may not possess both this and the Alternate Boast or the Braggart drawback.

GUARDIAN

Indifferent Defender: You do not get to select a Guardian package. You gain Greater Delayed Damage with this drawback. You may not possess both this and the Without Delay drawback.

Without Delay: You do not gain a *delayed damage pool* and may not select any talent which relies on the *delayed damage pool*. You must take Swift Guardian with this drawback. You may not possess both this and the Indifferent Defender drawback.

LANKER

Clumsy Stabber: You do not gain the ability to *impale* a creature. You may not take talents with the (impale) descriptor. You gain Whirlwind Knockdown with this drawback.

OPEN HAND

Savage Combatant: You do not gain the *sweep* ability. You gain Tear Flesh with this drawback.

SCOUNDREL

Natural Rogue: You do not gain the *swift hands* ability. You gain Master Thief with this drawback.

SCOUT

Hidden Eyes: You do not gain the *scout* ability and cannot take talents which rely on the Scout ability. You gain Active Camouflage with this drawback.

SHIELD

Passive Blocker: You do not gain the *active defense* ability and cannot take (deflect) talents or other talents that require the use of *active defense*. You gain Deflecting Shield with this drawback.

SNIPER

Close Quarters Shooter: You may only perform a *deadly shot* within the first range increment of your ranged weapons, and treat the range increment of any ranged weapon used when making a *deadly shot* as 30 ft., unless it would normally be lower. You gain Push Shot with this drawback.

TRAP

Battle Trapper: You may not set traps. You gain Trap Wielder with this drawback. You may not have both this and the Slow Worker drawback.

Focused Trapper: Choose either *dart* or *snare* traps. You may not place or otherwise use traps of the chosen type. You must take Trapper's Recovery with this drawback.

Slow Worker: You must take at least one minute to set up a trap. You gain Persistent Trap with this drawback, and must use that talent whenever you set a trap. You may not have both this and the Battle Trapper drawback.

WARLEADER

Barbaric Shout: You do not gain the *tactic* ability and cannot take (tactics) talents. You gain Breath Support with this drawback.

Meek Leader: You do not gain the *shout* ability and cannot take (shout) talents. You gain Verbal Commands with this drawback.

WRESTLING

Jobber: You do not gain the *snag* ability. You gain Last Chance Grapple with this drawback.

ALTERNATE RACIAL OPTIONS

DWARF - DWARVEN BATTLE TRAINING

Many dwarves go beyond the weapon training common to their culture, mastering all their people's weapons. They gain the Dwarven Heritage Equipment talent as a bonus talent at 1st level. This replaces defensive training, hatred and weapon familiarity.

ELF - ELVEN ANCESTRAL MASTER

Some elves chose to undergo a more rigorous study of their people's armaments. They gain the Elven Heritage Equipment talent as a bonus talent at 1st level. This replaces keen senses and weapon familiarity.

FENGHANG+ - AERIAL ACROBAT

While all fenghaung can fly, some let the joy of the skies consume them to the detriment of their social skills. You gain the Athletics sphere as a bonus talent, but must select the (fly) package. This replaces curiosity and natural envoy.

GNOME - GNOMISH WAR SCHOOL

The gnomes are known for their unique weapons; some gnomes fully embrace this tendency. They gain the Gnomish Heritage Equipment talent as a bonus talent at 1st level. This replaces defensive training, hatred, and weapon familiarity.

HALFLING - SLING LORD

True masters of the oft-maligned family of weapons, some halflings show devastating skill with slings of all types. They gain the Halfling Heritage Equipment talent as a bonus talent at 1st level. This replaces keen senses and weapon familiarity.

ORC/HALF-ORC - BRUTALLY TRAINED

Orcs and their kin have a noted fondness for direct, powerful weaponry. They gain the Orc Heritage Equipment talent as a bonus talent at 1st level. For half orcs, this replaces intimidating and weapon familiarity. For orcs, this replaces weapon familiarity.

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EQUIPMENT

ADVENTURING GEAR

Climbing Pick: A climbing pick is a one-handed item that aids in climbing. A hand holding a climbing pick counts as being open for the purpose of making Climb checks, and grants its wielder a +1 circumstance bonus to Climb checks. This stacks with the bonus granted by a climber's kit. **Cost** 20 gp. **Weight** 2 lbs.

Fishing Tackle: More than a mere fishhook, this set includes birch poles, silk line, sinkers, hooks, lures, and tackle box. It grants a +1 circumstance bonus on Survival checks when gathering food around bodies of water that contain fish. **Cost** 20 gp. **Weight** 5 lbs.

Portable Forge: This portable forge contains all the tools a blacksmith needs to practice his craft, compressed into an easy to carry rucksack. **Cost** 50 gp. **Weight** 20 lbs.

Ten Foot Pole: The ten foot pole is often used to poke walls, ceilings, and floors in an effort to uncover hidden hazards. **Cost** 1 gp. **Weight** 10 lbs.

Trap Bag: This bag contains the various components needed to assemble the temporary traps granted by the Trap sphere. **Cost** 15 GP. **Weight** 10 lbs.

WEAPONS

BATTLE STEIN

This mug seems to be an ordinary lidded stein, but is weighted and reinforced for combat.

If a creature is proficient with the battle stein and is currently wielding it, that creature may drink its contents as a move action. If they possess the *hard drinker* ability from the Barroom base sphere, they may drink the contents as a swift action after making an attack action with the battle stein. This does not provoke an attack of opportunity. This benefit cannot be used to drink an extract.

BATTLE WRENCH

This object appears to be an oversized wrench, but is weighted for swinging.

The battle wrench is not simply a single tool, but is equipped with many foldable parts that allow it to double as a set of thieves' tools when performing Disable Device checks. A masterwork battle wrench counts as a set of masterwork thieves' tools.

The battle wrench's slim design makes it possible to hide with the Sleight of Hand skill.

CLIMBING PICK

Balanced and sharpened for equal utility in penetrating rock and piercing armor.

While anyone can use a climbing pick to climb, a creature proficient with the climbing pick can also use it for warfare. Also, the bonus provided by a climbing pick to climbing checks increases to +2 in the hands of someone proficient in its use.

DUAL BLADE

This sword appears to be a single blade, but easily splits into two.

The dual blade functions as a single sword, but as a swift action can be split into two smaller swords. When split in this fashion, the dual blades deal 1d6 damage (1d4 for Small creatures) and are treated as light weapons. These weapons may be joined into a dual blade as a swift action. A dual blade can only be joined with both parts of the original weapon. If a dual blade possesses an enhancement bonus and weapon special abilities, both separate weapons gain all of its associated magic, but with its enhancement bonus treated as if it were 1 lower on each individual sword (minimum 0). Dual blades come with a sheath that requires them to be combined in order to be stored.

FISHING TACKLE

A fishing rod, string, hook, and lure.

Fishing tackle grants a +1 circumstance bonus on Survival checks when gathering food around bodies of water that contain fish. If a character is proficient with the fishing tackle, this bonus increases to +2.

Weapons

<i>(Martial) Light Melee Weapons</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight¹</i>	<i>Type²</i>	<i>Special</i>
War mallet	15 gp	1d3	1d4	x2	-	2 lbs.	B	Distracting, performance, see text
<i>(Martial) One- Handed Melee Weapons</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight¹</i>	<i>Type²</i>	<i>Special</i>
War flute	16 gp	1d6	1d8	x2	-	7 lbs.	B	Distracting, performance, see text
<i>(Martial) Two- Handed Melee Weapons</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight¹</i>	<i>Type²</i>	<i>Special</i>
War lute	50 gp	1d6	1d8	x3	-	8 lbs	B	Distracting, performance, see text
<i>(Exotic) Light Melee Weapons</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight¹</i>	<i>Type²</i>	<i>Special</i>
Battle wrench	80 gp	1d3	1d4	x3	-	3 lbs.	B	Disarm, see text
Climbing pick	20 gp	1d3	1d4	x4	-	1 lbs.	P	See text
Torch	1 cp	1d2	1d3	x2	10 ft.	2 lbs.	B	See text
<i>(Exotic) One- Handed Melee Weapons</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight¹</i>	<i>Type²</i>	<i>Special</i>
Battle stein	10 gp	1d4	1d6	x2	-	5 lbs.	B	See text
<i>(Exotic) Two- Handed Melee Weapons</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight¹</i>	<i>Type²</i>	<i>Special</i>
Fishing tackle	20 gp	1d3	1d4	x2	-	5 lbs.	B	Grapple, see text
Dual blade	350 gp	2d4	2d6	19-20/x2	-	12 lbs.	S	See text
Scimitar, two-bladed	100 gp	1d4/1d4	1d6/1d6	18-20/x2	-	10 lbs.	S	Double
Ten foot pole	5 sp	1d4/1d4	1d6/1d6	x2	-	15 lbs.	B	Double, reach, see text
<i>(Exotic) Ranged Weapons</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight¹</i>	<i>Type²</i>	<i>Special</i>
Net launcher	75 gp	-	-	-	30 ft.	8 lbs.	-	See text
<i>Modifications</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight¹</i>	<i>Type²</i>	<i>Special</i>
Chain net	+100 gp	-	-	-	-	+15 lbs.	-	See text
Scabbard, oiler	+20 gp	-	-	-	-	+1 lb.	-	See text
Training	<i>half</i>		<i>As base weapon</i>			+0 lbs.	B	See text

In the hands of a proficient character, fishing tackle is both a melee weapon (in which case it has no range and deals bludgeoning damage) and a ranged weapon (in which case it has a maximum range of 20 ft. and deals piercing damage, but has its damage die decreased by 2 sizes). Retrieving the hook after making a ranged attack is a free action.

In addition to making ranged attacks, you may also use a fishing rod to manipulate objects or people. Upon making a successful ranged touch attack against an unattended object that you could hold in one hand, you may immediately move that object to your hand as a free action. Targets whose natural reach includes the path that object must take (i.e., are within the line of effect) can make a Reflex save (DC 10 + 1/2 your base attack bonus + your Dexterity modifier) as an immediate action to attempt to grab the object as it flies by.

Alternately, if you succeed at a ranged touch attack against a creature, you may attempt a drag, trip, disarm, or steal combat maneuver against that target at a distance as a free action. Performing a maneuver from a distance in this fashion does not provoke an attack of opportunity (except as normal when making a ranged attack).

NET LAUNCHER

Resembling an unusually sized crossbow, this device can launch a net much farther than it can be thrown.

This modified heavy crossbow may only be loaded with a bola, brutal bola, or a folded net or snag net. The wielder may control the trailing rope as normal if the target is within the first two range increments. This weapon counts as a heavy crossbow when calculating its penalties when firing one-handed.

SCIMITAR, TWO-BLADED

A two-bladed scimitar is a double weapon—twin, curved blades extend from either side of a central, short haft, allowing the wielder to attack with graceful but deadly flourishes.

A two-bladed scimitar counts as a scimitar for feats and effects that specify a particular weapon, such as Improved Critical or Weapon Focus.

TEN FOOT POLE

Often used to test ground for traps or hidden hazards, the ten foot pole is not weighted for combat, but can still be an effective weapon.

Although a ten foot pole possesses the reach weapon special feature, it does not normally benefit from the Polearm Mastery Equipment talent (see below).

A creature proficient with the ten foot pole may choose to wield the weapon at the edge of its extension. When used in this fashion, the ten foot pole loses its double weapon quality, but counts as a polearm for the purpose of talents such as Polearm Mastery or Spear Dancer. However, when used in this fashion, add 5 ft. when determining the weapon's maximum and minimum reaches. (Thus, in the hands of a Medium creature, it would threaten spaces 15 ft. away, but not those 5-10 ft. away. If the wielder possesses Polearm Mastery, he could use that talent to make attacks against targets 10 ft. away, but not those 5 ft. away.)

Wielding a ten foot pole as a polearm requires enormous effort; the wielder suffers a -2 penalty to AC and CMD when wielding the ten foot pole in this fashion.

TORCH

A common adventurer's tool designed to shed light in dark places.

A burning torch deals 1 point of fire damage in addition to its damage as a weapon. In the hands of a character who is proficient with the torch, this damage increases to 1d6 fire damage on a successful hit. The torch may also be used to make a melee touch attack that deals no weapon damage, but still deals 1d6 fire damage.

A torch burns for 1 hour, shedding normal light in a 20-ft. radius and increasing the light level by one step for an additional 20 ft. beyond that area (darkness becomes dim light and dim light becomes normal light). A torch does not increase the light level in normal light or bright light.

WAR FLUTE

This iron flute whistles when used to make attacks, unless its many holes are filled with cork or wax.

A war flute can be used with bardic performance and to make Perform (wind instrument) checks while being wielded as a weapon. A masterwork war flute counts as a masterwork instrument. A war flute may be created with special metals. It requires a DC 20 Perception check to discern that a war flute is not an ordinary flute.

WAR LUTE

This lute has been properly balanced and weighted to be used as a weapon.

The combat lute has been reinforced with steel to serve as a bludgeoning weapon and may be used with bardic performance and to make Perform (strings) checks while being wielded as a weapon. A masterwork combat lute counts as a masterwork instrument.

WAR Mallet

A war mallet has two sides; a padded side usable with percussion instruments, and a hard side similar to a mace head. The war mallet is used by military drummers to let them fight while signaling tactics to their fellow soldiers.

War mallets come with a drum, and can be used with bardic performance and to make Perform (percussion) checks while being wielded as a weapon. A masterwork war mallet counts as a masterwork instrument. A war mallet may be created with special metals.

A war mallet can be used to deal nonlethal damage with no penalty.

MODIFICATIONS

CHAIN NET

This net is made from a fine mesh of linked chains.

This modification may be added to any net or snag net to grant it 15 additional hit points and increase its hardness by 5 and give it a burst DC of 30. A chain net may be made from special materials such as adamantine or mithral, granting the material's hardness and hit points as per 1 inch of the special material.

SCABBARD, OILER

Price 20 gp; **Weight** +1 lb.

This scabbard modification consists of a refillable bladder large enough to hold the contents of a single weapon blance, potion, or oil and grooves for distributing the bladder's contents over the surface of the stored weapon. The weapon's wielder may empty the contents of the bladder onto the weapon as a swift action, thus applying the potion, oil, or other magical or alchemical fluid designed to be applied to a weapon. Filling the bladder requires a full-round action that provokes an attack of opportunity.

TRAINING

This modification can be applied to any weapon that does not possess the nonlethal special feature. A training weapon gains the nonlethal special feature, but deals damage as if it were 1 size smaller. A training weapon deals only bludgeoning damage regardless of its normal damage types. Most training weapons are constructed entirely of wood and cost half as much as a normal weapon of its type.

MAGIC ITEMS

WEAPON SPECIAL ABILITIES

Stretching

Aura moderate Transmutation (or Enhancement); **CL** 6th;

Price 2,000 gp **Weight** -

This special ability may only be applied to weapons that can only be used against creatures of a particular size or range of sizes, such as a mancatcher or net. A *stretching* weapon is usable against creatures of any size category.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *masterwork transformation* or Enhancement sphere; **Cost** 1,000 gp

SPECIFIC ITEMS

Spirit Snare Net

Aura moderate Conjunction; **CL** 9th;

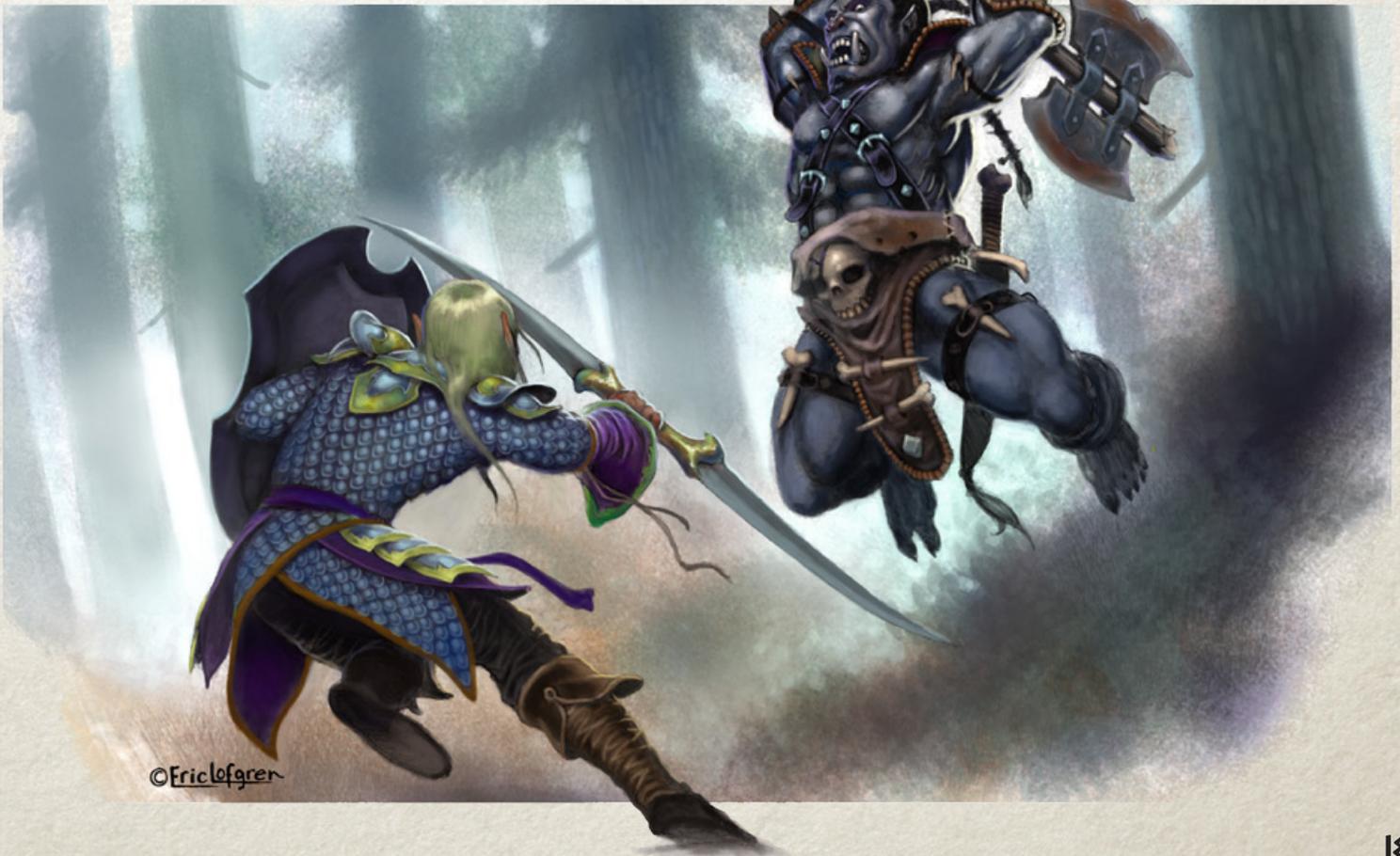
Slot none; **Price** 10,330 gp **Weight** 10 lbs.

DESCRIPTION

This +1 *ghost touch snag net* may be used to entangle ethereal and incorporeal creatures. A creature so entangled cannot pass through solid matter until it is freed. While entangled in the net, such a creature is subject to trip and grapple attempts.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *plane shift* or Conjunction sphere; **Cost** 5,320 gp



GM TOOLBOX

Up to this point, *Spheres of Might* has covered options that will be used primarily by players, including classes, martial traditions, feats, as well as the spheres themselves. This chapter is dedicated to the GMs, and here we will cover the subject of cinematic combat, martial monster talents, martial monster traditions that can serve as quick templates, examples for running dynamic fights against your party's martial heroes, combat tactics for various types of opponents your party might face, as well as 20 monsters spanning CRs from 1-21 (some updated variants of traditional monsters and some entirely new), all geared towards making your fights more exciting and dynamic.

CINEMATIC COMBAT

WHAT IS CINEMATIC COMBAT?

As an alternate martial system for the Pathfinder Roleplaying Game, *Spheres of Might* is designed to change the way combat works, principally by allowing combats to become more 'cinematic'.

In *Spheres of Might*, cinematic combat is defined as combat that retains its interest from round to round. Like any other scene in a book or movie, a good fight scene has changes in tactics, rising and falling action, and resolves with a climactic moment. A pair of fighters trading full attacks round after round is simply not interesting. A combat where one fighter disarms another, only to have his opponent tackle him and use him as an impromptu weapon, is.

Specifically, there are three ways *Spheres of Might* changes combat in an effort to make it more cinematic.

Movement: In core Pathfinder, characters generally aren't encouraged to move around very much. By emphasizing full attacks, martial combatants are at their most effective when they are standing still, attacking anything in reach for maximum damage. Some builds, such as two-weapon fighters, lose out doubly on this, as without a full attack, they cannot use both weapons at once. However, in a fight one might see in

a movie or TV show, the heroes are often constantly running, either towards cover, or an objective, or after a fleeing bad guy.

Spheres of Might, on the other hand, emphasizes attack actions over full attacks, allowing combatants much greater freedom to chase down enemies, tactically withdraw to cover, or use the Athletics sphere to whip across the battlefield, dizzying enemies as they go.

Purpose: The second thing that makes a combat cinematic is that every action has a purpose. Even when someone is standing still, they might be reloading their weapons, bandaging wounds, or coordinating positioning with allies. These moments of stillness are important for a hero to formulate and coordinate their plans, and for allowing combat to have a natural rise and fall. However, in core Pathfinder, many times any round spent doing anything other than attacking could be considered a waste as far as winning goes.

Spheres of Might tries to emphasize and allow for these moments of stillness, especially through the idea of focus and move action recovery talents. You may notice, every focus recovery talent that requires a move action has some hook or benefit to it. Whether you are taking advantage of tactical movement using Mobile Focus from the Barrage sphere, chugging a drink via the Barroom sphere, or reloading your weapon with the Sniper sphere, each action has purpose and meaning and is helping your character ready themselves for the next part of the fight. This way, no round is wasted, as each round of stillness only sets the players up to be even more effective the following round.

Cool: There's a third point to defining cinematic combat that is obvious but also very subjective; cinematic combat has to be "cool". Combats are at their best when players have visceral moments they can remember; the time someone climbed onto a giant's back and stabbed it in the head, the time the barbarian jumped off a cliff and tackled an enemy flyer in the air, or the time someone sundered the enemy's armor just in time for an ally to deliver the final blow.

At its best, *Spheres of Might* tries to create these moments much more often by increasing the number of tactics that are

considered 'viable' in any given combat. When players have more options and more iconic moves, it becomes much easier to find the exact right tactic in any given situation that might help turn the tide and make a combat memorable.

HOW DO I RUN A CINEMATIC COMBAT?

Although *Spheres of Might* provides a lot of options for player characters to naturally enjoy a more cinematic combat experience, how you run a combat can greatly increase how well these strengths are utilized.

In many ways, combats can be considered just as much of a conversation as any other part of the game. What talents the players take and what tactics the players use is often a direct response to the monsters and tactics are employed by the GM. For example, if the monsters never make use of combat maneuvers, the players will likely neglect them as well, and certainly won't invest in backup weapons and plan B's. On the other hand, monsters who are constantly stealing, tripping, sundering, bull rushing, and using dirty tricks against the players encourages players to use the same tactics back, making combat much more interesting and intricate for all parties involved.

As a GM, some things you can do to help combats be more cinematic include:

1) Always be moving. As mentioned before, games are rarely interesting when they consist of "Move adjacent, full attack, respond with full attack, repeat until someone runs out of hit points".

No matter how many positioning powers the party may possess, all of them mean nothing if the monsters only stand still and make full attacks, and even the most powerful of martial villains will quickly find themselves overwhelmed if they simply rush the party become surrounded. Such an anticlimactic end does nothing to help create a memorable fight.

Instead, let your villain or villains lead the players around the battlefield whenever possible. An enemy that uses the terrain, forcing the party into situations where they're unable to simply stand and fight, is much more interesting than one whose advantages are only measured in damage per round. Besides, an enemy who never moves does little to encourage the players to invest in anything except full attacks.

2) Perception is everything. It's not about beating the players, it's not about how long or how short the fight is, it's about the memories everyone has of the encounter.

That means that sometimes you need to be willing to let the party win even when it means that villain you spent all week working on takes a critical hit from the party's bruiser in the first round and spends the whole fight on the defensive. It also means that sometimes you have to let the party feel the heat when things don't go their way. Don't feel like you have to control the game too much, it's the random moments and lucky (or unlucky) rolls that stick in people's minds long after the game is over.

At the same time, watch your players. If they're glued to the table waiting for you to tell them what's happening next, you're going in the right direction. If they're checking their phones, having off-topic conversations, and others showing signs that they aren't as engaged as they could be, shake things up. Speed up the combat if it's getting boring and let the villains make some aggressive and questionable decisions. Or, if the fight is

something that everyone is enjoying, let it roll even if it's running longer than you anticipated.

3) Mix it up. No matter how well-built your villain is, no monster or NPC is going to be able to do everything at once. While having that vicious antipaladin sitting on her throne in an empty chamber or a massive dragon coiled sleepily on his horde can create great visuals, they rarely create great fights. Make sure to sprinkle in minions and servants who have abilities that complement the main villains. If your villain is a brutal antipaladin who carves up his opponents with a greatsword, give him some sneaky underlings hiding in the shadows or hidden rooms with crossbows or other ranged weapons. If the enemy is a cruel elven archer who assassinates innocents for money, make sure she recruits a few brutish thugs with clubs and shields who can keep the party from instantly overwhelming her.

Likewise, players will have no need to invest in or use their Athletics skills or the Barroom sphere if all combats take place in a simple blank room. Letting combats happen near cliffsides, on windy rooftops, in crowded taverns or shallow pools will make each combat feel fresh, and encourage unique and memorable tactics.

MARTIAL MONSTER TACTICS

Combat spheres allow PCs to change tactics, add combat maneuvers and special attacks to their repertoire, and still be able to move around the field as necessary. However, for a truly dynamic and cinematic combat, the enemies the PCs face need to create movement and tactical variety as well, whether through being mobile combatants themselves, or through having abilities that allow them to shove, jostle, and drag their opponents around the battlefield. The following are a few examples of traditional enemy types you can easily adapt to this dynamic:

ASSASSIN

The assassin is a hit and run monster. Assassins don't stand in one place exchanging blows with their enemies, they dart in, strike for as much damage as possible, and then dart back out of reach, forcing their enemies to chase them and limiting their foes' potential for reprisal. Cats (big and small), elementals, smaller mobile dinosaurs, sharks, and monsters who combine single high damage attacks with unique movement modes or exceptional speed are all examples of monsters who fall under this heading.

Assassins typically have higher than normal Dexterity and solid Acrobatics scores, meaning it's much easier for them to move around the battlefield unimpeded. For creatures like this, the Athletics sphere and the Mobile Striker talent are go-to talents that will allow them to dart in, strike, and dart back out of reach with minimal risk. Core feats like Flyby Attack and Spring Attack can also be great options for these monsters, though Spring Attack typically will not be as effective as Flyby Attack or Mobile Striker since it isn't compatible with standard actions like the attack action. Assassins will often bene-

fit from advantageous terrain; for example a big cat who takes the Climb package from the Athletics sphere alongside Mobile Striker will be a significantly more challenging and interesting threat if it's able to dart in and out of cover up trees or rocky crags than if it's forced to fight a party of adventurers on level ground. Ranged enemies can also benefit significantly from these talents and tactics, moving stealthily from cover to cover while hammering the party with ranged attacks. For ranged assassins, tactics like this are often best complimented by supporting talents that lower their opponents' ability to chase and react, like Tangling Shot or Trip Shot from the Sniper sphere.

Example 1: The party is beset by the speedy fey threat known as a quickling^{B2}. This particular quickling has exchanged its Dodge, Mobility, and Spring Attack feats for the Assassin martial monster tradition, gaining the Athletics sphere (run) package, Mobile Striker, and the Fencing sphere with Fatal Opening talent. If the quickling wins initiative, it will open combat by dashing through the party, using Acrobatics to avoid AoOs if appropriate, and making an attack that deals both its *fatal thrust*

and sneak attack damage. As a clever fey, quicklings who lose initiative will fall back and hide, using Stealth and their natural invisibility ability to hide and wait for an opportunity to regain the advantage, only darting back into combat when they see an opening to lash out at an unsuspecting foe. The quickling will continue to use these hit and run tactics as much as possible, using its vastly superior speed to keep a comfortable distance between itself and its enemies while whittling away at their hit points in a war of attrition. Once the quickling has whittled the party's numbers down, it will use Fatal Opening to take an opponent down one on one. Parties that want to defeat this wily foe will need to use smart play, such as readying grapple attempts, trip attempts, or attacks that inhibit movement such as the Sniper sphere's Tangling Shot, using invisibility detection spells and abilities to locate and box in the quickling, or laying out traps to impede its movement.

Example 2: An adventuring party is tasked with retrieving a sunken treasure known to be guarded by a Large water elemental^{B1}. This particular water elemental has taken Extra Combat



Talent twice in place of its standard Cleave and Great Cleave feats for the Athletics sphere (swim) package and the Mobile Striker talent. The water elemental will have significant protection against most ranged attacks thanks to its watery environment, and its 90 ft. swim speed combined with the Mobile Striker talent will allow it to dart in and out of combat, lashing out with its slam attack before darting to safety. Its 10 ft. natural reach also means that melee party members without reach will likely be at a significant disadvantage, being forced to take attacks of opportunity to close with the water elemental. Unless the party has members with the inherent ability to breath or move underwater, they may also find that long drawn-out fights favor the elemental, who doesn't need limited duration spells to breathe and function. If the water elemental is surrounded, or if the party attempts to bypass it and head directly for the sunken treasure, the water elemental uses its vortex ability to snatch them up and move them away from the treasure, damaging anyone caught within the vortex along the way. Parties looking to defeat a dangerous foe like this will need to come prepared on several fronts, using reach weapons, ranged weapons with underwater functionality, and spells and abilities that will maximize their ability to breathe and move underwater. With the elemental's many defenses and immunities, some parties may find that circumventing the water elemental by having some members approach first and draw the elemental away while other party members wait nearby to swoop in on the unprotected treasure is a favorable tactic, but such groups will need to be careful of the water elemental's formidable movement speed.

DRAGON

Dragons are big, versatile monsters with expansive toolboxes for dealing with pesky adventuring parties. Often presented as individual "boss monsters", dragons are typically more than a match for any adventurer one on one, but are often easily overwhelmed by parties who leverage their superior action economy to outpace the monsters. Dragons as described here are not limited to just actual dragons, but include many other monsters who combine physical strength with magical support and unique abilities, such as vampires, oni, and linnorms. While the best tactic for such creatures is often to simply give them a handful of minions who can level the action economy advantage and force the party to divide their efforts, there are other things you can do to make these creatures more challenging and dynamic without changing their CR or significantly modifying them:

1. Environment is key. A black dragon in a small cave will likely be easily overwhelmed by an adventuring group, while a black dragon encountered in the warm marshes that are its native environment can be significantly harder to defeat. A black dragon who uses its swamp stride ability to safely walk on bogs and quicksand can easily trick unwary adventurers into chasing it into such hazards before using its impressive swim speed to escape into the murky waters of its natural habitat. Strafing tactics to weaken and subdue the party will likely work well against adventuring groups, particularly groups that don't adequately prepare for the environmental hazards they'll be facing. Dragons and other creatures with environmental advantages will frequently find that they're

rewarded for dragging out fights and forcing the party to consume resources as they are peppered with breath weapons and similar effects until they are weakened or spread out enough for the dragon to safely move in for the kill.

2. Always be moving. When you look at a dragon or linnorm's impressive array of natural weapons, it can be tempting to want to have the creature charge in and exchange blows with the party, aiming to overwhelm them with sheer ferocity. This is usually a bad idea that will quickly backfire on the dragon for a number of reasons. First and foremost, creatures who move in to attack first are frequently putting themselves at a disadvantage. They will very likely be exchanging a single charge or attack action for their first attack in exchange for receiving one or more full attacks from the party's combatants, and will likely find themselves overwhelmed before they ever get the chance to unleash the full fury of their devastating array of natural attacks. Dragons are much better served to use their impressive fly speeds and abilities like Flyby Attack or Mobile Striker to strafe their opponents with breath weapons, spells, or reach attacks, waiting until their foes either charge into reach or are weakened enough to ensure an easy kill before attempting a full attack. Winged dragons will find Wing Buffet particularly helpful in giving them breathing room and minimizing their opponents' action economy.
3. Use buff spells *before* the party shows up. While this one may seem like a no-brainer, it's easy to overlook, and can make a huge difference in the fight. Dragons should generally have traps and minions that the party will encounter before reaching the lair proper, and these minor encounters should also serve as warnings for the dragons themselves that it's time to use any items, spells, spell-like abilities, or supernatural abilities that buff the dragon's offensive or defensive capabilities. Attempting to cast these spells once the dragon is already in combat with the party is typically a bad idea, further tilting action economy in favor of the adventurers. Dragons who are caught by surprise should avoid wasting actions buffing, focusing on attacking or debuffing their opponents.

POWER FORWARD

The power forward is a traditional melee monster with a lot of size and reach who doesn't like to move around much. Examples of this include many giants, Large or larger sentient undead, and certain dinosaurs. Their large size and nonexistent Acrobatics scores mean that monsters like these can't really chase the party around the battlefield, and the size penalties they take to their armor class mean that they also frequently don't hold up terribly well when exchanging full attacks with a traditional martial combatant. The key to making monsters like this fun and challenging lies in giving them the ability to influence or control the party's movement while protecting themselves from ranged attacks.

Example 1: The party encounters a hill giant who has been raiding the nearby farmlands. Where a traditional hill giant would be just a brute with a big club, this particular giant is a little more canny than normal and has taken the Power Forward tradition (described later in this chapter) granting

him shield proficiency, the Shield sphere, Muscular Reflexes^{SoM}, Shield Slam^{CRB}, and the Redirecting Shield talent. This hill giant's tactics are pretty simple; hold his ground, use bull rushes with his shield to push back melee opponents, battering them with attacks of opportunity if they move back through his threatened reach, and use Redirecting Shield to turn the party's ranged attacks back on them whenever possible. Adventurers looking to take down a stalwart opponent such as this will need to consider tactics such as disarming or sundering the giant's shield, using skills and abilities that allow them to close without provoking attacks of opportunity, or using area of effect attacks that can't be redirected back at them or their allies.

Example 2: The party encounters a powerful minotaur. Instead of the traditional greataxe, this minotaur uses a longspear, and in place of the default feats traditional minotaurs gain, he's taken Extra Combat Talent twice for the Lancer base sphere and the Gore Toss talent (described later in this chapter), as well as the Muscular Reflexes^{SoM} feat. If the minotaur wins initiative, he'll try and charge the group, aiming for the most poorly armored appearing opponent with his powerful charge attack. If the party wins initiative, the minotaur will attempt to shred them with attacks of opportunity when they move through his 15 ft. threatened range, waiting for an opportunity to impale any particularly bothersome spellcasters while using his Gore Toss to shake off troublesome melee opponents, forcing them to walk back through his threatened range to continue attacking unless they have exceptional reach. Adventuring groups who want to safely handle a threat like this will need to attack the minotaur from range while avoiding charge lanes and use Acrobatics or mobility talents to close with the minotaur without provoking attacks of opportunity.

MARTIAL MONSTER TALENTS

The following talents are designed to add a little extra edge and flexibility to monsters. Since these talents are primarily designed to add depth and options to monsters and NPCs, players looking to take one of the following talents should seek GM approval first.

ALCHEMY

VIRULENT STING

Prerequisites: Alchemy sphere (poison) package, bite or sting natural attack.

You may deliver any poison you possess through your bite or sting natural attack, and may apply the effects of any (toxin) talent you possess to your own racial poison, if any, at the time of the attack (for example, a wyvern with this talent who damages a creature with its poisonous sting could apply any (toxin) talent it knows to its poison before the creature makes its save).

ATHLETICS

TALON SNATCH

Prerequisites: Athletics sphere, talon natural attack, ability to attack a creature during your movement.

Whenever you use Flyby Attack, Spring Attack, the Mobile Striker talent, or a similar ability to successfully attack a creature with a talon natural attack during your movement, you may attempt a drag combat maneuver against the target of your attack as a free action that does not provoke attacks of opportunity, though you cannot drag the creature farther than your remaining movement for the round.

BERSERKER

RENDING CLAWS

Prerequisites: Berserker sphere, claw natural attack.

Whenever you strike an opponent with a claw natural attack, their CMD against grapple and sunder attempts suffers a -2 penalty until the end of your next turn. If you strike an opponent with two claw natural attacks during a single round, you may either perform a sunder attempt that does not provoke attacks of opportunity as an immediate action, or use an immediate action to rend the target, dealing $1d10 + 1-1/2$ times your Strength bonus points of slashing damage.



BRUTE

WING BUFFET

Prerequisites: Brute sphere, wing natural attack.

Whenever you successfully strike a single opponent with two wing natural attacks in the same round, you may make a bull rush check against them as an immediate action that does not provoke attacks of opportunity. If you are size Large or larger, whenever you first fly in a round where you started on the ground, you may make a single bull rush attempt as a free action that does not provoke attacks of opportunity against each creature within 15 ft., plus 10ft. for each size category you are above Large, rolling your combat maneuver check once and comparing the result to the CMD of all affected creatures.

DUELIST

BLOOD DRINKER

Prerequisites: Duelist sphere, bite natural attack.

Whenever you successfully deal damage with a bite natural attack to a creature currently taking bleed damage, as an immediate action you may gain a number of temporary hit points equal to the damage dealt by your bite attack. These temporary hit points last for a number of rounds equal to your base attack bonus.

LANCER

GORE TOSS

Prerequisites: Lancer sphere, gore natural attack.

Whenever you impale a creature who is your size or smaller with your gore natural attack, you may immediately throw them as a free action, ending the impalement and moving them up to 10 ft. + 5 ft. per 4 points of base attack bonus you possess in any direction (including straight up); creatures thrown into the air fall and take damage as appropriate at the end of the forced movement. This movement does not provoke attacks of opportunity. If another creature or obstacle would prevent the thrown creature from moving the total distance, both the thrown creature and the obstacle take 1d6 bludgeoning damage for each 5 ft. of movement prevented (for example, a minotaur, who has a base attack bonus of +6, attempts to throw a gored halfling 15 ft., but the movement is blocked by the halfling's ally 5 ft. away. Both the halfling and his ally would take 2d6 points of bludgeoning damage).

SHIELD

PROTECTIVE TAIL

Prerequisites: Shield sphere, tail slap natural attack.

You may treat your tail (if you possess one) as a shield for the purposes of feats and talents that require a shield. In addition, you gain a +2 shield bonus to your AC as long as you have a tail.

WRESTLING

TENTACLE SQUEEZE

Prerequisites: Wrestling sphere, tentacle natural attack.

Any tentacle attacks you possess are treated as having the constrict and grab special attacks. Your constrict ability deals damage equal to your tentacle natural attack's normal damage. If you already possessed either the constrict or grab special attack, you also gain a +2 competence bonus to your CMB and CMD when performing, maintaining, or resisting a grapple.

MARTIAL MONSTER TRADITIONS

The following martial monster traditions can be used to quickly modify a monster with a handy array of abilities that can make it a more dynamic combatant. Generally, a monster should have at least three feats listed in its entry which it can sacrifice to take a martial monster tradition, but GMs can also add a tradition without exchanging anything by treating the tradition as a +1 CR template. If you are the GM of a group with highly optimized characters who typically easily defeat encounters with CRs above their APL, adding a martial monster tradition to your monsters without increasing their CR can be a viable option for making your encounters more challenging. Monsters who would gain a feat or talent already granted by their tradition may take any other feat or talent they qualify for instead. Martial monster traditions do not necessarily follow the same formula as standard martial traditions, and players shouldn't take a martial monster tradition without GM approval.

ASSASSIN

Assassins are monsters that specialize in hit and run tactics, darting in to strike a foe before retreating to safety. The assassin tradition is best used on monsters with high Dexterity and Acrobatics scores.

Bonus Talents: Athletics sphere (package should reflect monster's primary movement mode), Mobile Striker

Variable: Assassins gain either the Fencing or Duelist sphere and one talent of their choice from the corresponding sphere.

BEHEMOTH

Behemoths are giant powerhouses who dominate their surroundings through strength and size, shoving enemies around and stamping them underfoot.

Bonus Talents: Brute sphere, Smash, Stampede

Variable: Behemoths gain one talent of their choice from the Brute sphere, or gain Unarmed Training from the Equipment sphere..

BUTCHER

Butchers don't care about taking hits so long as they can give them back tenfold, combining brutal strikes and impaling to end their enemies quickly. The butcher tradition is best used on monsters with high Strength and hit points.

Bonus Talents: Berserker sphere, Bloody Counter

Lancer base sphere

Variable: Butchers gain one talent of their choice from either the Berserker or Lancer spheres.

DRAGON

Dragons are the undisputed rulers of their dominions, dominating all who oppose them. The dragon tradition is best used on Large or larger monsters with a fly speed.

Bonus Feats: Dragons gain the Flyby Attack and Hover feats

Bonus Talents: Brute base sphere

Variable: Dragons gain either the Wing Buffet monster talent from the Brute sphere, or the Berserker sphere as a bonus talent.

OCTOPUS

The octopus is not necessarily an actual octopus, but is any aberration, plant, or other creature that possesses vines, tentacles, or other appendages designed to grab an opponent and wrap them up so they can't escape, often before poisoning them or swallowing them whole.

Bonus Talents: Wrestling base sphere, Tentacle Grab (the octopus may treat any vines or other similar natural attacks as tentacles for this talent).

Variable: Octopuses gain either the Alchemy sphere and the Virulent Sting talent, or the Berserker sphere and one talent from that sphere.

POWER FORWARD

The power forward is a monster that forces his enemies to come to him and then punishes them for doing so. The power forward tradition is best used on high strength monsters with natural reach of 10 ft. or greater.

Bonus Proficiencies: The power forward gains either proficiency with all shields and shield bashes, or the Protective Tail talent from the Shield sphere (the monster must have a tail or a reliable means of obtaining one to choose the latter option). The monster also gains the Muscular Reflexes and Shield Slam feats, even if it would not normally qualify for them.

Bonus Talents: Shield Sphere, Redirecting Shield

OPTIONAL ABILITIES

Many monsters have abilities that are designed around full attack mechanics, or which rely on older, outdated mechanics that don't stack up very well against the options available in the modern game. In the following section, we'll discuss some of these mechanics and how you can exchange or update them to make your monsters more dynamic and effective.

Constrict: Though a solid grappling option in its own right, GMs should feel free to replace a creature's constrict

ability with the Wrestling base sphere and up to one additional Wrestling talent. This change can allow you to maintain the creature's normal tactics and strengths while adding some unexpected twists to its capabilities.

Pounce: Pounce is a pretty amazing ability, and one that most monsters generally won't want to give up. Combining the movement of a charge with the offensive power of a full attack, pounce is far and away one of the most powerful martial options available. That being said, pounce does have its weaknesses. It requires an unimpeded charge lane or investment in feats and abilities that allow the user to charge in spite of obstacles, and if the pouncing creature doesn't kill the target of its pounce, it's now left in range for a full attack reprisal with a penalty to its AC from charging. If you want to exchange pounce for combat talents, replacing it with the Athletics sphere, the Mobile Striker talent, and up to two offensive talents from one other sphere is generally a solid trade. Spheres like Berserker, Duelist, Fencing, and Lancer can all be great choices for such an exchange.

Spring Attack: Spring Attack^{CRB}, while occasionally useful, doesn't compare well to similar mechanics like Flyby Attack. More often than not, you'll be better served to simply drop Spring Attack (and at least one of its prerequisite feats, such as Mobility) from your monsters and replace them with multiple instances of the Extra Combat Talent feat, picking up the Athletics sphere with the Mobile Striker talent. This will leave you with similar basic functionality but will enable you to better build on any alternative movement speeds your monster might possess (such as climb, fly, or swim speeds), and the attack you make while moving can now be enhanced by feats such as Vital Strike, or combat talents that rely on the attack action.

MARTIAL MONSTERS

MARTIAL MONSTERS BY CR

- CR 1** - hobgoblin phalanx fighter
- CR 2** - bugbear murderer
- CR 3** - vicious dire wolf
- CR 4** - orc wolflord
- CR 5** - wyrmling iron dragon
- CR 6** - ankylosaurus dinosaur
- CR 7** - leprechaun pugilist, very young iron dragon
- CR 8** - deathseeker hound archon
- CR 9** - alpha tyrannosaurus dinosaur, young iron dragon
- CR 10** - savage barghest, juvenile iron dragon
- CR 11** - impaler devil
- CR 12** - bloodletter, demon, young adult iron dragon
- CR 13** - adult iron dragon, wild huntsman
- CR 14** - mature adult iron dragon, sureshot sniper KH7 robot
- CR 15** - alchemy gunpowder ooze
- CR 16** - marut warden inevitable, old iron dragon
- CR 17** - trap plasma ooze, very old iron dragon
- CR 18** - ancient iron dragon, brobdignagian
- CR 19** - clockwork rampager, wyrm iron dragon
- CR 20** - veranallia warlord azata
- CR 21** - great wyrm iron dragon

Archon, Deathseeker Hound **CR 8****XP 4,800**

LG Medium outsider (archon, extraplanar, good, lawful), Conscript 4

Init +4; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +10**Aura** aura of menace (DC 16), *magic circle against evil***DEFENSE****AC** 25, touch 16, flat-footed 25 (+6 armor, +9 natural; +2 deflection vs. evil)**hp** 65 (10d10+10)**Fort** +8, **Ref** +7, **Will** +8; +4 vs. poison, +2 resistance vs. evil**DR** 10/evil; **Immune** electricity, petrification; **SR** 15**OFFENSE****Speed** 50 ft.**Melee** bite +8 (1d8+3 plus 3 bleed), slam +8 (1d4+1 plus 3 bleed) or mwk greatsword +9/+4 (2d6+3 plus 3 bleed), bite +3 (1d8+2)**Special Attacks** fencing (+3d6), scout +5, studied target +1 (1 target)**Spell-Like Abilities** (CL 6th)**Constant**—*detect evil*, *magic circle against evil***At Will**—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message***TACTICS**Deathseekers will stalk a foe before striking, ensuring that the enemy won't lead them to more worthy targets. Once the deathseeker is committed to an attack, they will use their *scout* and Studied Target abilities to gather as much information on the foe as possible before darting into combat**STATISTICS****Str** 16, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12**Base Atk** +10; **CMB** +13 (+14 disarm); **CMD** 23 (+24 disarm)**Feats** Dirty Fighting, Extra Combat Talent, Giantslayer, Great Focus, Heroic Resolve**Martial Tradition** Assassin, **PAM** Wis, **DC** 16**Talents** Athletics (run package, Mobile Striker), Duelist (Bind Weapon, Swift Slice), Equipment (Knightly Training, Unarmored Training), Fencing (Fatal Opening), Scout (Find Gap, Lurker, Target Weakness)**Skills** Acrobatics +13, Bluff +10, Intimidate +10, Perception +14, Sense Motive +14, Stealth +17, Survival +18; **Racial Modifiers** +4 Stealth, +4 Survival**Languages** Celestial, Draconic, Infernal; truespeech**SQ** change shape (*beast shape II*), conscript specializations (fast movement, indomitable will, maneuver training (disarm), studied target)**SPECIAL ABILITIES****Change Shape (Su)** A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.**ECOLOGY****Environment** any (Heaven)**Organization** solitary, pair, or squad (3–5)**Treasure** standard (mwk greatsword, other treasure)

The eternal vigilance and endless wars required to protect the higher planes from those below are enough to break some

hound archons, causing some to lose their will to fight or even to fall. When a hound archon feels this point growing near, it will often seek out the forces of evil in a final blaze of glory. These battle scarred veterans throw themselves unceasingly against the forces of evil, stalking down demons, devils, and other forces of evil and spending just enough time to identify their foe's weaknesses before engaging them in battle.

Azata, Veranallia Warlord **CR 20****XP 307,200**

CG Large outsider (azata, chaotic, extraplanar, good)

Init +12; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +39**DEFENSE****AC** 36, touch 17, flat-footed 28 (+8 Dex, +19 natural, –1 size)**hp** 324 (24d10+192)**Fort** +21, **Ref** +16, **Will** +22**DR** 15/cold iron and evil; **Immune** electricity, petrification;**Resist** cold 10, fire 10; **SR** 31**OFFENSE****Speed** 50 ft.; *transport via plants***Melee** +3 *icy burst* sickle +35/+30/+25/+20 (1d6+12/19–20 plus 1d6 cold), 4 vines +27 (1d8+4 plus grab)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with vines)**Special Attacks** autumnal embrace, brutal strike (+48), constrict (1d8+4), fencing (+5d6), shout (70 ft.), tactics (130 ft.), rebirth**Spell-Like Abilities** (CL 20th; concentration +29)**Constant**—*detect animals or plants*, *detect evil*, *speak with plants*, *transport via plants***At will**—*blight*, *cure serious wounds*, *diminish plants*, *entangle* (DC 20), *plant growth***5/day**—*control plants* (DC 27), *grove of respite*, *wall of thorns***3/day**—*animate plants*, *awaken*, *repel metal or stone***1/day**—*regenerate*, *shambler***TACTICS**

A veranallia warlord is at their best when they are leading teams, in which case they will spend their turns using shouts, feints, and tactics to empower their fellows. If caught on their own, they will use feints and the Skewer talent to make end their opponents quickly.

STATISTICS**Str** 28, **Dex** 26, **Con** 25, **Int** 18, **Wis** 27, **Cha** 29**Base Atk** +24; **CMB** +34 (+38 grapple); **CMD** 52 (56 vs. trip)**Feats** Alertness, Combat Casting, Combat Reflexes, Critical Focus, Extra Combat Talent x2, Improved Critical (sickle), Improved Initiative, Improved Natural Attack (vine), Power Attack, Sickening Critical, Toughness**Tradition** Cunning Leader, **PAM** Cha, **DC** 31**Talents** Berserker (Advancing Carnage), Equipment (Bounty Hunter's Tools), Fencing (Chest Strike, Distracting Blades, Expert Feint, Face Strike, Fast Feint, Fatal Opening, Focusing Feint, Lunge, Skewer), Warleader (Breath Support, Coordinated Reflexes, Cry of Confrontation, Deadly Herdsman, Focusing Cry, Focusing Tactics, Fortifying Phalanx, Frightful Roar, Harangue, Preparation, Rousing Claxon, Verbal Commands)**Skills** Bluff +36, Climb +33, Escape Artist +35, Heal +35, Intimidate +36, Knowledge (nature) +31, Knowledge (planes) +31, Perception +39, Sense Motive +39, Stealth +31

Languages Celestial, Draconic, Infernal; *speaks with plants*; truespeech

SQ undersized weapons, winter sickle

SPECIAL ABILITIES

Autumnal Embrace (Su) At will, a veranallia can strike any creature within 30 feet barren or sterile. The target must succeed at a DC 31 Fortitude save or lose any ability it had to reproduce or bear children. This effect can only be removed by a *heal*, *limited wish*, *miracle*, or *wish* spell. Creatures that magically reproduce are not affected by this ability. The save DC is Charisma-based.

Combat Training Veranallia warlords gain a martial tradition and 20 combat talents.

Rebirth (Su) Once per day, a veranallia warlord can *reincarnate* a creature she deems worthy of the honor. The creature's original body decays and sinks into the ground, affecting the surrounding area in a 1/2-mile radius as though with *plant growth* (enrichment). Over the course of 1d4 days, a white, flowery cocoon emerges from the affected ground and splits open, revealing the newly reincarnated creature inside. Creatures reincarnated by a veranallia always return to life as aasimars. This ability otherwise functions as the *reincarnate* spell.

Winter Sickle (Ex) At will as a free action, a veranallia can create a jagged blade from her hoarfrost-covered vines that acts as a +3 *icy burst* sickle. One round after it leaves the veranallia's grasp, the weapon melts into a small puddle of water.

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or squad (3-5 ghaele, 6-10 Bralani)

Treasure double

Veranallias are among the most powerful azatas known and embody the changing of the seasons, from blossoming spring to dormant winter. They command the growth and decay of plants, control various aspects of the weather, and enrich soil with the remains of fallen foes. A veranallia stands 8 feet tall and weighs about 350 pounds.

Beautiful and majestic, the queenly veranallia possesses a form that combines aspects of a feylike woman and the subtle power of nature. A veranallia appears humanoid from the waist up, but where her thighs and legs should be, sprout countless vines, leaves, and various kinds of plant matter instead. These flora represent the life of plants throughout all stages of the year, continually shifting from blooming, verdant colors and textures to crisp, withered specimens and back in a matter of seconds.

Veranallias hail from the wildest regions of Elysium, primeval realms where few but the mightiest azatas dare tread. They are creatures of transition, preferring the unpredictable maelstroms of weather at Elysium's edges to the more temperate or consistent regions of that plane. They also have a particular appreciation for areas where one element transitions into another, such as coastlines, geysers, hot springs, and underground lakes. Many among their kind can be found in various heavily wooded forests throughout Elysium; as many as a dozen veranallias are reputed to dwell among the ever-changing trees and plants of the forest, and it is thought their annual tribunals are actually the source of the eldritch woodland's transformative climate and continually shifting composition.

At first glance, a veranallia's lower body may appear to be made of living plants that wrap themselves around her, but these vines are in fact a part of the azata's strange physiology. Despite this, she is not subject to *blight* or similar plant-affecting magic, and attempts to use such abilities to hinder her inspire a veranallia's ire like little else. A veranallia's vines are incredibly strong and can entwine and crush an enemy as easily as a python would crush a field mouse. These vines often change appearance based on the veranallia's environment, but not always in any predictable or sensible manner.

Veranallias prefer the company of other azatas, and may have any number of faithful bralani or ghaele followers. While normally a veranallia has a fickle nature that makes it difficult for most other creatures, even other azatas, to interact with them, veranallia warlords are different. Veranallia warlords are the leaders of their groups both militaristically and socially, and are often surrounded by devoted followers.

Barghest, Savage

CR 10

XP 9,600

LE Large outsider (evil, extraplanar, lawful, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +17

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 105 (10d10+46)

Fort +7, **Ref** +8, **Will** +11

DR 10/magic

OFFENSE

Speed 40 ft.

Melee bite +15 (1d8+6 plus 3 bleed), 2 claws +15 (1d6+6)

Special Attacks boast (50 ft.)

Spell-Like Abilities (CL 9th)

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 18), *crushing despair* (DC 18), *dimension door*, *mass bull's strength*, *mass enlarge*

TACTICS

The savage barghest prefers to send its minions forward first if it has them, creating space for it to demoralize its enemies, attempting to escalate the effect with its Frightful talent to send some of the enemy running, making them easier to defeat piecemeal. When it chooses to join combat directly, it will attempt to inflict bleed damage on its foe using Open Vein, allowing it to keep its hit points up by using Blood Drinker to feast on its living foes and vitalize itself with temporary hit points. As long as it has minions present, it will favor the Exemplar boast, using it whenever possible to maximize their effectiveness. If alone, it will favor Bloodthirst instead.

STATISTICS

Str 23, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Extra Combat Talent, Great Focus, Heroic Resolve, Skill Focus (Intimidate), Toughness

Martial Tradition Assassin, **PAM** Wis, **DC** 19

Talents Athletics (run package, Mobile Striker), Duelist (Blood Drinker, Defensive Slice, Open Vein, Perforating Wounds), Gladiator (Bloodthirst, Cow Enemy, Coward's Bane, Exemplar, Master of Fear, Frightful, Self Confidence)

Skills Acrobatics +15, Bluff +17, Climb +16, Diplomacy +17, Intimidate +23, Knowledge (local) +14, Knowledge (planes) +17, Perception +17, Sense Motive +17, Stealth +11, Survival +17, Swim +16



swallow whole (4d6+24 bludgeoning, AC 27, 33 hp), trample (2d8+24, DC 38)

TACTICS

Brobdignagian care little for tactics, preferring to overwhelm their opponents through strength and speed, charging their targets and staying on the move while fighting, except when they can trample enemies underfoot.

STATISTICS

Str 43, **Dex** 6, **Con** 26, **Int** 3, **Wis** 14, **Cha** 15
Base Atk +25; **CMB** +49 (+53 grapple); **CMD** 57 (61 vs. trip)

Feats Extra Combat Talent (x6), Great Focus, Iron Will, Lightning Reflexes, Lunge, Power Attack, Snatch, Toughness

Tradition Butcher, **PAM** Wis, **DC** 24

Talents Athletics (climb, leap, and swim packages, Expanded Training, Mobile Striker, Skillful Charge), Berserker (Advancing Carnage, Bloody Counter, Savage), Lancer (Gore Toss)

Skills Acrobatics +26 (+80 jump), Climb +41, Perception +27, Survival +15, Swim +41; **Racial Modifiers** +10 Perception

Language Aklo (cannot speak)

SQ Powerful Jump

SPECIAL ABILITIES

Magic Scent (Su) Brobdignagian possess the scent universal monster quality, but they can only use it to smell the presence of magical auras. They can smell a magical aura including its caster level and school, as if using the *detect magic* spell, except they are not affected by overwhelming auras.

Mighty Roar (Su) Every 1d4 rounds as a standard action, a brobdignagian can issue a mighty roar in a 60-ft. cone, dealing 15d6 sonic damage to all targets in the area. This deals double damage to exposed brittle or crystalline objects or crystalline creatures, and causes all creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful DC 30 Fortitude save. A creature holding vulnerable objects can attempt a DC 30 Reflex save to negate the damage to those objects. This is a sonic effect. The save DC is Constitution-based.

Powerful Jump (Ex): A brobdignagian adds its Strength modifier in place of its Dexterity modifier when making Acrobatics checks to jump, and can jump 1 ft. per point in its Acrobatics check, instead of 1 ft. per 4 points.

Ruinous (Su) A Brobdignagian's natural attacks penetrate damage reduction as if they were cold iron and magic, and ignore up to 20 points of hardness on objects struck. As a swift action, whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a *greater dispel magic* (CL 20th).

ECOLOGY

Environment plains

Organization solitary or pair

Treasure none

The great brobdignagians are a race of enormous monsters that many believe were birthed by the gods as monsters, or so their place in several ancient stories would suggest. These brobdignagian were supposedly unleashed upon ancient kingdoms as punishment, but over the years they have managed to sur-

Languages Goblin, Infernal, Worg
SQ change shape (bugbear, goblin, hobgoblin or wolf, *polymorph*), consume heart

SPECIAL ABILITIES

Consume Heart (Su) As a standard action, the savage barghest may rip out and consume the heart of a humanoid that has died within the past hour. Doing so grants the savage barghest 5 temporary hit points per Hit Die of the creature whose heart it consumed.

ECOLOGY

Environment any

Organization solitary or cult (1 plus goblin, hobgoblin, or bugbear tribe)

Treasure standard

Barghests that consume the hearts of great heroes may metamorphosize into something more powerful and hungrier than even the greater barghest. These savage barghests drink the blood and eat the hearts of humanoids, sowing fear in their foes and reveling in the worship of their goblinoid servants.

Brobdignagian

CR 18

XP 153,600

N Colossal magical beast

Init -2; **Senses** blindsense 60 ft., darkvision 60 ft., magic scent; Perception +27

DEFENSE

AC 35, touch 0, flat-footed 35 (-2 Dex, +35 natural, -8 size)

hp 337 (25d10+200); regeneration 20 fire and acid

Fort +22, **Ref** +14, **Will** +12

Immune sleep, paralysis, polymorph; **SR** 29

OFFENSE

Speed 120 ft.

Melee bite +33 (4d6+16 plus grab), gore +33 (4d6+16), 2 stomps +28 (2d8+8 plus trip)

Ranged Rocks +24 (4d8+24)

Space 30 ft.; **Reach** 20 ft.

Special Attacks brutal strike (+50), fast swallow, impale, mighty roar, rock catching, rock throwing (120 ft.), ruinous,

vive, even occasionally having children that grow to maturity to join the ranks of their elders.

Brobdignagians are an enormous, solitary species that rarely interacts with other creatures, even their own kind. They have the appearance of apes, but enormous and hairless, and possessed of a cunning that transcends animals, even if it is still far behind many other creatures.

Brobdignagians feast on whatever creatures cross their path, but their greatest source of food is magic, which they can suck off of a creature with a successful natural attack. Brobdignagian will stalk humanoid and dragonoid targets in hopes of finding magic they can consume, sometimes saving spellcasters in small cages to eat later, after they've had time to regain spells and therefore increase their flavor.

Brobdignagians stand over 100 ft. tall, and can live for thousands of years, eating only once every year or so, as necessary. When a brobdignagian feeds though, they can sometimes lay waste to an entire countryside in their search for enough food or magic to sustain themselves.

Bugbear Murderer CR 2

XP 200

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)

hp 16 (3d8+3)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee dogslicer +5 (1d6+3/19-20)

Ranged javelin +3 (1d6+3)

Special Attacks scout +0

TACTICS

Bugbear murderers prefer to single out weak opponents and finish them off rather than engage in long, drawn out battles. A bugbear murderer whose presence is undetected by his foes will stalk them from Stealth, using his *scout* ability and Discern Condition talent to identify any wounded or sickened opponents and waiting for a chance to strike such targets when they can be isolated or stray from the group. Bugbear murderers have limited patience however, and if an opportunity doesn't present itself within 24 hours, they are highly likely to attempt a night-time infiltration to attack a sleeping opponent, relying on their natural stealth skills to sneak past any guards.

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** 16

Feats Extra Combat Talent x2

Martial Tradition None, **PAM** Wis, **DC** 11

Talents Scout (Discern Condition)

Skills Climb +8, Intimidate +8, Perception +5, Stealth +10, Survival +5; **Racial Modifiers** +4 Intimidate, +4 Stealth

SQ stalker

Languages Common, Goblin

SPECIAL ABILITIES

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

ECOLOGY

Environment temperate mountains

Organization solitary, pair, gang (3-6), or warband (7-12 plus 2 warriors of 1st level and 1 chieftain of 3rd-5th level)

Treasure NPC gear (leather armor, light wooden shield, morningstar, 3 javelins, other treasure)

Bugbear murderers are strange dichotomies, combining massive and muscular builds with a gift for stealth. Possessing an inherent drive to kill married to a love of sentient flesh, particularly that of humans, bugbear murderers typically live exceptionally short and violent lives as their deep-seated bloodlust inevitably leads them to pursue a victim into territory no sane creature would attempt to infiltrate. Slipping into small towns and wilderness outposts, the victims a bugbear murderer leaves behind are often the first indications of a goblin invasion.

Clockwork Rampager

CR 19

XP 204,800

N Gargantuan construct (clockwork)



Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 33, touch 13, flat-footed 26 (+5 Dex, +2 dodge, +20 natural, -4 size)

hp 192 (24d10+60)

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

DR 15/adamantine; **Immune** construct traits

Weakness vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee 4 slams +37 (3d6+25)

Ranged cannon +25/+20/+15/+10 (6d6/x4)

Space 20 ft.; **Reach** 20 ft.

Special Attacks deadly shot (+7d10), self-destruction, sweep +35, trample (3d6+25, DC 41)

TACTICS

Rampagers try to begin each combat at a distance, using their cannons and the Sniper sphere for maximum damage. In close combat, they make use of their slam attacks, their *sweep*, and Sweeping Kick to knock opponents down before tearing them apart.

STATISTICS

Str 45, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +24; **CMB** +45 (+52 trip); **CMD** 62 (69 vs trip)

Feats Improved Initiative^B, Lightning Reflexes^B

Tradition None, **PAM** Wis, **DC** 22

Talents Equipment (Expert Reloading, Unarmed Training), Open Hand (Axe Kick, Greater Trip, Mystic Fists (adamantine, cold iron, magic, *neutral*, silver), Sweeping Kick), Sniper (Bouncing Shot, Focusing Reload, Tangling Shot, Unblockable)

SQ proficient practitioner, swift reactions, winding

SPECIAL ABILITIES

Cannon (Ex) One of the rampager's arms ends in a cannon. The rampager may use this as one of its four slam attacks, or it can use it to fire cannonballs. A cannon has a range increment of 100 feet, and deals 6d6 points of bludgeoning and piercing damage on a hit with a x4 critical modifier. A clockwork rampager's cannon can hold up to 12 cannonballs—reloading a single cannonball is a standard action (reduced to a move action with Expert Reloading).

Self-Destruction (Su) When a rampager's hit points are reduced to 10% its total (21 hp for most clockwork rampagers) or less but still above 0, it self-destructs on its next turn, bursting in an explosion of metal scraps and steam that deals 12d6 points of slashing damage plus 12d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful DC 24 Reflex save halves the damage. The save is Constitution-based.

Clockwork Rampager Construction

The clockwork rampager is one of the most difficult of its kind to create. The creator must start with crafted clockwork pieces worth 20,000 gp.

CL 18th; **Price** 320,000 gp

CONSTRUCTION REQUIREMENTS

Craft Construct, Gunsmithing (Ultimate Combat 103), *animate objects*, *geas/quest*, and *limited wish*, *magic jar*, creator must be at least caster level 18th;

Skill Craft (clockwork) **DC** 25; **Cost** 160,000 gp

ECOLOGY

Environment any

Organization solitary, pair, or siege (3-6)

Treasure none

The clockwork rampager is similar to the clockwork goliath, in that both are enormous creations designed for destruction. The primary difference between them is that while a goliath is a construct like any other, a rampager makes use of necromancy in its creation to bind the spirit of a warrior to the construct to grant it combat knowledge as if it were alive.

The clockwork rampager stands 45 feet tall, and weighs over 100 tons.

Demon, Bloodletter

CR 12

XP 19,200

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +23

Aura bleed (DC 24, 10 rounds)

DEFENSE

AC 26, touch 10, flat-footed 25 (+1 Dexterity, +16 natural, -1 size)

hp 184 (16d10+96)

Fort +15, **Ref** +8, **Will** +14

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee elven branched spear +24 (2d6+12, x3 plus 5 bleed), 4 estocs +25 (2d6+8, 18-20x2)

Space 10 ft.; **Reach** 10 ft. (20 ft. w/ elven branched spear)

Special Attacks brutal strike (+32), impale

TACTICS

The bloodletter demon cares little for tactics, charging ahead and laying into its foes, using its multiple weapons to bind and disarm enemy weapons while freely using its own to pin foes to the ground.

STATISTICS

Str 26, **Dex** 13, **Con** 20, **Int** 12, **Wis** 14, **Cha** 18

Base Atk +16; **CMB** +25; **CMD** 36 (can't be tripped)

Feats Dirty Fighting, Great Focus, Improved Initiative, Iron Will, Lightning Reflexes, Muscular Reflexes, Toughness, Weapon Focus (Estoc)

Martial Tradition Butcher, **PAM** Cha, **DC** 22

Talents Berserker (Advancing Carnage, Bloody Counter, Reaper's Momentum, Savage, Shatter Earth), Duelist (...And Stay Down!, Bind Weapon, Debilitating Injuries, Finger Cutter, Shattering Disarm, Traitorous Blade), Equipment (Dueling Training), Lancer (Adamant Stalker, Bloody Rip, Pinning Impale x2, Whirlwind Knockdown)

Skills Acrobatics +20, Climb +27, Intimidate +24, Knowledge (planes) +20, Perception +30, Sense Motive +22, Stealth +16,

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ blood blade, multiweapon mastery

SPECIAL ABILITIES

Bleed (Su) Any creature that begins its turn within 30 ft. of the bloodletter demon must succeed on a DC23 Fortitude save or begin taking bleed damage each turn equal to the Demon's

Charisma modifier (4). This save is Constitution-based. Bloodletter demons are immune to this effect.

Blood Blade (Su) As long a creature within the bloodletter demon's natural reach is taking bleed damage, as a move action, the bloodletter demon may cause that blood to solidify into a masterwork weapon and immediately begin wielding that weapon. This weapon must be a melee weapon with which the demon is proficient. Creature's take a -2 penalty on saves against any combat sphere effects from effects used with weapons made from their own blood.

Multiweapon Mastery (Ex) A bloodletter demon never takes penalties to its attack roll when fighting with multiple weapons.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or platoon (1 marilith, 1-3 bloodletters, and 3-14 babaus)

Treasure double (1 mwk elven branched spear, 4 mwk estocs, other treasure)

A less powerful cousin to the marilith, bloodletter demons lack their distaff counterpart's leadership and tactical abilities, instead reveling in slaughter and bloodshed.

A bloodletter demon stands 6 to 9 feet tall and measures 20 feet from head to tail tip. It weighs 4,000 pounds. Extremely violent and blood-drenched warriors' souls can trigger the manifestation of a bloodletter.



Devil, Impaler

CR 11

XP 12,800

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +17

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

hp 138 (12d10+72)

Fort +14, **Ref** +14, **Will** +6

Defensive Abilities barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (2d8+6/19-20 plus fear and grab)

Special Attacks fear, impale 3d8+9, scout

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

TACTICS

Impaler devils attack from stealth as often as possible, sizing their targets up with their Scout sphere abilities before charging. When in combat, impaler devils try to stay mobile, making as many claw attacks as they can against while trying to never find themselves surrounded. If an impaler devil succeeds at a grapple check or becomes surrounded, it will also impale its victim and use it as a human shield against any of their victim's allies.

STATISTICS

Str 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 34

Feats Combat Reflexes, Extra Combat Talent x4, Improved Critical (claws)

Martial Tradition None, **PAM** Cha, **DC** 1120

Talents Dual Wielding, Lancer (Human Shield), Scout

Skills Acrobatics +19, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +17, Spellcraft +12, Stealth +21, Survival +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Barbed Defense (Su) A creature that strikes an impaler devil with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su): An impaler devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Grab (Ex): An impaler devil can use its grab attack against a foe up to Medium size.

Impale (Ex) An impaler devil deals 3d8+9 points of piercing damage to an opponent with a successful grapple check, or each round the target is impaled via the Lancer sphere.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, team (3-5), or squad (6-11)

Treasure standard

Impaler devils are not a different species of devil from the barbed devils (Hamatula), but instead are a different culture. While the details of devil culture are lost on many (even those who summon them), it is understood that while barbed devils enforce the structures of hell and serve as jailers, impaler devils serve more as hunters, seeking those who would escape the punishments hell has the right to inflict on them, including lost souls and wizards with contingency plans.

Impaler devils are experts at stealth and acrobatics, stalking their prey silently before charging in at their unaware targets.

Impaler devils appear similar to barbed devils, standing upward of 7 feet tall and weighing 300 pounds, though their leanly muscled bodies appear much larger due to the constantly growing and adjusting spines that protrude from their razor-sharp bodies.

Dinosaur, Alpha Tyrannosaurus **CR 9**

XP 6,400

N Gargantuan animal

Init +1; **Senses** low-light vision, scent; Perception +37

DEFENSE

AC 21, touch 7, flat-footed 20 (Dex +1, +14 natural, -4 size)

hp 153 (18d8+72)

Fort +15, **Ref** +12, **Will** +8

OFFENSE

Speed 40 ft.

Melee bite +20 (4d6+22/19-20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks brutal strike (+26), shove +20 touch (11)

TACTICS

The alpha tyrannosaurus is a simple, deadly creature. In close combat it will shove its enemies and use its Heavy Swing talent to keep its opponent from acting. If cornered, it will use its Stampede and Smash talents to make overrun checks to escape, dealing its bite damage to each target it overruns.

STATISTICS

Str 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 39

Feats Extra Combat Talent x3, Improved Critical (bite), Skill Focus (Perception)

Martial Tradition Behemoth **PAM** Wis, **DC** 18

Talents Berserker (Bloody Counter, Deathless, Heavy Swing), Brute (Focused Might, Smash, Stampede)

Skills Perception +37; **Racial**

Modifiers +8 Perception

SQ powerful bite

SPECIAL ABILITIES

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

ECOLOGY

Environment warm forests and plains

Organization solitary, pair, or pack (3-6)

Treasure none

The tyrannosaurus is an apex predator that measures 40 feet long and weighs 14,000 pounds.

Dinosaur, Bull Ankylosaurus **CR 6**

XP 2,400

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 24, touch 8, flat-footed 24 (+14 natural, +2 shield, -2 size)

hp 75 (10d8+30)

Fort +10, **Ref** +7, **Will** +3

Defensive Abilities active defense (+3)

OFFENSE

Speed 30 ft.

Melee tail +11 (3d6+12 plus stun)

Space 15 ft.; **Reach** 15 ft.

TACTICS

A bull ankylosaurus encountered on its own will generally avoid combat unless it believes its territory is threatened. Creatures who are smaller than the bull ankylosaurus and avoid moving too close to it will generally be safe. If a larger creature enters its territory, or if a smaller creature proves itself a threat or moves too close to the bull ankylosaurus, it will attempt to daze them with a sweep of its tail, hammering them and any other creatures that come within reach using attacks of opportunity and saving its *active defense* ability from the Shield sphere for use with its Redirecting Shield talent to swat aside ranged attacks. Bull ankylosauri who are part of a herd will group around more vulnerable members, using their bodies and tails to shield the rest of the herd from harm.

STATISTICS

Str 29, **Dex** 10, **Con** 17, **Int** 2, **Wis** 11, **Cha** 8

Base Atk +7; **CMB** +18; **CMD** 28 (32 vs. trip)

Feats Muscular Reflexes, Power Attack, Shield Slam, Weapon Focus (tail)

Martial Tradition Power Forward, **PAM** Wis, **DC** 13

Talents Shield (Protective Tail, Redirecting Shield)

Skills Perception +14

SPECIAL ABILITIES

Stun (Ex) The bull ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a Fortitude DC 24 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.



ECOLOGY

Environment warm forests and plains

Organization solitary, pair, or herd (3–12)

Treasure none

The bull ankylosaurus is a powerful, squat dinosaur more than capable of defending itself against enemies. Its back is heavily armored with thick bony plates and spikes. A solid blow from a bull ankylosaurus's tail can stun most creatures, leaving them vulnerable to continued beatings from the ill-tempered and stubborn creature. A bull ankylosaurus will almost never retreat if it believes its mate or herd are threatened. An ankylosaurus is 30 feet long and weighs over 6,000 pounds.

Dragon, Iron

N dragon

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d10 fire

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

SPECIAL ABILITIES

Bestial Training A very young iron dragon gains Unarmed Training from the Equipment sphere.

Dragon Martial Tradition Iron dragon wyrmlings gain the dragon monster martial tradition, replacing the feats they would otherwise gain at birth.

Evasion: A juvenile iron dragon gains the evasion class feature, as the rogue class feature.

Greater Maneuverability An adult iron dragon has its fly maneuverability increased by 1 step. An ancient iron dragon has its fly maneuverability increased by 1 additional step. These increases stack.

Improved Evasion An old iron dragon gains improved evasion, as the advanced rogue talent.

Martial Talents Iron dragons gain two Extra Combat Talents when they become young, +2 per additional age category.

Spell-Like Abilities Unlike other true dragons, iron dragons do not gain any spell-like abilities and have no natural caster level.

Titanic Power A great wurm iron dragon gains a +2 inherent bonus to all ability scores.

Wing Buffet The iron dragon gains the Wing Buffet monster talent when it reaches the young age category.

<i>Age Category</i>	<i>Special Abilities</i>	<i>Martial Talents</i>
Wyrmling	Dragon martial tradition	-
Very young	Bestial Training	-
Young	Wing Buffet monster talent	2
Juvenile	Evasion, frightful presence	4
Young adult	DR 5/magic, spell resistance	6
Adult	Greater maneuverability	8
Mature adult	DR 10/magic	10
Old	Improved evasion	12
Very old	DR 15/magic	14
Ancient	Greater maneuverability	16
Wurm	DR 20/magic	18
Great wurm	Titanic power	20



Iron dragons are among the most physically powerful of the true dragons, possessing speed, strength, and resiliency that is astounding even by dragon measures. Neutral even to the chromatic/colored battles that plague the rest of their kind, iron dragons care only for themselves, and with their lack of magic, other dragons care little for them.

Iron dragons love gold more than any other type of dragon and are famous for conducting raids on towns and battling dwarves in their own holds in order to increase their coffers. While they may be neutral to the battles of other dragons and lofty ideals, to many peasants, the iron dragon is the dragon that comes to mind when they think of how dangerous a dragon can be.

While iron dragons are intelligent and cunning and loathe to enter a fight they are not sure they can win, they are also extremely prideful, and hate to leave a challenge unanswered. Sometimes heroes must take down an iron dragon single-handedly because that is the only way to get the iron dragon to stand and fight.

ECOLOGY

Environment Temperate forests, caves

Organization solitary

Treasure triple

Wyrmling Iron Dragon

CR 5

XP 1,600

N Small Dragon

Init +2; **Senses** dragon senses; Perception +9

DEFENSE

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

hp 41 (6d12+12)

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

Immune paralysis, sleep

OFFENSE

Speed 40 ft., fly 150 ft. (average)

Melee bite +9 (1d6+3), 2 claws +9 (1d4+2)

Special Attacks breath weapon (20-ft. cone, DC 15, 2d10 fire), brutal strike (+12), shove +9 touch (2)

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Flyby Attack, Hover

Martial Tradition Dragon, **PAM** Cha, **DC** 13

Talents Berserker, Brute

Skills Bluff +9, Fly +13, Intimidate +9, Knowledge (local) +9, Perception +9, Stealth +15

Languages Draconic

Very Young Iron Dragon

CR 7

XP 3,200

N Medium Dragon

Init +1; **Senses** dragon senses; Perception +11

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 66 (8d12+24)

Fort +9, **Ref** +7, **Will** +7

Immune paralysis, sleep

OFFENSE

Speed 40 ft., fly 150 ft. (average)

Melee bite +12 (1d8+6), 2 claws +12 (1d6+4), gore +12 (1d6+4), 2 wings +7 (1d4+2)

Special Attacks breath weapon (30-ft. cone, DC 17, 4d10 fire), brutal strike (+16), shove +12 touch (4)

STATISTICS

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

Base Atk +8; **CMB** +10; **CMD** 21 (25 vs. trip)

Feats Flyby Attack, Hover, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 15

Talents Berserker, Brute, Equipment (Unarmed Training)

Skills Bluff +11, Fly +13, Intimidate +11, Knowledge (history) +11, Knowledge (local) +11, Perception +11, Stealth +13

Languages Common, Draconic

Young Iron Dragon

CR 9

XP 6,400

N Large Dragon

Init +6; **Senses** dragon senses; Perception +9

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 105 (10d12+40)

Fort +11, **Ref** +10, **Will** +8

Immune paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +15 (2d6+9), 2 claws +15 (1d8+6), gore +15 (1d8+6), 2 wings +10 (1d6+3), tail slap +10 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 19, 6d10 fire), brutal strike (+20), shove +15 touch (6)

STATISTICS

Str 22, **Dex** 12, **Con** 18, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +10; **CMB** +17; **CMD** 28 (32 vs. trip)

Feats Flyby Attack, Hover, Lightning Reflexes, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 16

Talents Berserker (Deathless, Rending Claws), Brute (Wing Buffet), Equipment (Unarmed Training)

Skills Bluff +13, Fly +8, Intimidate +13, Knowledge (history) +13, Knowledge (local) +13, Perception +13, Stealth +11

Languages Common, Draconic

Juvenile Iron Dragon

CR 10

XP 9,600

N Large Dragon

Init +6; **Senses** dragon senses; Perception +9

Aura frightful presence (120 ft., DC 18)

DEFENSE

AC 26, touch 12, flat-footed 25 (+1 Dex, +14 natural, +2 shield, -1 size)

hp 138 (12d12+60)

Fort +13, **Ref** +11, **Will** +10

Defensive Abilities active defense (+5), evasion; **Immune** paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +18 (2d6+10), 2 claws +18 (1d8+7), gore +18 (1d8+7), 2 wings +13 (1d6+3), tail slap +13 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 21, 8d10 fire), brutal strike (+24), shove +18 touch (7)

STATISTICS

Str 24, **Dex** 12, **Con** 20, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +12; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Flyby Attack, Hover, Lightning Reflexes, Muscular Reflexes, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 18

Talents Berserker (Deathless, Rending Claws), Brute (Wing Buffet), Equipment (Unarmed Training), Shield (Protective Tail)

Skills Bluff +16, Fly +10, Intimidate +16, Knowledge (history) +16, Knowledge (local) +16, Perception +16, Stealth +13, Swim +22

Languages Common, Draconic, Elvish

Young Adult Iron Dragon **CR 12**

XP 19,200

N Huge Dragon

Init +6; **Senses** dragon senses; Perception +9

Aura frightful presence (150 ft., DC 19)

DEFENSE

AC 27, touch 10, flat-footed 27 (+17 natural, +2 shield, -2 size)

hp 161 (14d12+70)

Fort +14, **Ref** +11, **Will** +11

Defensive Abilities active defense +5, evasion; **DR** 5/magic;

Immune paralysis, sleep; **SR** 23

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +20 (2d8+12), 2 claws +20 (2d6+8), gore +20 (2d6+8), 2 wings +15 (1d8+4), tail slap +15 (2d6+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 22, 10d10 fire), brutal strike (+28), crush (Small creatures, DC 22, 2d8+12), shove +20 touch (8)

STATISTICS

Str 26, **Dex** 10, **Con** 20, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +14; **CMB** +24; **CMD** 34 (38 vs. trip)

Feats Flyby Attack, Hover, Improved Vital Strike, Lightning Reflexes, Muscular Reflexes, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 19

Talents Berserker (Deathless, Rending Claws), Brute (Wing Buffet), Equipment (Unarmed Training), Shield (Deflecting Shield, Flexible Cover, Protective Tail)

Skills Bluff +18, Fly +9, Intimidate +18, Knowledge (history) +18, Knowledge (local) +18, Perception +18, Stealth +14, Swim +25

Languages Common, Draconic, Elvish

Adult Iron Dragon **CR 13**

XP 25,600

N Huge Dragon

Init +6; **Senses** dragon senses; Perception +9

Aura frightful presence (180 ft., DC 21)

DEFENSE

AC 30, touch 10, flat-footed 30 (+20 natural, +2 shield, -2 size)

hp 200 (16d12+96)

Fort +16, **Ref** +12, **Will** +13

Defensive Abilities active defense (+6), evasion; **DR** 5/magic;

Immune paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., fly 200 ft. (average)

Melee bite +23 (2d8+13), 2 claws +23 (2d6+9), gore +23 (2d6+9), 2 wings +18 (1d8+4), tail slap +18 (2d6+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 24, 12d10 fire), brutal strike (+32), crush (Small creatures, DC 24, 2d8+13), shove +23 touch (9)

STATISTICS

Str 28, **Dex** 10, **Con** 22, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +16; **CMB** +27; **CMD** 37 (41 vs. trip)

Feats Flyby Attack, Hover, Improved Vital Strike, Lightning Reflexes, Muscular Reflexes, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 21

Talents Berserker (Deathless, Rending Claws), Brute (Stampede, Unstoppable, Wing Buffet), Equipment (Unarmed Training), Shield (Deflecting Shield, Flexible Cover, Protective Tail)

Skills Bluff +21, Fly +15, Intimidate +21, Knowledge (history) +21, Knowledge (local) +21, Perception +21, Stealth +16, Survival +21, Swim +28

Languages Common, Draconic, Dwarven, Elvish

Mature Adult Iron Dragon **CR 14**

XP 38,400

N Huge Dragon

Init +6; **Senses** dragon senses; Perception +9

Aura frightful presence (210 ft., DC 22)

DEFENSE

AC 33, touch 10, flat-footed 33 (+23 natural, +2 shield, -2 size)

hp 225 (18d12+108)

Fort +17, **Ref** +13, **Will** +14

Defensive Abilities active defense (+6), evasion; **DR** 10/magic; **Immune** paralysis, sleep; **SR** 25

OFFENSE

Speed 40 ft., fly 200 ft. (average)

Melee bite +26 (2d8+15), 2 claws +26 (2d6+10), gore +26 (2d6+10), 2 wings +24 (1d8+5), tail slap +24 (2d6+5)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 25, 14d10 fire), brutal strike (+36), crush (Small creatures, DC 25, 2d8+15), shove +26 (10)

STATISTICS

Str 30, **Dex** 10, **Con** 22, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +30; **CMD** 40 (44 vs. trip)

Feats Flyby Attack, Greater Vital Strike, Hover, Improved Vital Strike, Lightning Reflexes, Muscular Reflexes, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 22

Talents Berserker (Deathless, Rending Claws), Brute (Focused Might, Follow-Through, Stampede, Unstoppable, Wing Buffet), Equipment (Unarmed Training), Shield (Deflecting Shield, Flexible Cover, Protective Tail)

Skills Bluff +23, Fly +17, Intimidate +23, Knowledge (history) +23, Knowledge (local) +23, Perception +23, Stealth +18, Survival +23, Swim +31

Languages Common, Draconic, Dwarven, Elvish

Old Iron Dragon **CR 16**

XP 76,800

N Gargantuan Dragon

Init +6; **Senses** dragon senses; Perception +9

Aura frightful presence (240 ft., DC 24)

DEFENSE

AC 33, touch 7, flat-footed 33 (-1 Dex, +26 natural, +2 shield, -4 size)

hp 270 (20d12+140)

Fort +19, **Ref** +13, **Will** +16

Defensive Abilities active defense (+7), improved evasion;

DR 10/magic; **Immune** paralysis, sleep; **SR** 27

OFFENSE

Speed 40 ft., fly 250 ft. (poor)

Melee bite +27 (4d6+16), 2 claws +27 (2d8+11), gore +27 (2d8+11), 2 wings +23 (2d6+5), tail slap +23 (2d8+5)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 27, 16d10 fire), brutal strike (+40), crush (Medium creatures, DC 27, 4d6+16), earthquake stomp (15-ft. radius), shove +27 (11), tail sweep (Small creatures, DC 27, 2d6+16)

STATISTICS

Str 32, **Dex** 8, **Con** 24, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +20; **CMB** +35; **CMD** 44 (48 vs. trip)

Feats Extra Combat Talent, Flyby Attack, Greater Vital Strike, Hover, Improved Vital Strike, Lightning Reflexes, Muscular Reflexes, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 24

Talents Berserker (Bone-Breaker, Deathless, Rending Claws, Shieldbreaker), Brute (Earthquake Stomp, Focused Might, Follow-Through, Stampede, Unstoppable, Wing Buffet), Equipment (Unarmed Training), Shield (Deflecting Shield, Flexible Cover, Protective Tail)

Skills Bluff +26, Fly +12, Intimidate +26, Knowledge (history) +26, Knowledge (local) +26, Perception +26, Stealth +15, Survival +26, Swim +34, Use Magic Device +26

Languages Common, Draconic, Dwarven, Elvish, Undercommon

Very Old Iron Dragon**CR 17**

XP 102,400

N Gargantuan Dragon

Init +6; **Senses** dragon senses; Perception +9

Aura frightful presence (270 ft., DC 25)

DEFENSE

AC 36, touch 7, flat-footed 36 (-1 Dex, +29 natural, +2 shield, -4 size)

hp 297 (22d12+154)

Fort +20, **Ref** +14, **Will** +17

Defensive Abilities active defense (+7), improved evasion;

DR 15/magic; **Immune** paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., fly 250 ft. (poor)

Melee bite +30 (4d6+18), 2 claws +30 (2d8+12), gore +30 (2d8+12), 2 wings +25 (2d6+6), tail slap +25 (2d8+6)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 28, 18d10 fire), brutal strike (+44), crush (Medium creatures, DC 28, 4d6+18), earthquake stomp (15-ft. radius), shove +30 touch (12), tail sweep (Small creatures, DC 28, 2d6+18)

STATISTICS

Str 34, **Dex** 8, **Con** 24, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +22; **CMB** +38; **CMD** 47 (51 vs. trip)

Feats Extra Combat Talent x2, Flyby Attack, Greater Vital Strike, Hover, Improved Vital Strike, Lightning Reflexes, Muscular Reflexes, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 25

Talents Berserker (Beat Down, Bone-Breaker, Deathless, Leg-Smasher, Rending Claws, Shieldbreaker), Brute (Earthquake Stomp, Focused Might, Follow-Through, Stampede, Unstoppable, Wing Buffet), Equipment (Unarmed Training), Shield (Deflecting Shield, Flexible Cover, Protective Tail, Redirecting Shield)

Skills Bluff +28, Fly +14, Intimidate +28, Knowledge (history) +28, Knowledge (local) +28, Perception +28, Stealth +17, Survival +28, Swim +37, Use Magic Device +28

Languages Common, Draconic, Dwarven, Elvish, Undercommon

Ancient Iron Dragon**CR 18**

XP 153,600

N Gargantuan Dragon

Init +6; **Senses** dragon senses; Perception +9

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 39, touch 7, flat-footed 39 (-1 Dex, +32 natural, +2 shield, -4 size)

hp 348 (24d12+192)

Fort +22, **Ref** +15, **Will** +19

Defensive Abilities active defense (+8), improved evasion;

DR 15/magic; **Immune** paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., fly 250 ft. (average)

Melee bite +33 (4d6+19), 2 claws +33 (2d8+13), gore +33 (2d8+13), 2 wings +28 (2d6+6), tail slap +28 (2d8+6)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 30, 20d10 fire), brutal strike (+48), crush (Medium creatures, DC 30, 4d6+19), earthquake stomp (15-ft. radius), shove +33 touch (25), tail sweep (Small creatures, DC 30, 2d6+19), sweep +31

STATISTICS

Str 36, **Dex** 8, **Con** 26, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +24; **CMB** +41; **CMD** 50 (54 vs. trip)

Feats Extra Combat Talent x2, Flyby Attack, Greater Vital Strike, Hover, Improved Vital Strike, Lightning Reflexes, Muscular Reflexes, Power Attack, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 27

Talents Berserker (Beat Down, Bone-Breaker, Deathless, Leg-Smasher, Rending Claws, Shieldbreaker), Brute (Earthquake Stomp, Focused Might, Follow-Through, Greater Shove, Stampede, Unstoppable, Wing Buffet), Equipment (Unarmed Training), Open Hand, Shield (Deflecting Shield, Flexible Cover, Protective Tail, Redirecting Shield)

Skills Bluff +31, Fly +20, Intimidate +31, Knowledge (history) +31, Knowledge (local) +31, Perception +31, Stealth +20, Sense Motive +31, Survival +31, Swim +41, Use Magic Device +31

Languages Common, Draconic, Dwarven, Elvish, Giant, Undercommon

Wurm Iron Dragon**CR 19**

XP 204,800

N Gargantuan Dragon

Init +6; **Senses** dragon senses; Perception +9

Aura frightful presence (330 ft., DC 28)

DEFENSE

AC 41, touch 6, flat-footed 41 (-2 Dex, +35 natural, +2 shield, -4 size)

hp 377(26d12+208)

Fort +23, **Ref** +15, **Will** +20

Defensive Abilities active defense (+8), improved evasion;

DR 20/magic; **Immune** paralysis, sleep; **SR** 30

OFFENSE

Speed 40 ft., fly 250 ft. (average)

Melee bite +36 (4d6+21), 2 claws +36 (2d8+14), gore +36 (2d8+14), 2 wings +31 (2d6+7), tail slap +31 (2d8+7)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 31, 2d10 fire), brutal strike (+52), crush (Medium creatures, DC 31, 4d6+21), earthquake stomp (15-ft. radius), impale, shove +36 touch (27), tail sweep (Small creatures, DC 31, 2d6+21), sweep +34

STATISTICS

Str 38, **Dex** 6, **Con** 26, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +26; **CMB** +44; **CMD** 52 (56 vs. trip)

Feats Extra Combat Talent x2, Flyby Attack, Greater Vital Strike, Hover, Improved Vital Strike, Lightning Reflexes, Muscular Reflexes, Power Attack, Skill Focus (Stealth), Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 28

Talents Berserker (Beat Down, Bone-Breaker, Deathless, Leg-Smasher, Rending Claws, Shieldbreaker), Brute (Earthquake Stomp, Focused Might, Follow-Through, Greater Shove, Stampede, Unstoppable, Wing Buffet), Equipment (Unarmed Training), Lancer (Gore Toss), Open Hand, Shield (Deflecting Shield, Flexible Cover, Protective Tail, Redirecting Shield)

Skills Bluff +33, Fly +21, Intimidate +33, Knowledge (history) +33, Knowledge (local) +33, Perception +33, Stealth +28, Sense Motive +33, Survival +33, Swim +44, Use Magic Device +33

Languages Common, Draconic, Dwarven, Elvish, Giant, Undercommon

Great Wurm Iron Dragon**CR 21**

XP 409,600

N Colossal Dragon

Init +6; Senses dragon senses; Perception +9

Aura frightful presence (360 ft., DC 30)

DEFENSE

AC 41, touch 3, flat-footed 41 (-1 Dex, +38 natural, +2 shield, -8 size)

hp 490 (28d12+280+28 toughness)

Fort +26, **Ref** +17, **Will** +23

Defensive Abilities active defense (+9), improved evasion;

DR 20/magic; **Immune** paralysis, sleep; **SR** 32

OFFENSE

Speed 40 ft., fly 250 ft. (average)

Melee bite +36 (6d6+24) or bite +36 (4d8+24), 2 claws +36 (4d6+16), gore +36 (4d6+16), 2 wings +31 (2d8+8), tail slap +31 (4d6+8)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapon (70-ft. cone, DC 34, 2d10 fire), brutal strike (+56), crush (Large creatures, DC 34, 4d8+24), earthquake stomp (15-ft. radius), impale, shove +36 touch (30), tail sweep (Medium creatures, DC 34, 2d8+24), sweep +34

STATISTICS

Str 42, **Dex** 8, **Con** 30, **Int** 24, **Wis** 25, **Cha** 24

Base Atk +28; **CMB** +52 (+60 sunder, bull rush, overrun, pull, reposition); **CMD** 61 (65 vs. trip, 69 vs. sunder, bull rush, overrun, pull, reposition)

Feats Extra Combat Talent x2, Flyby Attack, Greater Vital Strike, Hover, Improved Vital Strike, Lightning Reflexes, Muscular Reflexes, Power Attack, Skill Focus (Stealth), Toughness, Vital Strike

Martial Tradition Dragon, **PAM** Cha, **DC** 31

Talents Berserker (Beat Down, Bone-Breaker, Deathless, Greater Sunder, Leg-Smasher, Rending Claws, Shieldbreaker), Brute (Earthquake Stomp, Focused Might, Follow-Through, Greater Brute, Greater Shove, Stampede, Unstoppable, Wing Buffet), Equipment (Unarmed Training), Lancer (Gore Toss), Open Hand, Shield (Deflecting Shield, Flexible Cover, Protective Tail, Redirecting Shield)

Skills Bluff +37, Diplomacy +37, Fly +22, Intimidate +37, Knowledge (history) +37, Knowledge (local) +37, Perception +37, Stealth +29, Sense Motive +37, Survival +37, Swim +48, Use Magic Device +37

Languages Common, Cyclops, Draconic, Dwarven, Elvish, Giant, Goblin, Halfling, Undercommon

Hobgoblin Phalanx Fighter**CR 1**

XP 200

Hobgoblin conscript 1

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 16 (1d10+6)

Fort +5, **Ref** +4, **Will** +1

Defensive Abilities active defense (+2)

OFFENSE

Speed 30 ft.

Melee longspear +3 (1d8+2/x3)

Ranged longbow +3 (1d8/x3)

Special Attacks shout (10 ft.), tactics (15 ft.)

TACTICS

Hobgoblin phalanx fighters work best in units of two or more, and are rarely encountered alone, preferring to work as part of a larger group, warband, or army. Phalanx fighters will attempt to stay close to their allies, using their Cover Ally and Deflecting Shield abilities to protect each other from harm and allowing their opponents to close the distance first, forcing them to risk deadly attacks of opportunity from the hobgoblin's longspear. Hobgoblin phalanx fighters will begin the Aggressive Flanking *tactic* granted by the Warleader sphere as soon as possible; once one phalanx fighter has enabled the *tactic*, any others benefiting from it will focus on protecting the tactician while taking turns using Fierce Shout to boost their group's damage.

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Combat Reflexes, Toughness

Martial Tradition Phalanx Soldier, **PAM** Wis, **DC** 11

Talents Equipment (Shield Training, Spear Dancer), Shield (Cover Ally, Deflecting Shield), Warleader

Skills Acrobatics +4, Diplomacy +0, Perception +5, Sense Motive +5, Stealth +8; Racial Modifiers +4 Stealth

Languages Common, Goblin

ECOLOGY

Environment temperate hills

Organization gang (4–9), warband (10–24), or tribe (25+ plus 50% noncombatants, 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 6–12 leopards, and 1–4 ogres or 1–2 trolls)

Treasure NPC gear (studded leather armor, light steel shield, long spear, longbow with 20 arrows, other treasure)

Hobgoblin phalanx fighters form the backbone of most hobgoblin armies. Trained in the use of spear and shield, these warriors master the use of phalanxes and similar formations to shred enemy formations, guarding each other from attacks while keeping enemies at a safe distance.

Inevitable, Marut Warden

CR 16

XP 76,800

LN Large outsider (extraplanar, inevitable, lawful)

Init +3; **Senses** darkvision 60 ft., low-light vision, true seeing; Perception +26

DEFENSE

AC 39, touch 11, flat-footed 37 (+9 armor, +1 Dex, +1 dodge, +17 natural, +2 shield, –1 size)

hp 214 (16d10+126); regeneration 10 (chaotic)

Fort +16, **Ref** +8, **Will** +13

Defensive Abilities active defense (+6), constructed, delayed damage (48); **DR** 15/chaotic; **SR** 26

OFFENSE

Speed 30 ft.

Melee 2 slams +27 (2d6+12 plus 3d6 electricity or sonic and blindness or deafness)

Space 10 ft.; **Reach** 10 ft.

Special Attacks challenge (+6, 11 rounds), fists of lightning and thunder, patrol (25 ft.)

Spell-Like Abilities (CL 16th; concentration +23)

Constant—*air walk, true seeing*

At will—*dimension door, fear* (DC 21), *greater command* (DC 22), *greater dispel magic, mass inflict light wounds* (DC 22), *locate creature*

1/day—*chain lightning* (DC 23), *circle of death* (DC 23), *mark of justice, wall of force*

1/week—*earthquake* (DC 25), *geas/quest, plane shift* (DC 22)

TACTICS

Marut wardens make use of their active defense and Guardian sphere packages liberally, going on the offensive with challenge or protecting their charges with patrol.

STATISTICS

Str 35, **Dex** 16, **Con** 23, **Int** 12, **Wis** 17, **Cha** 24

Base Atk +16; **CMB** +29; **CMD** 43

Feats Ability Focus (fists of lightning and thunder), Awesome Blow, Combat Casting, Dodge, Extra Combat talent, Improved Vital Strike, Power Attack, Vital Strike

Tradition Warden **PAM** Wis, **DC** 21

Talents Equipment (Armor Training, Shield Training), Guardian (challenge and patrol packages, Expanded Guardian), Shield

Skills Diplomacy +26, Intimidate +26, Knowledge (planes) +20, Knowledge (religion) +20, Perception +26, Sense Motive +22, Survival +22; Racial modifiers +4 Perception

Languages truespeech

SPECIAL ABILITIES

Fists of Lightning and Thunder (Su) A marut's fists strike with the power of a thunderstorm. For any given slam attack, a marut can choose whether that attack uses lightning or thunder. A lightning attack deals an additional 3d6 points of electricity damage, and the resulting flash blinds the target for 2d6 rounds (Fortitude DC 26 negates the blindness). A thunder attack deals an additional 3d6 points of sonic damage, and the resulting thunderclap deafens the target for 2d6 rounds (Fortitude DC 26 negates the deafness). The save DCs are Constitution-based.

ECOLOGY

Environment any

Organization solitary, pair, or patrol (3–5)

Treasure none (full plate, heavy steel shield)

Like all marut, a marut warden is an enormous creature built of onyx and empowered by lightning and thunder. However, where most marut warriors seek out those who try to extend their lives and eliminate them, the marut warden is a guardian, barring the gates of those methods that would allow a mortal to attain immortality so that none may enter. Marut wardens can be found throughout the planes, keeping the gates of fountains of youth, powerful planar paths that lead to the granting of wishes, and other powers that no mortal was ever meant to touch. For many marut wardens, they feel no need to stop only at methods for extending life, as many routes to power, even if they do not lead to immortality, are just as corrupting.

Leprechaun Pugilist

CR 7

XP 3,200

CN Small fey conscript 5

Init +7; **Senses** low-light vision; Perception +17

DEFENSE

AC 19, touch 19, flat-footed 16 (+3 Dex, +1 size, +5 unarmored training)

hp 74 (4d6+5D10+33)

Fort +7, **Ref** +10, **Will** +9

DR 5/cold iron; **SR** 13

OFFENSE

Speed 40 ft.

Melee unarmed strike +13/+8 (1d4+4, 19–20x2) or unarmed strike +11 (1d4+4, 19–20x2) & unarmed strike +11 (1d4+2, 19–20x2)

Special Attacks counterpunch (+4), marked target +12 touch (–2), resolve 3/day, sneak attack (+1d6), sweep +11

Spell-Like Abilities (CL 4th; concentration +7)

Constant—magic fang

At will—*dancing lights, ghost sound* (DC 13), *invisibility* (self only), *mage hand, major image* (visual and auditory elements only, DC 16), *prestidigitation, ventriloquism* (DC 14)

3/day—*color spray* (DC 14), *fabricate* (1 cubic foot of material only)

1/day—*major creation*

TACTICS

Leprechaun pugilists tend to begin any encounter invisible, taking time to observe potential threats and using illusions to direct them into positions the leprechaun will find advantageous. When violence is required, the leprechaun begins by stealing critical items using the Scoundrel sphere before readying a *counterpunch* with the Boxing sphere, attacking from invisibility to leverage his sneak attack. Once detected, he will use Gazelle Punch to surprise foes with his reach. The leprechaun will often climb onto the backs of larger foes either at the start of combat or after the initial steal maneuver, opening them up to a devastating pummeling with sneak attack and the Dual Wielding sphere.

STATISTICS

Str 7, **Dex** 16, **Con** 14, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +7; **CMB** +5; **CMD** 18

Feats Giantslayer, Great Focus, Improved Initiative, Iron Will, Toughness, Weapon Focus (unarmed strike)

Martial Tradition Decisive Fist, **PAM** Cha, **DC** 16

Talents Athletics (climb package, Mighty Conditioning, Scale Foe), Boxing (Gazelle Punch, Shoulder Roll), Dual Wielding (Critical Follow Up), Equipment (Critical Genius, Unarmored Training), Open Hand, Scoundrel

Skills Acrobatics +10, Bluff +15, Climb +14, Escape Artist +15, Knowledge (nature) +9, Perception +23, Perform (comedy) +8, Perform (dance) +8, Sense Motive +14, Sleight of Hand +20, Stealth +19; **Racial Modifiers** +8 Perception, +4 Sleight of Hand

Languages Common, Elven, Halfling, Sylvan

SQ conscript specializations (finesse training (unarmed), resolve, sneak attack (+1d6), leprechaun magic)

SPECIAL ABILITIES

Leprechaun Magic (Sp) When a leprechaun uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the GM's discretion), the spell-like ability resolves at caster level 8th rather than 4th. If a leprechaun uses its spell-like abilities in this manner, it has a bonus of +11 on concentration checks.

ECOLOGY

Environment temperate forests

Organization solitary, pair, band (3–6), or family (7–10)

Treasure standard (other treasure)

Some leprechauns devote themselves to the noble art of pugilism, fighting exclusively with their fists. Despite their diminutive stature, these scrappy warriors pack a serious wallop.

Ooze, Alchemy Gunpowder

CR 15

XP 51,200

N Large ooze

Init +0; **Senses** blindsight 180 ft., Perception -5

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 size)

hp 230 (20d8+140)

Fort +13, **Ref** +6, **Will** +1

Defensive Abilities split (slashing or fire, 46 hp); **Immune** cold, ooze traits

Weakness vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +23 (1d8+13 plus grab and gunpowder residue)

Ranged blast +14 touch (4d6+7 plus gunpowder residue)

Space 10 ft.; **Reach** 10 ft.

Special Attacks combust, constrict (1d8+13)

TACTICS

Like all oozes, gunpowder oozes are mindless and therefore not prone to tactics. However, it will still make liberal use of its focusing formulae and Cluster Toss and Snap Toss talents to augment its own blast in ranged combat, covering targets in gunpowder residue before lighting them on fire with its alchemical weapons. In melee, it uses its alchemy poison as often as possible.

STATISTICS

Str 28, **Dex** 11, **Con** 24, **Int** -, **Wis** 1, **Cha** 1

Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 35 (39 vs. grapple, can't be tripped)

Tradition None **PAM** Con **DC** 22

Talents Alchemy (formulae and poison packages, Cluster Toss, Focusing Formulae, Improved Alchemist Fire, Improved Flash Powder, Improved Tanglefoot Bag, Painful Venin, Panacea, Skilled Applicator, Snap Toss)

Skills Climb +17, Craft (traps) +20

SPECIAL ABILITIES

Blast (Ex) Once every 1d4 rounds as a standard action, a gunpowder ooze can fire a concentrated blast of gunpowder from its body as a ranged touch attack, dealing damage equal to 4d6 + the ooze's Constitution modifier (+7 for most gunpowder oozes). Any creature struck by this blast is also potentially exposed to the ooze's gunpowder residue (Reflex DC 27 negates). This



attack has a range of 180 feet with no range increment. The save DC is Constitution-based.

Combust (Ex) Because of the volatile nature of its composition, a gunpowder ooze is susceptible to combusting when an ignition source is present. Anytime a gunpowder ooze takes fire damage or damage from a ranged firearm attack, it spontaneously explodes, dealing 10d6 points of fire damage to all creatures and objects in a 30-ft cone-shaped burst toward the damage source that ignited the ooze. If there is no method of determining the damage source's direction (such as a burst or spread centered on the ooze), the ooze instead combusts in a 15-ft radius burst. A successful DC 27 Reflex save halves the damage taken from this attack. A gunpowder ooze that combusts automatically splits. The save DC is Constitution-based.

Gunpowder Residue (Ex) Whenever a gunpowder ooze successfully strikes a creature with its blast or slam attack, the target must succeed at a DC 27 Reflex save to avoid being coated in sticky gunpowder residue. Though the residue is not harmful in itself, if a creature covered in the residue uses a firearm, wields any weapon capable of dealing fire damage, takes fire damage from any source, or is exposed to a suitable spark, the residue immediately ignites and explodes, dealing 5d6 points of fire damage to the creature. Creatures adjacent to the exploding creature take half damage (Reflex DC 27 half). Gunpowder residue remains flammable for 24 hours, until it is ignited, or until it is scrubbed away (which requires soap, water, and at least 1 hour of bathing and washing). A creature can only be covered in one layer of gunpowder residue at a time. The save DC is Constitution-based.

Formulae Prepared (Typical) Focusing Formulae x3, Improved Alchemist Fire x5, Improved Flash Powder x3, Improved Tanglefoot Bag x3, Panacea x2

Poison Prepared (Typical) Fatigue XII

ECOLOGY

Environment any land

Organization solitary

Treasure none

Common throughout the Mana Wastes, where wild magic and gunpowder are both more prevalent than elsewhere in the world, gunpowder oozes are the combination of these two dangerous and unpredictable elements.

Ooze, Trap Plasma

CR 17

XP 102,400

N Gargantuan ooze

Init +0; **Senses** blindsight 60 ft.; Perception -5

Aura magnetic pulse (30 ft., DC 27)

DEFENSE

AC 6, touch 6, flat-footed 6 (-4 size)

hp 241 (21d8+147)

Fort +14, **Ref** +7, **Will** +2

Defensive Abilities split (slashing or sonic, 46 hp); **DR** 15/-;

Immune acid, electricity, bludgeoning and piercing damage, ooze traits; **Resist** cold 30

OFFENSE

Speed fly 30 ft. (perfect)

Melee slam +24 (4d6+19 plus 4d6 electricity, 4d6 fire, and grab)

Ranged 1d4 plasma rays +11 touch (4d6 electricity plus 4d6 fire)

Space 20 ft.; **Reach** 20 ft.

Special Attacks constrict (4d6+19 plus 4d6 electricity and 4d6 fire), engulf (DC 33, 4d6 electricity plus 4d6 fire), traps

TACTICS

Despite being mindless, the trap plasma ooze has developed a natural ability to create combinations of magnetic energy and metal to create traps. As such, while it will rely on its slam attack for melee and its plasma ray for groups, it also will leave behind traps as it passes through any territory, often doubling back in case something was caught in its wake. When facing individuals where its plasma ray is not as effective, it will even launch traps at its enemy with its Trap Wielder talent, tying the prey down and blinding it before moving in for the kill.

STATISTICS

Str 36, **Dex** 11, **Con** 24, **Int** -, **Wis** 1, **Cha** 1

Base Atk +15; **CMB** +32 (+36 grapple); **CMD** 42 (can't be tripped)

Tradition None, **PAM** Con, **DC** 24

Talents Trap (Combined Traps, Deadly Dart, Flash Trap, Foam Spray, Noose, Opportunist, Persistent Trap x2, Skunk Smoke, Trap Wielder)

Skills Craft (traps) +21, Fly +8

SQ no breath

SPECIAL ABILITIES

Magnetic Pulse (Su) A trap plasma ooze is surrounded by an aura of magnetism that allows it to attract metallic objects and creatures. At the start of the ooze's turn as a free action, the ooze makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If it beats the CMD of a metal or armored creature with this check, that creature is pulled 10 feet closer to the ooze and cannot move away from the ooze for 1 round. If this causes the creature to move into a square occupied by the plasma ooze, the ooze can attempt to engulf that creature as a free action. If it beats the CMD of a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer to the ooze. Unattended metal objects of size Large or smaller are automatically pulled toward a plasma ooze. This magnetism is supernatural in nature and affects all metal objects.

Plasma Ray (Su) As a standard action, a trap plasma ooze can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals 4d6 points of electricity damage and 4d6 points of fire damage on a hit.

ECOLOGY

Environment any

Organization solitary

Treasure none

Massive and devastating, plasma oozes are mysterious, extraterrestrial beings made of superheated electromagnetic sludge. While their origin is not fully known, it is widely accepted that plasma oozes are not from this world. Some scholars believe they dwell in the sun, while others maintain they hail from the Plane of Fire. That plasma oozes have been encountered in both of these locations does little to help solve the debate.

A plasma ooze flies by somehow interacting with gravity and magnetic waves, drifting through the air in a manner similar to the way a jellyfish swims in water. This creature's only real pur-

pose is to consume, and it prefers to do so by drawing prey into its fiery, electrified core. Scholars find it curious that while a plasma ooze can only attract and repel metallic substances, the thing can only digest organic matter, and rather slowly at that. Survivors of plasma ooze attacks are rare, but such victims describe the pain of being struck by one's rays as like being pulled apart piece by piece. Wounds left by a plasma ooze's touch resemble hideously melted burn scars.

A plasma ooze is 20 feet in diameter and weighs 6,000 pounds.

Orc Wolflord

CR 4

XP 1,200

Orc hunter (beastmaster) 5

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +2

Weakness light sensitivity

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 shield)

hp 27 (5d8+5)

Fort +5, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee whip +8 (1d3+4/x2)

Ranged javelin +3 (1d6+4/x2)

TACTICS

Orc wolflords fight with bestial cunning, emulating the pack tactics of the wolves they spend their lives with. Fights begin with skirmishing tactics, sending the dire wolves and wolf companion in to attack and withdraw using Mobile Skirmisher and their speed. Once the enemy has been felt out, the orc wolflord will direct some of his companions to attempt to occupy the more dangerous foes while the others team up to kill the weaker ones. The orc wolflord himself will close at this time to take advantage of the openings created by his pack, shifting his shared teamwork feats and flanking using Pack Attack to maximize the chances of tripping enemies and generating attacks of opportunity from Double Team, trusting in Defensive Teamwork to protect his pack.

STATISTICS

Str 18, **Dex** 11, **Con** 12, **Int** 6, **Wis** 8, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 17

Feats Broken Wing Gambit, Dirty Fighting, Muscular Reflexes, Tandem Trip

Martial Tradition Animal Trainer, **PAM** Wis, **DC** 10

Talents Beastmastery (handle animal package, Animal Empathy, Defensive Teamwork, Double Team, Greater Trainer x3, Pack Attack), Equipment (Bounty Hunter's Tools, Orc Heritage, Whip Fiend)

Skills Bluff +3, Handle Animal +6, Knowledge (nature) +6, Perception +7, Sense Motive +5, Survival +7 (+3 when following tracks)

Languages Common, Orc

SPECIAL ABILITIES

Commanding (Ex) Whenever the orc wolflord handles or pushes an animal ally, he may handle or push 1 additional animal ally.

Pack Tactics (Ex) The orc wolflord automatically grants his teamwork feats to 2 animal allies within close range (35 ft.).

They do not need to meet the prerequisites of the shared feats. The chosen animal allies may be changed as a swift action.

Beastfriend (Ex) Creatures of the animal type have a starting attitude of indifferent and will not attack the orc warlord or his allies within close range (35 ft.) unless commanded to or attacked by the beastmaster or his allies first. He may also improve a creature's disposition by 2 steps when using the Animal Empathy talent by increasing the DC of the check by 10.

Woodland Stride (Ex) The orc wolflord and his animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion will still affect them.

Animal Allies (4) vicious dire wolves (tame), (1) wolf animal companion

Wolf Animal Companion

N Medium animal

Init +2; **Senses** Low-Light Vision, Scent; Perception +2

DEFENSE

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

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

Defensive Abilities Evasion

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+6/x3) + trip

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 18

Feats Light Armor Proficiency, trade 3 for Assassin martial monster tradition

Martial Tradition Assassin, **PAM** Wis, **DC** 12

Talents Athletics (run package, Mobile Striker) Duelist (...And Stay Down!)

Skills Acrobatics +11, Perception +8, Survival +5

SQ link

SPECIAL ABILITIES

Link (Ex) A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion

ECOLOGY

Environment temperate hills

Organization solitary (1 wolflord plus 4 vicious dire wolves), hunt (1 wolflord, 4 vicious dire wolves, 3-8 other orcs)

Treasure NPC gear (mwk studded leather armor, mwk studded leather barding, mwk Buckler, mwk whip, mwk javelins (3), other treasure)

Orc wolflords are responsible for raising and training the tribe or warband's dire wolf mounts, as well as for leading hunts and tracking foes. They are rarely seen without their favorite pets.

Sureshot Sniper KH7**CR 14****XP 38,400**

N Medium construct (robot)

Init +6; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +17**DEFENSE****AC** 33, touch 28, flat-footed 23 (+8 armor, +10 Dex, +5 natural)**hp** 102 (15d10+40), force field (70 hp, fast healing 14)**Fort** +12, **Ref** +15, **Will** +12**Defensive Abilities** hardness 10, **Immune** cold, construct traits**Weaknesses** vulnerable to critical hits, vulnerable to electricity**OFFENSE****Speed** 30 ft., fly 90 ft. (perfect)**Melee** 2 claws +25 (1d4+10 plus grab)**Ranged** integrated laser rifle +25 touch (2d10 fire)**Special Attacks** barrage +17 (5 attacks), brutal strike (+30), deadly shot (+4d10), rockets, scout +18, self destruct**TACTICS**

The sureshot sniper KH7 is a master at stealth and combat, and possesses many skills. When possible, it prefers to remain hidden, using Active Camouflage and Hidden Focus to snipe targets while remaining hidden, combining its deadly shots and Vital Strike feats and its Deadly Strike Scout talent.

If it cannot hide, the sureshot sniper KH7 will constantly fly, using Mobile Focus and Moving Target to evade danger while continually making deadly shots and barrages against its foes. If multiple sureshot snipers are working together, they will make liberal use of Suppressing Fire to keep their enemies pinned down from multiple directions.

The sureshot sniper KH7 tends to avoid melee if possible, keeping its enemies away with its Vigilant Sharpshooter talent, but can make deadly use of its Rending Claws if necessary.

STATISTICS**Str** 30, **Dex** 30, **Con** —, **Int** 12, **Wis** 14, **Cha** 1**Base Atk** +15; **CMB** +25 (+29 grapple); **CMD** 35**Feats** Combat Reflexes, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Vital Strike, Skill Focus (Perception), Vital Strike**Martial Tradition** None, **PAM** Wis, **DC** 19

Talents Athletics (run, leap, and fly packages, Expanded Training, Moving Target), Barrage (Blitz Focus, Distracting Shot, Mobile Focus, Spinning Shot, Suppressing Fire, Vigilant Sharpshooter (x2)), Berserker (Rending Claws), Equipment (Firearm Training, Unarmored Training), Scout (Active Camouflage, Deadly Strike, Find Gap, Hidden Focus, Reflexive Stealth), Sniper (Head Shot, Perfect Shot, Piercing Shot, Sniper Shot, Steady Shot, Targeted Assault, Trap Technician, Unblockable)

Skills Acrobatics +32, Fly +33, Knowledge (engineering) +16, Perception +23, Stealth +25**Languages** Common**SQ** combat programming, redundancies**SPECIAL ABILITIES****Combat Programming** The sureshot sniper KH7 gains 2 combat talents per Hit Die.**Force Field** The sureshot sniper KH7 possesses a forcefield. This forcefield functions as temporary hit points; all damage dealt to the sureshot sniper is first dealt to the forcefield. This

forcefield replenishes itself as if it had fast healing 14, but shuts down for 24 hours if reduced to 0.

Laser Rifle (Ex) A sureshot sniper KH7 uses a laser rifle with unlimited ammunition, integrated into its arm. It can hold and fire the laser rifle with only one hand. The rifle has a range increment of 250 ft. and targets touch AC.**Redundancies** The sureshot sniper KH7 possesses many fail-safe parts and backup systems to keep it functioning at peak capacity even in the heat of battle. The sureshot sniper gains a +5 bonus to its Fortitude and Will saving throws.**Rockets (Ex)** As a standard action, a sureshot sniper KH7 can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-ft. radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 half). A sureshot sniper KH7 carries a maximum of five rockets. It can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components. The save DC is Intelligence-based.**Self Destruct** As a full-round action, the sureshot sniper KH7 can activate each of its carried rockets. At the end of his next round, whether he is still functional or not, he deals damage to himself and all creatures within 30 ft. as if he had targeted his own position with each of them at the same time.**Superior Optics (Ex)** Sureshot sniper KH7's see invisible creatures and objects as if they were visible.**ECOLOGY****Environment** any**Organization** solitary or unit (2–6)**Treasure** none

The sureshot sniper KH7 is actually a modern design, although based on ancient robotics uncovered in ocean-bottom ruins. Through rigorous experimentation both magical and mundane, the sureshot sniper KH series was created, and the KH7 is its zenith.

Sureshot sniper KH7's are humanoid-looking robotic creatures known for being deadly accurate with their particularly powerful weapons. These weapons are integrated into their bodies and do not function when removed, and allow the sureshot sniper KH7 to destroy even the most fortified of targets often in a single shot.

The secrets of creating sureshot sniper KH7s are so obscure that none but those initiated into the greatest of technical secrets can accomplish the feat, and even then the process is said to be obscenely expensive. Combined with the KH7's natural intelligence and tendency to ignore orders and develop their own agendas once their concept of self matures, this means that there are very few of them to be found.

Wild Huntsman**CR 13****XP 25,600**

CN Medium fey

Init +5; **Senses** darkvision 60 ft., deathscents, low-light vision; Perception +25**DEFENSE****AC** 29, touch 24, flat-footed 24 (+9 armor, +5 Dex, +5 natural)**hp** 171 (18d6+108)**Fort** +12, **Ref** +16, **Will** +15**DR** 10/cold iron; **SR** 24

OFFENSE

Speed 30 ft.

Melee +3 *ghost touch lance* +18/+13 (1d8+12/x3)

Ranged +3 *ghost touch shortbow* +17/+12 (1d6+3/x3) or +3 *ghost touch lasso* +18/+13 or +3 *ghost touch bola* +18/+13 (1d4+6)

Special Attacks barrage +11 (4 attacks), conjured weapons, weal or woe (DC 24)

Spell-Like Abilities (CL 13th; concentration +18)

Constant—*see invisibility*

At Will—*detect thoughts* (DC 17), *phantom steed*

5/day—*deeper darkness*, *dispel magic*, *rain of frogs*

3/day—*dust of twilight* (DC 17), *moonstruck* (DC 19)

1/day—*cloak of dreams* (DC 21)

TACTICS

Wild huntsmen adapt their tactics to their targets. While using their Beastmastery sphere and Armored Mount talents to defend their mount, they will keep their distance from enemies and make barrages with Shortbow Mastery against melee opponents, or use their lance and Spirited Charge and Ride-By Attack feats to make powerful charges against casters or ranged opponents. When facing a runaway target or when aided by their fellow huntsmen, they will make use of their lassoes and bolas to tie up their opponents and keep them from acting.

STATISTICS

Str 23, **Dex** 20, **Con** 22, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +15; **CMD** 25

Feats Deadly Aim, Ride-By Attack, Spirited Charge

Martial Tradition Steppe Warrior, **PAM** Cha, **DC** 19

Talents Barrage, Beastmastery (ride package, Armored Mount), Equipment (Outrider Training, Shortbow Mastery, Unarmored Training)

Skills Acrobatics +26, Intimidate +23, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (nature) +21, Knowledge (planes) +18, Perception +25, Ride +26, Sense Motive +25, Stealth +26, Survival +16

Languages Common, Elvish, Sylvan; telepathy 60 ft.

SPECIAL ABILITIES

Conjured Weapons (Su) A wild huntsman can form a +3 ghost touch version of any weapon he is proficient with in his hand as a free action, complete with up to 50 pieces of ammunition if appropriate. These weapons and ammunition dissolve into nothing when the wild huntsman dies, is knocked unconscious, or otherwise is incapable (or chooses not to) take a mental free action each round to maintain them. The wild huntsman can only have one weapon formed at a time.

Deathscents (Su) Wild huntsman can sense the presence of creatures that are in danger of death to a distance of up to 100 miles. A creature is in danger of death if it is of venerable age, is currently at 25% or less of its maximum hp, is suffering from a disease or poison that is potentially lethal, or is otherwise in danger of dying as determined by the GM (for example, cursed/destined to die, walking into a dangerous trap, etc.). This otherwise functions as the scent universal monster ability.

Weal or Woe (Sp) A wild huntsman can bring harm or fortune to any creature it meets, as it seems appropriate. As a standard action, a wild huntsman can bestow a curse (–2 penalty on attack rolls, saves, ability checks, and skill checks) or a boon (+2 bonus on attack rolls, saves, ability checks, and skill checks for

24 hours) on a non-wild rider creature within 30 ft. A targeted creature can resist the curse with a successful Will save. The save DC is Charisma-based. This is a permanent curse effect.

Environment any

Organization solitary or pack (2–4)

Treasure none

Wild huntsman appear to be elf-like creatures shrouded in shadow, even when standing in sunlight, and their weapons and their phantom steeds have the appearance of being crafted from shadow.

Wild huntsman are the shepherds of souls in fey-controlled territories, an act called the ‘eternal hunt’. Wild huntsman care little if the soul is willing, except that unwilling souls make much more entertaining prey, and wild huntsman live for the thrill of the chase. While wild huntsman may shepherd souls, they are not psychopomps; they have no code that protects their charges, and wild huntsman have been known to hunt down those close to death to finish the job early, or to track down powerful prey simply for the chance to test their skills.

As fey subjects, wild huntsman have also been known to directly serve the seelie and unseelie courts, tracking down creatures of importance, or scouring the countryside of fey-controlled lands to keep out mortals who otherwise might wander too close to the fey’s sacred forests.

Wolf, Vicious Dire

CR 3

XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +6 (1d8+6 plus trip plus 1 bleed)

Space 10 ft.; **Reach** 5 ft.

TACTICS

Vicious dire wolves usually operate in packs, using skirmishing tactics to weaken their foes before bringing them to the ground and finishing them off. Using their Mobile Striker to dart in and out of combat, vicious dire wolves will wait until they land a bite attack to engage, quickly using the trip ability of their bite to bring an opponent to the ground and using their ...And Stay Down! talent to keep them there as long as possible.

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats none

Martial Tradition Assassin, **PAM** Wis, **DC** 12

Talents Athletics (run package, Mobile Striker) Duelist (...And Stay Down!)

Skills Acrobatics +10, Perception +7, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–8)

Treasure none

An enormous version of a normal wolf, dire wolves represent the wolf in its most primal form. These creatures follow the same basic behaviors of regular wolves, but are much more aggressive. Dire wolves often serve giants as hunting companions and vicious guard animals. Some ferocious humanoids and woodsmen use trained dire wolves as mounts. Darker than normal wolves, dire wolves' coats tend toward blacks and deep mottled grays. An adult dire wolf is typically about 9 feet long and weighs roughly 800 pounds.

TEMPLATES

ALCHEMY OOZE

Formed from accumulations of runoff from arcane laboratories and regions of magical calamity, alchemical oozes are oozes that are filled with volatile chemicals, changing their makeup and giving them properties beyond that or their lesser kin.

Creating an Alchemy Ooze

“Alchemy Ooze” is an inherited template that can be added to any ooze (referred to hereafter as the base creature). An alchemy ooze uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Same as base creature.

Special Qualities: An alchemy ooze possesses the Alchemy sphere and gains a number of talents from that sphere equal to half its Hit Dice. An alchemy ooze instinctively secretes chemicals to make its formulae and poisons, storing them in vesicles in its mass. The alchemy ooze will also instinctively apply poison to its slam attacks. An alchemy ooze uses its Strength modifier in place of its Dexterity modifier (if higher) on attacks granted by the Alchemy sphere.

An alchemy ooze may subject a creature it has engulfed to a single formulae or poison it has prepared as a move action. This formulae or poison only affects the engulfed creature. The alchemy ooze gains skill ranks in Craft (alchemy) and may use that skill for the purposes of the Alchemy sphere even if it is mindless.

Treasure: Same as the base creature. Creatures with the Alchemy sphere may spend a full-round action to create a formulae or poison that both they and the alchemy use possess from the remains; formulae and poisons created this way are in addition to the normal limits for how many formulae and poisons may be possessed at one time. Each ooze may yield one formulae or poison per size category above Tiny, but this harvesting must be done within a number of rounds equal to the ooze's Constitution score.

TRAP OOZE

Trap oozes are the result of magical experimentation to create the perfect dungeon guard. While still as unintelligent as most oozes, trap oozes gather all sorts of bits and pieces of objects as they move, naturally combining them into dangerous, intricate combinations when they pass through its body.

Creating an Trap Ooze

“Trap Ooze” is an inherited template that can be added to any ooze (referred to hereafter as the base creature). A trap ooze uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Same as base creature.

Special Qualities: A trap ooze possesses the Trap sphere and gains a number of talents from that sphere equal to half its Hit Dice. A trap ooze instinctively picks up bits and pieces or detritus and combines them with its own bizarre biology to form trap components. A trap ooze may set trap with the normal required action. A trap ooze uses its Strength modifier in place of its Dexterity modifier (if higher) when resolving ranged attacks granted by the Trap sphere. The trap ooze gains skill ranks in Craft (traps) and may use that skill for the purposes of the Trap sphere even if it is mindless.

A trap ooze may subject a creature it has engulfed to a single trap it possesses as a move action. This trap only affects the engulfed creature.

Treasure: Same as the base creature.

SAMPLE CHARACTERS

ARMIGER

Sindrea

Sindrea's earliest memories are of the other children at the orphanage. Whereas other orphanages would seek families for their charges or train them in useful skills for gaining a profession one day, Sindrea's trained its charges in topics such as anatomy of monsters, potions and poisons, and combat. Occasionally children would be adopted by families, but it dwarfed the amount of children that left when they turned 16 years old.

As Sindrea's 16th birthday approached and she anxiously awaited her fate, the headmistress said that she would be meeting with her and some of the other children in a few days. The appointed night came and they were told that they had all done very well in their studies and that some prospective families wanted them to perform a simple task for them before they came to pick them up.

The job was simple; retrieve some stolen property, specifically some papers. The papers weren't sealed, and upon reading them, everything made sense.

The orphanage was a training facility. The less gifted kids were adopted by families to keep up the ruse. The rest were trained and contracted to different groups to fight for whatever cause was paying. Having no desire to fight the wars of other, Sindrea gathered up her belongings, her pet, and set out to put her talents to use helping others and exploring the world.

Sindrea

CR 3

XP 800

Female Human Armiger 3

CG Medium humanoid (human)

Init +4; **Perception** +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 dex)

hp 30 (3d10+9)

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



OFFENSE

Speed 30 ft.

Melee cold iron longspear +7 (1d8+4 plus 1 bleed) or alchemical silver heavy mace +7 (1d8+3)

Ranged sling +5 (1d4+3) or light crossbow +6 (1d8)

Special Attacks scout +5

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 18

Feats Muscular Reflexes, Power Attack, Skill Focus (Perception)

Martial Tradition Daring Scholar, **PAM** Int, **DC** 13

Talents Alchemy (formuale package, Salve), Equipment (Staff Mastery), Scout (Find Gap, Identify Structural Hazards)

Skills Acrobatics +7, Climb +10, Craft (alchemy) +8, Handle Animal +2, Knowledge (dungeoneering) +8, Knowledge (local) +8, Perception +10, Stealth +4, Survival +7

Languages Common, Elven, Goblin

SQ customized weapon (alchemical silver heavy mace (Brute sphere, Dominoes), cold iron longspear (Duelist sphere, Defensive Slice), sling (Sniper sphere, Focusing Reload)), prowess (focusing switch, practiced initiative), quick change

Combat Gear acid (5), alchemist's fire (2), alchemical silver bolts (10), cold iron bolts (10), *oil of magic weapon* (2), *potion of cure light wounds* (4), *potion of cure moderate wounds*, *potion of endure elements* (2), *potion of expeditious retreat*, *potion of protections from evil*, smokestick (2), sunrod (5), tindertwig (5), **Other Gear** masterwork chainshirt, dagger, heavy mace, longspear, sling, sling bullets (20), *cloak of resistance* +1, backpack, bedroll, bolts (30), climber's kit, crowbar, everburning torch, grappling hook, hooded lantern, masterwork manacles, mule, oil (3), saddlebags, silk rope (50 ft.), trail rations (5 days), *unguent of timelessness*, winter blanket (2), 251 gp, 9 sp

Justyna

Justyna never knew nor cared much about what was considered 'proper' for a dwarf; she was raised by woodsman humans who claimed they found her abandoned on the roadside one day, and that was good enough for her.

Justyna learned early how to track, how to forage, and how to fight all manner of beasts and creatures. When she grew old enough, she began her career as a sellsword, but always felt unease when in cities or underground; the wilderness was and always would be her true home. However, that hasn't stopped the nagging in her soul that pushed her one day to learn dwarven and try to find her birth family, if only to learn how she might have ended up where she was found. So far her search has been in vain.

Justyna fights for the thrill of fighting, and is always seeking out new weapons and new tactics to help her survive dangerous encounters. When she isn't spending her hard-earned money on drink, she spends it traveling to new locations and seeking new and exotic experiences.

Justyna Smolak**CR 5****XP 1,600**

Female Dwarf Armiger 5

CN Medium Humanoid (dwarf)

Init +2; **Senses** Darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +2 Dex, +1 natural)

hp 49 (5d10+15)

Fort +8, **Ref** +7, **Will** +4; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +9, (1d8+3/x3) or mwk longspear +9 (1d8+4/x3)

Ranged mwk composite shortbow +8 (1d6+3/x3)

Special Attacks boast (35 ft.), deadly shot (+2d10)

STATISTIC

Str 16, **Dex** 14, **Con** 16, **Int** 11, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 20 (24 vs. bull rush and trip)

Feats Deadly Aim, Extra Combat Talent, Intimidating Prowess, Power Attack

Martial Tradition Gladiator, **PAM** Wis, **DC** 14

Talents Equipment (Armor Training, Gladiator Training), Gladiator (Fan Favorite, Master of Fear, Menace), Sniper

Skills Acrobatics +10 (+14 when tumbling through enemy square or threatened area), Intimidate +10, Perception +10 (+12 to notice unusual stonework), Survival +10

Languages Common, Dwarven

SQ Customized weapons (battle axe (Berserker sphere, Bloody Counter), long spear (Lancer sphere, Opportune Impale), short bow (Barrage sphere, Vigilante Sharpshooter)), enhanced customization +1, focusing switch, prowess (ranged prowess (Sniper sphere), variable prowess), quick change, rapid assault

Combat Gear *potion of heroism* (2); **Other Gear** +1 *breastplate*, mwk composite (+3) shortbow, mwk battleaxe, mwk longspear, *amulet of natural armor* +1, *belt of tumbling*, *cloak of resistance* +1, *ring of protection* +1, 725 gp



Rosa

Rosa grew up with stories of heroes and champions, of those who hunt and fought against vile monsters to protect the lands from danger. With only her older sister by her side, as their parents went missing and presumed dead. Her father and mother, the latter who was of celestial blood yet both experienced adventurers, were often on her mind as she went out seeking those who could train her in the ways of combat. This starting with one she considered family, who became her mentor and teacher, before joining a guild of adventurers known for facing monsters and protecting the many cities which could come under threat.

Coming to wear a red cloak and wield a scythe, which in time would become some of her most distinguishing features, she is still a cheerful young woman despite the hard life she has lived.



Rosa Dorado

CR 8

XP 4,800

Female Aasimar Armiger 8

CG Medium humanoid (human)

Init +3; **Senses** Darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 20, flat-footed 17 (+5 armor, +3 Dex, +2 deflection)
hp 64 (8d10+16)

Fort +9, **Ref** +11, **Will** +7 (+1 while holding customized weapon)

Defensive Abilities **SR** 13 vs. spells and spell-like abilities with the evil descriptor and spells and spell-like abilities cast by evil outsiders

OFFENSE

Speed 40 ft.

Melee mwk scythe +11 (2d4+3/x4)

Ranged mwk double barreled musket +13 (1d10+4, 20, x4) or mwk musket +13 (1d10+4, 20, x4)

Special Attacks deadly shot (+3d10)

Aasimar Spell-Like Abilities (CL 8th; concentration +11)
1/day—*corruption resistance*

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 11, **Wis** 16, **Cha** 16

Base Atk +8; **CMB** +10; **CMD** 23

Feats Deadly Aim, Extra Combat Talent, Extra Prowess, Gunsmithing, Power Attack

Martial Tradition Free Runner, **PAM** Wis, **DC** 17

Talents Athletics (climb/leap/run Packages, Expanded Training, Mobile Striker, Moving Target, Wall Stunt), Equipment (Firearm Training, Mechanical Savant, Peasant Training, Unarmored Training), Sniper

Skills Acrobatics +20, Climb +13, Diplomacy +16, Knowledge (local) +11, Perception +16, Sense Motive +14, Survival +14

Languages Common, Celestial

SQ customized weapons (double barreled musket (Barrage sphere, Close Combat Specialist, Vigilant Shooter), scythe (Boxing sphere, Heavy Counter, Jolt Counter), musket (Bouncing Shot, Perfect Shot, Push Shot, Trip Shot)), prowess (exotic customization, faith in steel, ranged prowess (Sniper sphere), skilled weapon (musket), variable prowess)

Alternate Racial Trait celestial resistance, incorruptible, scion of humanity

Combat Gear *potion of cure light wounds* (2); **Other Gear** masterwork double barreled musket, masterwork scythe, masterwork musket, *belt of incredible dexterity* +2, *boots of striding and springing*, *cloak of resistance* +2, *headband of inspired wisdom* +2, *ring of protection* +2, adventurer's outfit, deluxe dungeoneering kit, deluxe essentials kit, deluxe wilderness kit, guard dog, *handy haversack*, paper alchemical cartridge (50), powder horn, 53 gp

BLACKSMITH

Yudin

Yudin Almasi was born a slave, sold by a drug addicted mother to a drug peddling merchant before he was ever born and taken from her moments after his birth. Despite the harsh life of a slave, Yudin grew tall and powerful, whose quiet thoughtfulness was seen as respectful obeisance by his owners and calm dignity by his peers. This staid air and powerful frame led to Yudin being selected for training in his master's forges, where Yudin showed remarkable skill and talent in forging armor and weapons of the highest quality.

One day Yudin was tasked with forging a scimitar intended as a gift from his master to a neighboring sultan. For days and weeks on end Yudin worked tirelessly, ultimately craft-

ing a beautiful weapon of peerless quality. Yudin's master was thoroughly impressed and demanded Yudin be present when the gift was given.

During the dinner when his master presented the sultan with his gift, Yudin was suddenly seized where he stood and forced down against the table. "I have given you a gift of unmatched quality, my lord" his master said to the sultan, "and to ensure that it remains unmatched, I shall strike my servant's eyes from his head before you now, that your gift may remain forever unique, the final masterpiece of this artist." Before Yudin could react he felt a pain unlike anything he had ever suffered as his right eye was gouged out of his head. Acting on pure instinct, Yudin threw off the guards holding him and snatched their swords from their belts, striking them both down before ramming the blade of one of his stolen swords through his master's throat. Nearly blind and bleeding heavily, Yudin threw himself over a nearby balcony and into the river beyond. Waking up many miles away, Yudin began a trek that would take him even farther from the lands where he was raised, using the skills he had learned at his former master's forges to make his way.



Yudin Almasi

CR 5

XP 1,600

Male Human Blacksmith 5

LN Medium humanoid (human)

Init +1; **Senses** Perception +9

DEFENSE

AC 16, touch 11, flat-footed 14 (+5 armor, +1 Dex)

hp 49 (5d10+15)

Fort +8, **Ref** +3, **Will** +7

OFFENSE

Speed 30 ft.

Melee adamantine longsword +9 (1d8+3, 19-20/x2) or +1 *silver warhammer* +7 (1d8+4, 20/x3) and adamantine longsword +7 (1d8+2, 19-20/x2)

Ranged light hammer +6 (1d4+3)

Special Attacks brutal strike (+10)

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 13, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +8 (+10 sunder); **CMD** 19

Feats Craft Magical Arms and Armor, Craft Wondrous Item, Extra Combat Talent, Heroic Resolve, Practiced Interruption, Power Attack

Martial Tradition Weapon Master, **PAM** Con, **DC** 15

Talents Berserker (Mage Masher, Reaper's Momentum, Shrapnel), Dual Wielding (Balanced Blows, Critical Follow Up, Tandem Offensive), Equipment (Knightly Training, Peasant Training)

Skills Appraise +9, Disable Device +11, Knowledge (engineering) +9, Perception +9, Profession (blacksmith) +11, Use Magic Device +7

Languages Common, Dwarven

SQ artist savant, maintenance, reforge, skilled craftsman, smithing insights (practiced power, satisfying crunch) thunderous blows (+3d6)

Gear *oil of bless weapon* (3), *potion of cure light wounds* (2); **Other Gear** +1 *chain shirt*, +1 *silver warhammer*, adamantine longsword, light hammer (20), *cloak of resistance* +1, *heavyload belt*, artisan's outfit, book of puzzles (3), mwk thieves tools, portable forge, 275 gp

Blake

An apprentice with an axe to grind, Blake is a blacksmith who has entertained thoughts of revenge most of his life. At a young age, Blake trained in the crafting of armaments to assist in a series of colonization efforts. However, in a brief window of misfortune, his father was slain by a dragon-like beast that prowled the jungles of the new world. In a blind fure, his wife (Blake's mother) left on an expedition to find and slay this creature, never to return.



With the weight of his torn family upon his shoulders, Blake finished his apprenticeship as a blacksmith and, with earthbreaker in hand, left the colony. Blake now hunts to find his missing mother and to find and slay the beast that tore his family apart.

Blake Bellafore

CR 5

XP 1,600

Male Human Blacksmith 5
CG Medium humanoid (human)

Init +1; **Perception** +9

DEFENSE

AC 21, **touch** 11, **flat-footed** 20 (+10 armor, +1 Dex)

hp 57 (5d10+20+5 toughness)

Fort +7, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 *earthbreaker* +10 (2d6+7/x3) or or gauntlet +9 (1d3+4) or light hammer +9 (1d4+4)

Ranged light crossbow +6 (1d8/19-20x2) or light hammer +6 (1d4+4)

Special Attacks boast (35 ft.), brutal strike (+10)

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +8 (+10 sunder); **CMD** 22 (24 vs sunder)

Feats Craft Wondrous Item, Craft Magic Arms and Armor, Endurance, Extra Combat Talent x3, Power Attack, Toughness, Vital Strike

Martial Tradition Heavy Armsman, **PAM** Con, **DC** 15

Talents Berserker (Beat Down, Bell-ringer, Greater Sunder, Leg-breaker, Reaper's Momentum, Savage), Equipment (Armor Training, Armored Defense, Dwarven Heritage), Gladiator (Coward's Bane)

Skills Appraise +7, Climb +8, Intimidate +9, Perception +9, Profession (blacksmith) +11, Survival +5, Swim +8

Languages Common

SQ artisan savant skilled craftsman, smithing insight (durable, hobbling strikes), maintenance, thunderous blows (+3d6),

Combat Gear *potion of invisibility*, *potion of cure light wounds* (6); **Other Gear** +1 *plate mail*, +1 *earthbreaker*, light crossbow, crossbow bolts (20), light hammer (5), *belt of giant's strength* (+2), masterwork artisan's tools, artisan's outfit, 813 gp

COMMANDER

Anton

Eldest son of a respected general, Anton was groomed for command, schooled in tactics and social graces from a young age. Intelligent but something of a miscreant, Anton never once showed initiative until the day he met a beautiful halfling lass named Concetta Romano. Smitten with her charms, Anton beseeched his father to arrange a courtship and engagement with the lovely Concetta.

Unfortunately for Anton, when Concetta's father heard the wild ne'er-do-well Anton had taken an interest in his daughter, he hastened her engagement and marriage to the son of another noble house. Concetta's marriage broke something inside the young Rivaldi, and three months later Anton took up with a mercenary

group hired by one of Concetta's new husband's rivals for a private war. Anton was given leadership of a small troop which he led ruthlessly and fearlessly, leading a charge that culminated in a bloody duel upon the ramparts. As Anton thrust the killing blow at his rival's chest, Concetta hurled herself before the blade to save her husband, dying at Anton's hand.

Broken and bereft of love and kindness, disowned by his family, Anton now travels the world as a mercenary, sometimes leading troops on behalf of a kingdom or larger mercenary band, other times organizing his own small adventuring parties and private militias.

Anton Rivaldi

CR 5**XP 1,600**Male Halfling Commander 5
NE Small humanoid (halfling)**Init** +3; **Senses** Perception +9**DEFENSE****AC** 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 size)**hp** 32 (5d8+5)**Fort** +7, **Ref** +6, **Will** +5 (+2 vs. fear)**OFFENSE****Speed** 20 ft.**Melee** +1 rapier +8 (1d4+2, 18-20/x2)**Ranged** +1 sling +8 (1d3+2)**Special Attacks** fencing (+1d6), shout (20 ft., 2 rounds), tactics (35 ft.)**STATISTICS****Str** 13, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 17**Base Atk** +3; **CMB** +3; **CMD** 16**Feats** Extra Combat Talent x3**Martial Tradition** Guild Training, **PAM** Cha, **DC** 14**Talents** Alchemy (poison package), Beastmastery (ride package, Animal Companion), Equipment (Finesse Fighting, Halfling Heritage, Rogue Training), Fencing, Warleader (Harangue, Rousing Claxon)**Skills** Acrobatics +8, Bluff +11, Climb +9, Craft (alchemy) +9, Diplomacy +11, Escape Artist +6, Handle Animal +10, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +7, Perception +9, Ride +11, Sense Motive +5, Stealth +10, Swim +6**Languages** Common, Elven, Halfling**SQ** battlefield specialist (forest), enhanced tactics (command attack, direct charge), group focus, lingering commands**Other Gear** +1 chain shirt, +1 rapier, +1 light crossbow, cloak of resistance +1, ring of protection +1, compass, explorer's outfit, hat of disguise, harness, military saddle, pocket watch, saddle bags, silk rope (50 ft.), sling bullets (100), small steel mirror, 183 gp

Caldus

Caldus is a man of conviction, but the wrong convictions, many would argue.

A devout servant to a dark god, Caldus is a loyal servant to his queen and country, his dark liege, and his companions, and is more than willing to put himself in harm's way for their sakes. While some follow the path of evil because of convenience or to win wealth or power, Caldus walks his path willingly, with the same devotion one would expect from a holy knight rather than a dark commander.

Because of his deep-seated loyalty, Caldus has been awarded the rank of captain in his queen's army. To his allies he is a great friend and leader. To his enemies, he is a dark commander worthy of both fear and respect.



Caldus Astorius

CR 10

XP 9,600

Male Human Commander 10

LE Medium humanoid (human)

Init +0; **Senses** Perception +7

DEFENSE

AC 29, touch 12, flat-footed 29 (+13 armor, +2 deflection, +4 shield)

hp 98 (10d8+50)

Fort +10, **Ref** +3, **Will** +6

Defensive Abilities active aefense (+4), delayed damage (21)

OFFENSE

Speed 30 ft.

Melee +1 flaming longsword +12 (1d8+5 plus 1d6 fire) or +1 flaming longsword +10 (1d8+5 plus 1d6 fire), +3 shield bash +12 (1d8+5)

Special Attacks challenge (+3, 6 rounds), patrol (10 ft.), shout (35 ft., 3 rounds), tactics (60 ft.)

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 20

Feats Armor Focus (full plate), Extra Combat Talent x2, Heroic Resolve, Muscular Reflexes, Stumbling Bash

Martial Tradition Warden, **PAM** Cha, **DC** 16

Talents Dual Wielding (Asynchronous Swing), Equipment (Armor Training, Knightly Training, Shield Training, Versatile Shield), Guardian (challenge and patrol packages, Assist, Expanded Guardian), Shield (Bashing Shield, Blockade), Warleader (Militant Will)

Skills Bluff +16, Climb +4, Diplomacy +16, Intimidate +16, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nobility) +9, Linguistics +9, Perception +7, Profession (soldier) +7, Ride +0, Sense Motive +7, Swim +4

Languages Celestial, Common, Dwarven, Elven, Goblin, Infernal, Orc

SQ advanced tactician, battlefield specialist (urban, forest), enhanced tactics (defensive rally, command attack, command movement, direct magical assault, coordinated assault), group focus, lingering commands, logistic specialty (information specialist)

Combat Gear potions of cure serious wounds (2); **Other Gear** +3 benevolent full plate, +1 flaming longsword, +3 quickdraw light steel shield, belt of physical might (+2 Strength, +2 Constitution), ring of protection +2, bat of disguise, cape of the mountebank, 326 gp

CONSCRIPT

Aira

Aira's parents owned and operated a school for swordsmanship, but when she was still a child her family's school was attacked by barbarians, who slaughtered everyone they found. While Aira survived the attack by fleeing into the nearby woods, when she returned the next day she found herself alone, the school in ruins and her family's heirloom sword stolen.

With nowhere else to go, Aira traveled to the nearest city, where she was promptly recruited by a criminal gang. They taught her how to protect herself, as well as the ways of deception and theft. However, as Aira grew she started to dispise the ways of the street gang, as it reminded her too much of those who had destroyed her home.

Today Aira lives and works as an honest adventurer, seeking strength to one day avenge her family, reclaim the stolen sword, and rebuild the home stolen from her so long ago.

Aira **CR 4**

XP

Female Human Conscript 4
NG Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 30 (4d10+4)

Fort +5, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft. (30 ft. w/o martial focus)

Melee duelist sword +9 (1d8+3, 19-20/x2) or dagger +8 (1d4+2, 19-20/x2)

Ranged light crossbow +8 (1d8, 19-20/x2)

Special Attacks fencing (+1d6), marked target +8 touch

STATISTICS

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

Base Atk +4; **CMB** +6 (+9 dirty trick, +8 steal); **CMD** 20 (21 vs. dirty trick)

Feats Extra Combat Talent x2, Power Attack, Skill Focus (Bluff)

Martial Tradition Free Runner, **PAM** Int, **DC** 13

Talents Athletics (leap/run/swim packages, Expanded Training, Swift Movement, Wall Stunt), Equipment (Duelist Training, Finesse Fighting), Fencing (Fast Feint, Verbal Feint), Scoundrel (Mug (2))

Skills Acrobatics +13 (+21 jump), Bluff +11, Climb +6, Disable Device +10, Knowledge (dungeoneering), Knowledge (geography) +2, Knowledge (local) +8, Linguistics +2, Perception +8,

Sense Motive +8, Sleight of Hand +8, Stealth +8, Survival +8, Swim +9

Languages Common, Dwarven, Halfling

SQ conscript specializations (conscript weapon training (heavy blades), indomitable will, maneuver training (+1 Dirty Trick)), alternate racial trait (focused study), favored class bonus (+4 Skill Points)

Combat Gear *potion of cure light wounds* x3, *potion of feather fall*, *oil of align weapon*, antitoxin x2, acid flask x2, alchemist's fire x2, holy water x2, sunrod x2; **Other Gear** +1 *duelist sword*, +1 *studded darkleaf cloth*, +1 *cloak of resistance*; light crossbow, 10 bolts, dagger x4, mwk thieves' tools, backpack, bedroll, belt pouch, caltrops, chalk (10), fishhook, flint & steel, grappling hook, iron pot, mess kit, mirror, oil (1-pint flask) x5, pitons (10), sewing needle, signal whistle, silk rope (100 ft.), soap (1/2 lb.), torches (10), trail rations (5 days), waterskin, whetstone, 4 gp 7 cp



Azeem

Azeem was born a weak and sickly child to an impoverished family on a small farm. Subjected to brutal beatings by both his elder siblings and the local youths, Azeem's childhood was not a happy one. On his fifteenth birthday Azeem left his home and everyone he knew as far behind him as he could manage, scraping by doing chores and other odd jobs until he eventually found a place with a traveling mercenary company.

Despite being physically weak, Azeem was fast and agile, so the mercenaries trained him as a battlefield messenger, teaching him how to quickly traverse various types of terrain, how to recognize friendly farmers and locals from those who would slit a young soldier's throat in his sleep to steal his sword or sell him to his enemies, and how to defend himself. Despite his lack of real physical strength, it quickly became apparent that Azeem had a knack for weapons that favored speed or a steady hand, and his reputation as a fencer and a crossbowman quickly grew to precede him.

Many years have passed, and Azeem's childhood is now long behind him. Though his grip is still firm and reflexes sharp, his hair has been faded to a dim white by time and the elements. While Azeem has achieved some renown for his exploits in battlefields across the world, he has yet to find, or even define, what he seeks, and the nameless yearning in his soul continues to lead him from adventure to adventure, battlefield to battlefield, seeking a destination even he does not know.

Azeem CR 5

XP 1,600

Male Human Conscript 5

N Medium humanoid (human)

Init +7; **Senses** Perception +11

DEFENSE

AC 21, touch 13, flat-footed 18 (+7 armor, +3 Dex, +1 shield)

hp 48 (5d10+15)

Fort +7, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 rapier +9 (1d6+4, 18-20/x2 plus 2 bleed) or mwk gauntlet +9 (1d3+3 plus 2 bleed)

Ranged +1 light crossbow +9, 1d8+3, 19-20/x2 plus 2 bleed

Special Attacks scout +6

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 17

Feats Agile Maneuvers, Extra Combat Talent, Improved Initiative, Toughness

Martial Tradition Dedicated Duelist, **PAM** Wis, **DC** 15

Talents Duelist (Debilitating Injuries, Defensive Slice, Slickened Grip, Swift Slice), Equipment (Armor Training, Duelist Training, Expert Reloading, Finesse Fighting, Gauntlet Shield, Mechanical Savant), Scout (Active Camouflage, Find Gap, Lurker)

Skills Acrobatics +11, Knowledge (local) +9, Perception +11, Sense Motive +11, Stealth +11, Survival +11

Languages Common, Dwarven

SQ combat specializations (finesse training (rapier), sphere specialization (Duelist))

Combat Gear antitoxin (4), *potion of endure elements* (4), *potion of invisibility*, *smokestick* (5), tanglefoot bag (4); **Other Gear** +1 breastplate, +1 rapier, masterwork gauntlet, *cloak of resistance* +1, crossbow bolts (50), explorer's outfit, *muleback cords*, rations (10), spyglass, 490 gp



Merlot

Something vaguely heroic awakened within the young Merlot's heart when a group of adventurers saved his childhood village (even though half of the village still burned down in the process). Soon it became Merlot's life goal to become as mighty as the adventurers he had seen, so that he could rise up from his wares and slay monsters and earn glory just like them.

With hard work, dedication, and by picking only the easiest fights he could find, Merlot found a way to contend with big-folk and all manner of monsters safely, using tactics only one with his small frame could. Despite being a kobold, Merlot has managed to earn a name for himself as an honest adventurer.

Merlot the Fang

CR 7

XP 3,200

Male Kobold Conscript 7

LN Small humanoid (reptilian)

Init +10; **Senses** Darkvision 60 ft.; Perception +13

DEFENSE

AC 28, touch 18, flat-footed 22 (+5 armor, +1 deflection, +6 Dex, +2 natural, +3 shield, +1 size)

hp 50 (7d10+7)

Fort +7, **Ref** +12, **Will** +5

Defensive Abilities defensive slice, evasion

OFFENSE

Speed 30 ft.

Melee +1 *shortsword* +15 (1d4+7, 19-20/x2 plus 2 bleed)

Ranged +1 *light crossbow* +15 (1d6+1, 19-20/x2 plus 2 bleed)

Special Attacks deadly strike (+3/7), fencing (+2d6), scout +8, sneak attack +2d6

STATISTICS

Str 7, **Dex** 22, **Con** 10, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +11; **CMD** 19 (+2 vs. disarm and sunder)

Feats Agile Maneuvers, Combat Reflexes, Improved Initiative, Piranha Strike

Martial Tradition Dedicated Duelist, **PAM** Wis, **DC** 14

Talents Athletics (climb/leap/run packages, Expanded Training, Mighty Conditioning, Rope Swing, Scale Foe), Duelist (...And Stay Down, Debilitating Injuries, Defensive Slice, Leg Cutter), Equipment (Duelist Training, Finesse Training, Unarmored Training), Scout (Deadly Strike, Unimpeded Positioning)

Skills Acrobatics +16, Climb +21, Diplomacy +10, Disable Device +16, Knowledge (local) +11, Perception +13, Stealth +20, Survival +11, Swim +8; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

SQ conscript specialization (evasion, finesse fighting, sneak attack (+2d6))

Combat Gear acid flask (3), *potion of cure light wounds* (3), *potion of pass without trace* (3), *potion of reduce person* (2); **Other Gear** +2 darkwood buckler, +1 *shortsword*, +1 *light crossbow*, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +1, crossbow bolts (50), mwk backpack, *ring of climbing*, *ring of protection* +1, silk rope (50 ft.), grappling hook, 100 gp



Adina

Although Adina presents a kind face to the world, the truth is Adina cares only for Adina. While they can be a powerful ally to have at one's side, those who anger them find Adina possesses a sadistic streak; no revenge is too big or too petty, nor any wait too long to balance the scales.

Growing up with the stigma that usually attaches to tieflings, Adina turned to adventuring as the great equalizer; adventurers don't care about ancestry, they only care about results, and Adina always delivers results. They often specialize in fear tactics, using their tiefling ancestry to full effect to bring opponents to their knees.

At the end of the day, Adina cares more about having fun than wealth or prestige, and will take jobs that might not be the most lucrative if they prove to be the most entertaining. An incorrigible flirt, Adina is also not above making their own fun when things get boring.



Adina

CR 9**XP 6,400**

Male Tiefling Conscript 9

CN Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 21, touch 11, flat-footed 21 (+10 armor, +1 deflection)

hp 81 (9d10+27)

Fort +10, **Ref** +8, **Will** +7**Resist** cold 5, electricity 5, fire 5**OFFENSE****Speed** 40 ft**Melee** 2 claws +15 (1d4+6) or +2 *scorpion whip* +17 (1d4+8)**Special Attacks** boast (45 ft.), brutal strike (+18), fencing (+2d6), marked target +14 touch, shove +14 touch (5)**STATISTICS****Str** 22, **Dex** 10, **Con** 14, **Int** 10, **Wis** 8, **Cha** 18**Base Atk** +9; **CMB** +14 (+17 dirty trick, steal); **CMD** 24 (27 vs dirty trick, steal)**Feats** Extra Combat Feat x5, Great Focus, Intimidating Prowess, Power Attack**Martial Tradition** Ruin Delver, **PAM** Cha, **DC** 17**Talents** Athletics (climb package, Rope Swing), Berserker (Heavy Swing), Brute, Equipment (Armor Training, Toolkit Training, Whip Fiend), Fencing (Fast Feint, Focusing Feint, Hand Slash, Open Guard), Gladiator (Cow Enemy, Coward's Bane, Daunting, Derision, Master of Fear), Scoundrel (Cut and Run, Fancy Footwork, Improved Grifting)**Skills** Bluff +15, Climb +17, Diplomacy +12, Disable Device +11, Intimidate +21, Perception +13, Sleight of Hand +12**Languages** Common, Infernal**SQ** alternate racial trait (maw or claw), combat specializations (armor training, indomitable will)**Combat Gear** *potion of invisibility* (2), *potion of cure serious wounds* (2); **Other Gear** +3 *glamered splint mail*, +2 *scorpion whip*, *belt of giant strength* +2, *boots of striding and springing*, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1, 4045 gp

Syrus

Syrus was born on the frontier of a harsh wilderness, and was captured by goblins at a very young age, and has little memory of the home life he lost that day.

Syrus grew up serving as the goblin's "bear bait", which involved the goblins sending him out as a decoy and hoping he could survive long enough to be of value. To the goblin's surprise, not only was Syrus adept at surviving, but also proved a quick study; without anyone ever teaching him, he learned combat by observing the goblins, eventually not only running away, but also killing the pursuers who tried to bring him back.

Syrus was found by an aged priest of a dark god of slaughter, who helped hone his killing skills into an artform and giving him the education the goblins couldn't. Today, Syrus works as a freelance mercenary, often playing both sides against each other to find the biggest payout possible.

Syrus Terrigan

CR 11

XP 12,800

Male Human Conscript 11

CN Medium Humanoid (human)

Init +11; Perception +15

DEFENSE

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

hp 87 (11d10+22)

Fort +10, **Ref** +14, **Will** +6

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft. +20 ft. swift movement

Melee +3 *gladius* +21 (1d6+7, 18-20/x2+11) or +3 *gladius* +20 (1d6+7, 18-20/x2+11), +3 *gladius* +20 (1d6+3, 18-20/x2+11)

Ranged ammentum +18 (1d6)

Special Attacks scout +10, fencing (+3d6)

STATISTICS

Str 10, **Dex** 24, **Con** 12,

Int 14, **Wis** 13, **Cha** 10

Base Atk +11/+6/+1; **CMB**

+11; **CMD** 26

Feats Extra Combat Talent x5,

Great Focus, Improved Initiative,

Two-Weapon Rend

Martial Tradition Free Runner, **PAM** Int,

DC 17

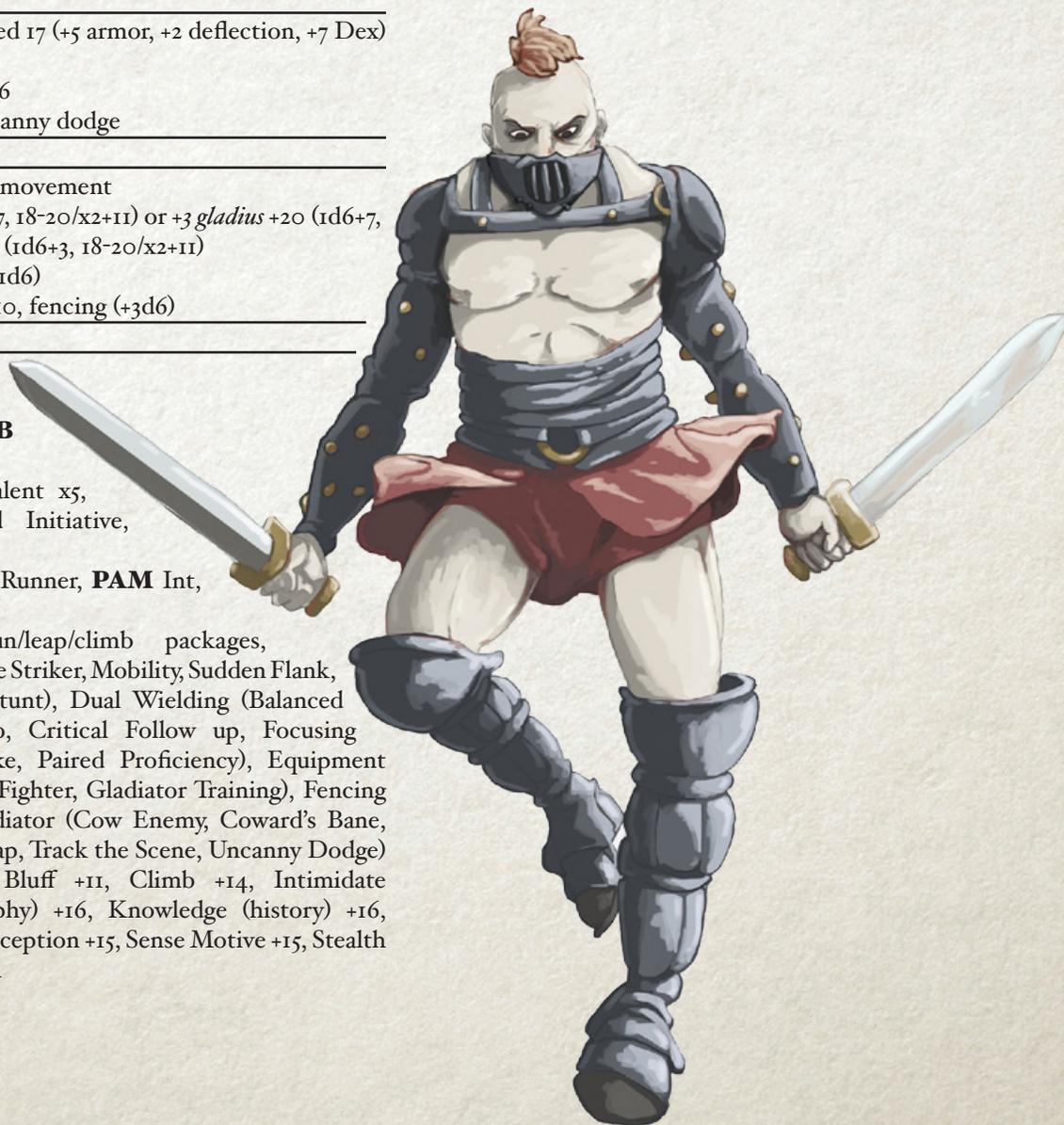
Talents Athletics (run/leap/climb packages, Expanded Training, Mobile Striker, Mobility, Sudden Flank, Swift Movement, Wall Stunt), Dual Wielding (Balanced Blows, Crushing Combo, Critical Follow up, Focusing Defense, Following Strike, Paired Proficiency), Equipment (Critical Genius, Finesse Fighter, Gladiator Training), Fencing (Leg Slash, Skewer), Gladiator (Cow Enemy, Coward's Bane, Spectacle), Scout (Find Gap, Track the Scene, Uncanny Dodge)

Skills Acrobatics +16, Bluff +11, Climb +14, Intimidate +14, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (local) +16, Perception +15, Sense Motive +15, Stealth +16, Survival +15, Swim +14

Languages Common, Elvish, Goblin

SQ combat specializations (finesse training (gladius)), perfect ambidexterity, rending strikes, sphere specialization (Dual Wielding)

Combat Gear *potion of cure serious wounds* (4), *potion of heroism* (4); **Other Gear** +3 *leather armor*, +3 *gladius* (2), ammentum (5), *belt of incredible dexterity* +4, *cloak of resistance* +2, *ring of protection* +2, 2045 gp



SCHOLAR

Fanwena

Some individuals seek out the adventuring life, while others find themselves thrust into it by fate or circumstance. Fanwena belongs to a third group, those who idly wander into danger while in pursuit of knowledge and other curiosities. Born to a human father and elven mother, Fanwena's mother disappeared back to elven lands when she was eight years old, leaving her father, a bumbling but clever and kind-hearted middle-aged alchemist, to raise her. Incredibly sharp and endlessly curious, Fanwena's drive for knowledge was insatiable, and she devoured textbooks on alchemical theory, treatises on flora and fauna from all corners of the world, and any other book, tome, or scroll she could get her hands on with near religious fervor.

On her twentieth birthday Fanwena informed her father that she was not ready to take over his apothecary, nor could she be content with huddling in the attic performing alchemical experiments. She was ready to see the world and claim its secrets for herself, and if she became a hero to some misfortunate town or city along the way, so much the better. Her father did his best to outfit her for the excursion, purchasing weapons, alchemical components, and every other accoutrement he could think of to help his daughter along her way. With a sweet smile, a ridiculously overstuffed backpack, and boundless enthusiasm matched only by equally boundless curiosity, Fanwena travels the world, allowing the whims of fate and circumstance to dictate her destination.

Fanwena CR 5

XP 1,600

Female Elf Scholar 5

LG Medium Humanoid (elf)

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +1 Deflection, +3 Dex)

hp 25 (5d6+5 toughness)

Fort +2, **Ref** +8, **Will** +6; +2 vs enchantment

Immune Sleep

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +2 (1d6)

Ranged flashbangs +5 touch (1d8+effects)

Special Attacks scout +6, traps

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 20, **Wis** 12, **Cha** 10

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

Feats Extra Combat Talent x2, Toughness

Martial Tradition Daring Scholar, **PAM** Int, **DC** 16

Talents Alchemy (formula package, Focusing Formulae, Grease, Panacea), Athletics (fly package), Equipment (Staff Mastery), Scout (Discern Illusions, Heightened Awareness), Trap (Net)

Skills Appraise +10, Bluff +5, Craft (alchemy) +13, Craft (traps) +13, Diplomacy +5, Disable Device +10, Escape Artist +11, Fly +8, Heal +9, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +15, Perception +11, Sense Motive +8, Stealth +11, Survival +9, Use Magic Device +8; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Dwarven, Elvish, Giant, Gnoll, Goblin

SQ advanced medical training, careful packer, flashbangs (DC 17, blind and deafened for 1d4+1 rounds), impositions (belladonna barrier, ooze (ochre jelly)), scholar's knack (academic knowledge, aeronautics)

Combat Gear alchemical cement (3), alchemical glue (3), alchemical solvent (5), alchemist's kindness (2), antiplague (3), antitoxin (3), bloodblock (5), bodybalm (3), bladeguard (5), clear ear (5), glowing ink (2), liquid ice (3), marker dye (2), *potion of cure moderate wounds* (3), *potion of invisibility* (2), smelling salts, smokestick (5), sunrod (3), tanglefoot bag (5), tindertwig (20), **Other Gear** *leather armor* +1, mwk quarterstaff, mwk light crossbow, *cloak of resistance* +1, *ring of protection* +1, abacus, alchemist's kit, block and tackle, crossbow bolts (50), crowbar, explorer's outfit, mwk survival kit, merchant's scale, rations (10), telescope (x10/+2), masterwork thieves tools, 481 gp



Lilien

Lilien is a genius in a world with no use for them. Born into a family of refugees, she has shifted from one war-torn battlefield to another, seeking solice wherever it could be found. While her genius was obvious to her parents at a young age as she quickly absorbed all knowledge she could, the needs of survival took precedent over finding her the teacher she longed for. When her family came to a city that offered permanent refuge for the families of anyone who joined their military, Lilien signed up not only to help her family, but also in hopes that the military might finally offer her the chance for education she had longed for.

To the credit of her captain, Lilien's potential was not wasted on him, and upon seeing how quickly she absorbed knowledge, her education in marksmanship was quickly supplemented with an apprenticeship with the army's engineers, where she learned military science and mechanics.

Today Lilien does not work in the service of the military anymore, but still spends her time seeking knowledge wherever she can, studying science, nature, mechanics, and everything else she can. While Lilien's adventures and exploits have made her almost legendary, fame will always be secondary to the pursuit of knowledge in all its forms.

Lilien Dukhan

CR 12

XP 19,200

Female Human Scholar

CG Medium Humanoid (human)

Init +3; Perception +16

DEFENSE

AC 23, touch 15, flat-footed 20 (+8 armor, +3 Dex, +2 deflection)

hp 92 (12d6+48)

Fort +10, Ref +13, Will +12

OFFENSE

Speed 30 ft

Melee battle wrench +5 (1d4-1/x3 plus flashbang)

Ranged +4 heavy repeating crossbow +19 (+26 after scout) (1d10+4/19-20x2 plus flashbang)

Special Attacks deadly strike (+6/12), deadly shot (+4d10), scout +11, traps

STATISTICS

Str 8, Dex 16, Con 16, Int 25, Wis 12, Cha 10

Base Atk +6; CMB +5; CMD 17

Feats Deadly Aim, Extra Combat Talent x4, Extra Scholar's Knack, Vital Strike

Martial Tradition Mechanic, PAM Int, DC 20 (23 Sniper)

Talents Alchemy (Grease, Improved Sneezing Powder, Snap Toss), Equipment (Expert Reloading, Mechanical Training), Scout (Deadly Strike, Discern Tells, Heightened Awareness, Hidden Focus, Identify Rhythms, Wind Reader), Sniper (Focusing Reload, Covering Fire, Hindering Projectiles, Sniper Shot, Tangling Shots, Unblockable), Trap (Alarm Trap, Flash Trap)

Skills Bluff +15, Climb +5 Craft (alchemy) +22, Craft (trap) +22, Diplomacy +15, Disable Device +18, Escape Artist +18, Heal +22, Knowledge (arcana) +28, Knowledge (geography) +28, Knowledge (local) +28, Knowledge (na-

ture) +28, Knowledge (planes) +28, Knowledge (religion) +28, Perception +16, Sense Motive +16, Stealth +18, Survival +16, Swim +5, Use Magic Device +15

Languages Common, Draconic, Elvish, Giant, Gnomish, Gnoll

SQ careful packer, expert medical training, flashbangs (DC 23), material imposition (brimstone, dowsing rod, gold, magnesium, silver), scholar's knack (academic knowledge, astrology, cunning attacker, martial study (Sniper), studied technique x2, trick arrows)

Combat Gear healer's kit (10) trickster's kit, undead slayer's kit, wand of invisibility (50 charges); Other Gear +5 studded leather, +4 heavy repeating crossbow, belt of physical might +2, cloak of resistance +3, hat of disguise, headband of vast intelligence +4, ring of protection +2, explorer's outfit, 1249 gp



SENTINEL

Wendy

Born on the battlefield, Wendy Vox has lived her entire life with a sword in her hand, having served a variety of different lords. Growing up in a tumultuous time in her kingdom's history, Wendy served those in the seat of power, whomever they may be. Loyalty became a mercurial thing to the warrior, training with her mother to protect whoever sat in the throne. The only bond Wendy knew was with her mother, the two forming what most enemies came to know as the "Maiden Shieldwall", the two proving to be an invincible duo.

For ten years, Wendy and her mother served together, standing proud as the kingdom slowly settled into a semblance of peace. With nothing to do, Wendy grew restless, beginning to pick fights with strangers to keep her edge sharp. Seen as disgraceful by others, including her mother, Wendy refused to stop until she found someone stronger than herself. For months Wendy went without a single loss, eventually being defeated by a wandering striker by the name of Belnali.

Unable to accept her loss, Wendy challenged Belnali again and again, each time losing in exactly the same fashion. After a while, their fights became less about winning and losing, and more about Wendy learning from her opponent, the two gradually becoming allies. When it came time to leave Wendy's kingdom, Belnali asked Wendy to accompany her, but was denied. Wendy claimed that when the time was right, she would seek out her friend and rival, demanding a final duel from the girl which would settle which was truly stronger.

Wendy Vox

CR 5

XP 1,600

Female Human Sentinel 5

LN Medium humanoid (human)

Init +2; **Senses** Perception +11

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor, +1 deflection, -1 Dex)

hp 54 (5d12+15)

Fort +6, **Ref** +4, **Will** +6

Defensive Abilities delayed damage (15), guard wall; **DR** 2/-

OFFENSE

Speed 20 ft.

Melee +1 *greatsword* 'Heartshard' +9 (2d6+4, 19-20/x2)

Ranged mwk light crossbow +5 (1d8)

Special Attacks challenge (+3, 5 rounds), shove +8 touch (3)

STATISTICS

Str 16, **Dex** 8, **Con** 14, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +5; **CMB** +8 (+2 to bull rush, drag, reposition, overrun); **CMD** 17

Feats Extra Combat Talent, Muscular Reflexes, Power Attack, Toughness

Martial Tradition Crushing Juggernaut, **PAM** Wis, **DC** 15

Talents Brute (Charging Overrun, Greater Brute, Humiliate, Shift Weight) Equipment (Armor Training, Knightly Training, Shield Training), Guardian (challenge package, Cold Iron Call, Swift Guardian)

Skills Diplomacy +9, Heal +16, Intimidate +9, Perception +11, Sense Motive +11

Languages Common, Giant

SQ defender's soul, guardian's challenge, opportunistic offense, second wind, sentinel's imposition, sentinel's reserve (5/day), wise reflexes

Combat Gear *potion of cure light wounds* (10); **Other Gear** +1 *breastplate*, +1 *greatsword*, mwk light crossbow, *ring of deflection* +1, crossbow bolts (50), fake coin lure, golden holy symbol, *healer's gloves*, mwk manacles, royal outfit, superior lock, 475 gp



STRIKER

Belnali

True people understand unbridled freedom like Belnali Marilage, the woman being known as a force of nature by those whom have met her. Born into a strong tradition of martial arts, Belnali's mastery of fighting was swift, incorporating pieces of different styles into her own to form a chaotic mix of combat prowess. Raised in a small pacifist area, Belnali's fighting was almost entirely for show, a form of stress relief for her which was only used in self defense. A member of the city guard, the sight of Belnali was always a welcomed one, the girl leaving a string of broken hearts and impossible to believe stories in her wake.

Soon enough though, Belnali knew she had to leave the village and find her own way, becoming a wanderer with little more than the clothes on her back to tide her over. Life was simple out in the wilderness, as Belnali traveled from village to village to find whatever interesting thing she could before heading out again to experience more of the world, stopping only to test herself against whatever threat was in the area. It was through these challenges that she met a warrior by the name of Wendy Vox, who had been causing trouble for the locals.

It was a quick fight between the two, Belnali leaving the brute on her back within seconds. And yet even after winning, she stayed around to help train her foe, enjoying their time together far more than she would have admitted. Even with how much fun she had, eventually, Belnali had to head back out onto the road, offering her new rival the chance to travel with her. While she was refused, she was promised a rematch at some point in the future, Belnali leaving to find more new experiences as she waited for that fated day.

Martial Tradition Decisive Fist, **PAM** Wis, **DC** 13

Talents Athletics (run package, Mobile Striker, Swift Movement, Wall Stunt), Boxing, Equipment (Critical Genius (unarmed strike), Unarmed Training), Open Hand (Greater Trip, Snap Kick, Sweeping Kick)

Skills Acrobatics +11 (+15 when tumbling through enemy square or threatened area), Craft (tattoo) +7, Perception +10, Profession (gambler) +9, Sleight of Hand +11

Languages Common

SQ ac bonus, drill knuckle (2 DR/hardness), striker arts (blind-side offense, speed pummeling), tension (4 max), tension boost, tension techniques, tension training (tactical offense)

Combat Gear *potion of invisibility*; **Other Gear** +1 chain shirt, +1 cloak of resistance, +1 unarmed strike, crossbow bolts (50), apprentice's cheating gloves, belt of tumbling, boots of the cat, ink, inkpen, journal, marked cards, pickpocket's outfit, quick runner's shirt, superior loaded dice, 445 gp, 9 sp

Belnali Marilage

CR 5

XP 1,600

Female Striker 5

CG Medium Humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 19, touch 16, flat-footed 17 (+5 armor, +3 Con, +2 Dex)

hp 49 (5d10+15)

Fort +8, **Ref** +7, **Will** +3

Defensive Abilities Uncanny Dodge

OFFENSE

Speed 45 ft.

Melee +1 unarmed strike +9 (1d6+4, 19-20/x2 [+5 on critical hit])

Ranged mwk light crossbow +8 (1d8)

Special Attacks counterpunch (+4), sweep +7

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +8 (+2 on trip); **CMD** 20

Feats Dragon Tattoos, Extra Combat Talent, Giant Slayer, Power Attack



TECHNIKIAN

Rem

Rem Winner has lived and worked as a professional boxman (lock-breaker) for longer than many of his younger guildmates have been alive. While young and stupid thieves might seek out high-risk, high-reward missions, Rem approached every potential job with an extremely logical mind, breaking down the risks and refusing to participate in any job he wasn't completely sure he would be able to walk away from. While this meant he never rose in the ranks the way his compatriots did, it also meant he already exceeded the average lifespan of a professional thief by a good fifteen years; the better prize, in his opinion.

Respected for his wisdom, level-headedness, and skill with all things mechanical, Rem would have been content to live out his days giving advice to younger thieves and possibly working as a lockpick instructor, except one day he happened to cross paths with a young man named Skew. Born with the frightening powers of an eliciter, Skew had been targeted by a mob because of his innate ability to manipulate minds, and it was only through Rem's protection and guidance that the boy managed to escape with his life.

With Rem's guidance, Skew learned to respect and control his power, as well as maneuver society without provoking the ire of others. However, the exchange went both ways, and in the light of Skew's youthful passion, Rem finally realized the difference between living and remaining alive. Perhaps the time had come to put his hard-earned wisdom to use, to start taking risks, and possibly even to start making a difference in the world.

Rem Winner

CR 5

XP 1,600

Middle-Aged Male Human Technician 5

TN Medium Humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 31 (5d8+5)

Fort +3, **Ref** +7, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 rapier +4 (1d6+1/18-20x2)

Ranged +1 hand crossbow (improved) +6 (2d4+1/19-20x2)

Special Attacks deadly shot (+1d10), fencing (+1d6), marked target +3 touch, traps

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 17, **Wis** 14, **Cha** 14

Base Atk +3; **CMB** +3 (+7 steal, dirty trick); **CMD** 15

Feats Extra Combat Talent x3, Extra Technical Insight

Martial Tradition Thief, **PAM** Int, **DC** 14

Talents Dual Wielding (Impossible Reload, Mixed Assault), Equipment (Rogue Weapon Training), Fencing (Fast Feint, Focusing Feint), Scoundrel (Twist the Knife), Scout (no base sphere, Heightened Awareness), Sniper, Trap

Skills Appraise +8, Bluff +10, Climb +5, Craft (traps) +11, Diplomacy +10, Disable Device +12, Knowledge (engineering) +13, Knowledge (local) +11, Linguistics +10, Perception +10 (+12

vs traps), Sense Motive +10, Sleight of Hand +10, Stealth +10, Swim +5, Use Magic Device +10

Languages Common, Draconic, Dwarven, Goblin, Giant, Gnoll, Gnome, Sylvan

SQ danger sense +1, gadgets (5/day), technical insight (mechanical insight, intuition (3/day), reactive intuition), invention (2 inventions, 2 improvements), technically minded, trap insight, trapfinding

Combat Gear *potions of invisibility* (2), *potions of cure moderate wounds* (2); **Other Gear** +1 studded leather armor (improved: camouflage (+2), spring-loaded (1 *potions of invisibility*, 1 *potion of cure moderate wounds*)), +1 hand crossbow (improved: powerful load, speed lever), +1 rapier, *cloak of resistance* +1, *hat of disguise*, artisan's outfit, mwk thieves tools, rogue's kit, rope (50 ft., silk), trap bag, 440 gp.



Reginald

As a boy, Reginald accidentally bumped into an irritable mage from the local college. This mage, an arrogant yet inexperienced wizard, decided to punish the boy for his minor offense by turning him into a newt. While this punishment was bad enough, the wizard's spell also went awry and when dismissed, Reginald's arm remained transformed. Disillusioned with the world of magic, Reginald turned to the mundane arts of alchemy and mechanics, eventually crafting himself a replacement arm of his own device.

Reginald believes that vast and poorly-understood powers are being used by mages on a day-to-day basis, and that common folk are left at the mercy of people who are a danger even if they don't mean to be. As such, he has dedicated himself to making adventuring and personal defense via purely mundane methods both economically and competitively feasible, as well as improving the lives of others without the need for magic. To that aim he seeks his fortune as an adventurer both to fund his inventions as well as to field test their capabilities.

Reginald McGalacod

CR 6

XP 2,400

Male Human Technician 6

LG Medium humanoid (human)

Init +1; **Senses** Perception +11

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 36 (6d8+6)

Fort +2, **Ref** +6 (+8 vs. traps), **Will** +5

OFFENSE

Speed 20 ft

Melee mwk wing staff +3 (1d6-1)

Ranged double barreled musket +5 touch (1d12/x4) or improved acid flask +5 touch (4d6) or dart trap +11 (3d6)

Special Attacks traps

STATISTICS

Str 9, **Dex** 12, **Con** 10, **Int** 20, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +3, **CMD** 14

Feats Extra Combat Talent, Gunsmith, Master Alchemist, Practiced Interruption, Skill Focus (Craft (alchemy)), Skill Focus (Craft (mechanical)), Trappers Setup

Martial Tradition Daring Scholar, **PAM** Int, **DC** 17

Talents Alchemy (formula package, Salve, Focusing Formula, Improved Acid Flask, Improved Flash Powder, Panacea), Equipment (Firearm Proficiency, Staff Mastery), Scout (no base sphere, Heightened Awareness), Trap (Alchemical Trap Master, Foam Spray, Trap Wielder)

Skills Appraise +16, Bluff +13, Craft (alchemy) +19, Craft (armor) +16, Craft (bows) +16, Craft (mechanical) +19, Craft (traps) +16, Craft (weapons) +16, Diplomacy +13, Disable Device +12, Knowledge (engineering) +16, Perception +11, Profession (driver) +11, Sense Motive +11, Stealth +12

Languages Aklo, Common, Draconic, Dwarven, Gnomish, Infernal

SQ danger sense +2, gadgets 8/day, inventions (2 inventions, 2 improvements), technical insights (autonomous creation, electrical insight, steampower insight), trapfinding, trap specialist

Combat Gear alchemist's fire (20), alchemical pheromones (aggression), alchemical pheromones (arousal, 3), alchemical pheromones (susceptibility, 2), alchemical glue (5), alkali flask

(10), alchemist's kindness (10), ambrosia (4), bladeguard (10), buoyant balloon (4), burst jar (10), congealer spray (10), flash powder (3), fuse grenade (10), quick freeze oil (4), stink oil (5), sunrod (10), tangleburn bag (2), tindertwig (50), tunnel creeper, venomblock (10), vermin repellent (20), backpack (improved: mechanical arm (fine manipulation, self-supporting)), goggles (improved: microscopic lens, x-ray lens); **Other Gear** armored kilt, mwk chain shirt, mwk quarterstaff, mwk light crossbow, double barreled musket, paper alchemical cartridge (100), durable grappling bolt (5), dye arrow (10), pheromon bolt (10), block and tackle, barbed vest, bandolier (2), chain (20 ft.), rope recaller, mithral manacles, spring-loaded wrist sheathe (2), silk rope (100 ft.), superior lock (10), leeching kit, mapmaker's kit, portable alchemist's lab, merchant's scale, mwk gunsmiths kit, mwk thieves tools, trap bag, surgeon's tools, healer's kit (3), 100 gp in jewelry, signet ring, noble's outfit, 117 gp



STARFINDER CONVERSION

While the Starfinder Roleplaying Game is very similar to the Pathfinder Roleplaying Game, there are some key differences. The following guide is meant to be used in conjunction with the Legacy Conversion chapter of the Starfinder Core Rulebook to help you navigate converting your *Spheres of Might* character over to the Starfinder Roleplaying Game, or create a new Starfinder character that uses combat sphere abilities.

TERMINOLOGY

Attack Action: Just like in Pathfinder, usage of this term in *Spheres of Might* for Starfinder refers to attacks made as a standard action. Abilities requiring an attack action cannot be used when using a full-round action to make a full attack.

CMB/CMD: Starfinder does not use CMB/CMD for performing combat maneuvers. Whenever a talent or ability would grant a bonus or impose a penalty to a creature's CMB to perform a maneuver, it instead adds that bonus or penalty to its melee attack roll to perform the designated maneuver. Whenever a talent or ability would give a creature a bonus or penalty to their CMD against a maneuver, it instead applies that bonus to their KAC against attacks made to perform that maneuver.

Concealment: Whenever a talent grants partial concealment, it grants 20% concealment. Total concealment means the same thing in both systems, granting a 50% miss chance and preventing some types of attacks.

Critical Hits: Unlike in Pathfinder, all weapons in Starfinder threaten a critical hit on a natural 20 only, and automatically confirm if that attack is equal to or greater than the target's EAC or KAC (as appropriate), allowing you to roll your damage twice and apply any special critical effects the weapon possesses. As such, most talents that change the weapon's critical threat range or critical multiplier are generally not appropriate in Starfinder.

Difficult Terrain: While difficult terrain does not exist in Starfinder, abilities which can create it in *Spheres of Might* work just like in Pathfinder; any square that has been turned into difficult terrain counts as two squares of movement.

Heal Skill: The Heal skill does not exist in Starfinder. Whenever a talent or ability references the Heal skill, it should reference the Medicine skill instead.

Immediate Actions: Immediate actions do not exist in Starfinder. Whenever a combat talent or class ability allows you to do something as an immediate action, it is instead done as a reaction.

Light Weapons: There is not a light weapons category in Starfinder. Whenever a talent or ability references light weapons, this instead applies to weapons with the operative special property.

Move Action: In Pathfinder, a 5-ft. step is a non-action that doesn't count against your action economy, but in Starfinder a 5-ft. step is a type of move action. Whenever a combat talent or class ability in this book allows you to take a 5-ft. step, it does not take up your move action but otherwise follows the normal rules, allowing you to move 5 feet without provoking an attack of opportunity. If an ability has a conditional trigger that happens when you take a 5-ft. step, follow the normal rules for 5 foot steps in Starfinder, using your move action as normal.

Reactions and Attacks of Opportunity: In Starfinder, attacks of opportunity are a subset of a new type of action called reactions. Normally you can only make one reaction or attack of opportunity per turn, but in *Spheres of Might* many abilities assume that you can make multiple attacks of opportunity and have access to feats such as Combat Reflexes or Muscular Reflexes. Class features and combat sphere abilities that grant additional attacks of opportunity, such as the Guardian sphere's Swift Reflexes, work normally but no longer stack with other abilities that grant additional attacks of opportunity. Instead of adding Combat Reflexes or Muscular Reflexes to Starfinder, use the following feat:

RAPID REFLEXES (COMBAT)

Your combat experience allows you to react to openings more frequently in combat.

Benefit: During any round in which you do not take a full-round action, you may make 1 additional attack of opportunity, plus 1 for every 5 class levels you possess, though doing so costs you 1 point of Stamina for each additional attack taken. If your Stamina is reduced to 0, you cannot make an additional attack of opportunity. You do not gain additional uses of any other type of reaction.

Normal: A character without this feat can make only one attack of opportunity per round.

Steal: The Steal combat maneuver does not exist in Starfinder. Whenever a talent or ability references it, use the Pick Pocket function of Sleight of Hand instead.

Temporary Hit Points: Any talent that grants temporary hit points for an effect instead heals that many Stamina points, up to your normal maximum.

Touch Attacks: Touch attacks do not exist in Starfinder; whenever a talent or ability allows you to make a touch attack, you instead make an attack against their KAC with a +2 bonus.

SPHERE-SPECIFIC CONVERSION RULES

There are several changes between Starfinder and Pathfinder that affect the use and function of several combat spheres. In addition to using a different skill list, Starfinder uses a different method of progressing damage as you level up than Pathfinder does. As a result, many combat talents which add to your damage are not appropriate for Starfinder. Several specific combat talents and sphere abilities are discussed below, including appropriate changes to update them for Starfinder.

GENERAL CHANGES

- Any character who gains combat talents may spend a combat talent to take the Improved Combat Maneuver feat.

ALCHEMY SPHERE

- Any reference to the Craft (alchemy) skill should now refer to the Medicine skill.
- The Cluster Toss talent is not appropriate for Starfinder and should be removed from available options.

ATHLETICS SPHERE

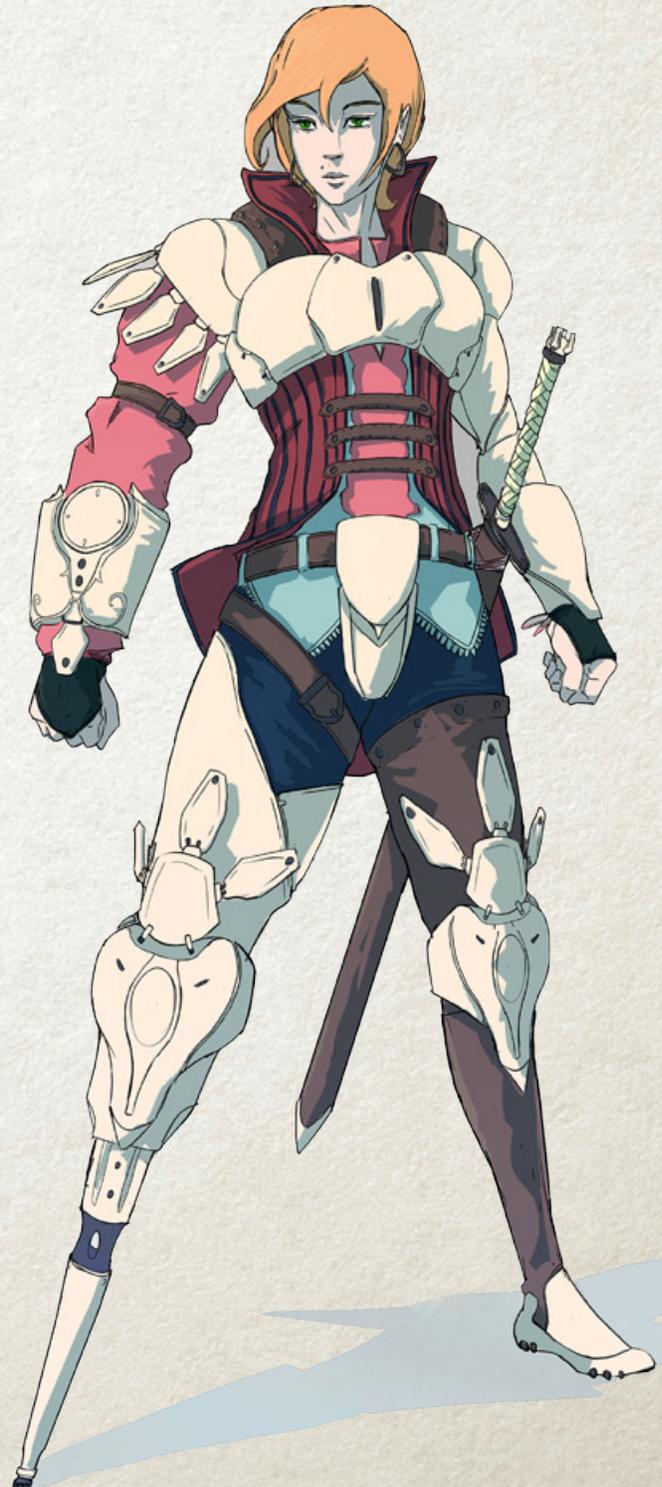
- Any reference to the Climb or Swim skill should instead refer to the Athletics skill, and any reference to the Fly skill should instead refer to the Acrobatics skill unless noted otherwise. The Athletics sphere's 5 packages should be reduced to 2; one that gives you the benefits of the (climb) and (swim) packages, and one which gives you the benefits of the (fly), (leap), and (run) packages.

BARRAGE SPHERE

- Barrage sphere abilities cannot be used with any weapon that has the unwieldy special property.
- Barrage sphere abilities cannot be used while staggered.

BARROOM SPHERE

- The fragile special feature does not exist in Starfinder. Any reference to fragile weapons should be removed/ignored.



- Since Starfinder does not include detailed rules for size category changes, whenever a talent refers to a change in weapon size category, refer to the damage entries in the improvised weapons rules at the beginning of this book.
- The Drunken Boxer talent should be changed to the following: “As long as you have the drunk status, you may deal lethal damage with your unarmed strikes. If you would normally be able to do this, you now deal an additional 1d6 damage with your unarmed strikes. You can expend your drunk status to deal an additional 1d6 damage, +1d6 for every 5 points of base attack bonus you possess, as a free action.”
- The Improvised Shield talent should be changed to the following: “As a free action, you may wield an improvised weapon as an improvised shield for 1 round. When wielded as an improvised shield, it deals 1d4 B damage, and grants a +1 shield bonus to your EAC and KAC, +1 for every 5 points of base attack bonus you possess. An improvised shield counts as a regular shield for the Shield sphere. Whenever a creature scores a critical hit against you while you are wielding an improvised shield in this manner, you may have the attack destroy the shield to change the critical hit into a normal hit.”
- Remove the second sentence of the Nice and Loose talent.
- Remove the Reeling Steps talent; its benefits do not translate to the Starfinder framework.
- Remove the second paragraph of the Shatter talent.

BEASTMASTERY SPHERE

- The Beastmastery sphere’s functions are based on rules paradigms that are unique to the Pathfinder Roleplaying Game and which do not extend to Starfinder. As such, this sphere is not appropriate for use in the Starfinder Roleplaying Game, and should not be used. Martial traditions and archetypes which offer it as an option should have that option removed, and rules elements that do not offer a choice in using it should not be used.

BERSERKER SPHERE

- Change the text of the Deathless talent to the following: “When you are reduced to 0 hit points, you no longer fall unconscious and are instead staggered. You continue to lose 1 Resolve point each round until you have at least 1 hit point, and you still die as normal if both your hit points and Resolve are reduced to 0.”
- Remove the Decapitate talent; its benefits do not translate to the Starfinder framework.
- Remove the Greater Sunder talent.
- The AC penalty imposed by the Leg-Smasher talent applies to both the target’s EAC and KAC.
- The Mage Masher talent applies to technological weapons as well as magic items.

BOXING SPHERE

- Remove the Shadowboxing talent.

BRUTE SPHERE

- The Overrun combat maneuver does not exist in Starfinder. Characters with the Brute sphere gain the special ability to perform this combat maneuver. Use the following rules when performing an overrun: “**Overrun:** As a standard action that can be taken during your move, or as part of a charge, you can attempt to overrun your target, moving through its square. You can only overrun an opponent who is no more than one size category larger than you. If your overrun attempt fails, you stop in the space directly in front of the opponent, or the nearest open space in front of the creature if there are other creatures occupying that space. When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a melee attack roll against its KAC; if your maneuver is successful, you move through the target’s space. If your attack exceeds your opponent’s KAC by 5 or more, you move through the target’s space and the target is knocked prone. If the target has more than two legs, it gains a +2 to its KAC against your overrun attack roll for each additional leg it has.”
- Remove the Greater Brute talent.
- Remove the second sentence in Greater Shove as it no longer provides any benefit.

DUAL WIELDING SPHERE

- Dual Wielding sphere talents and abilities cannot be used with weapons with the unwieldy property.
- Remove “(bludgeoning, piercing, or slashing only)” from the Asynchronous Swing talent.
- Remove the Critical Follow Up talent.
- Focusing Defense grants a +1 bonus to your EAC and KAC instead of your AC and CMD.

DUELIST SPHERE

- Change the 4th and 5th sentences of the Bind Weapon talent to read as follows: “A creature whose weapon is bound may release the weapon as a free action or attempt to break the bind as a standard action by making a successful melee attack roll against your KAC. If the bound weapon is a natural attack or unarmed strike, the creature cannot choose to release the weapon and must succeed at a successful melee attack roll against your KAC to break the bind.”

EQUIPMENT SPHERE

- Many weapons and options mentioned in the Equipment sphere do not exist in Starfinder. Since the changes between systems are too numerous to cover individually,

the following general rules should be used: You may spend 1 combat talent on the Equipment sphere to gain proficiency in a weapon group you are not currently proficient with and gain the benefits of a discipline with similar thematic connections. For example, if you choose to gain proficiency in advanced melee weapons, you could choose to also gain the secondary benefits of the Knightly Training or Pikeman Training talents. Talents that only grant proficiency in diverse weapon groups, such as the Orc Heritage talent, generally will not be used in Starfinder.

FENCING SPHERE

- The bonus damage from the Fencing sphere only applies to one-handed melee weapons and weapons with the operative special property.
- Expert Feint causes the target to lose their Dexterity bonus to their EAC and KAC.
- Remove the Fatal Opening talent

LANCER SPHERE

- Change the third sentence of the *impale* ability to read as follows: “An *impaled* creature who attempts to cast a spell or use a spell-like ability must succeed at a Fortitude saving throw (DC 10 + your base attack bonus), or lose the spell.”
- Change the first sentence of the second paragraph in the *Impale* ability to read as follows: “This *impalement* may be broken when you lose control of the weapon used for the attack (such as by being disarmed), or by the *impaled* creature successfully making a melee attack roll against your KAC as a standard action.”

OPEN HAND SPHERE

- Remove the Greater Trip talent.

SCOUNDREL SPHERE

- Change the *Swift Hands* ability to read as follows: “When attempting a dirty trick maneuver, you may use your ranks in the Sleight of Hand skill plus your Dexterity bonus when determining your total attack bonus. Any bonuses that would normally apply to your attack rolls when attempting a dirty trick combat maneuver, such as the Improved Maneuver feat, are added to this roll.”
- Remove the Improved Grifting talent.
- The Switcheroo talent may be used with grenades and other weapons with the explode special property.

SCOUT SPHERE

- Since Knowledge checks do not exist in Starfinder, whenever the Scout sphere references a Knowledge check it instead refers to the Identify Creature function of the Engineering, Life Science, and Mysticism skills.

SNIPER SPHERE

- The bonus damage granted by the Sniper sphere only applies to weapons with the sniper special property, and only when you have used a move action to aim the weapon and fire it on the same turn.

TRAP SPHERE

- Whenever the Trap sphere references the Craft (traps) skill, it should instead refer to the Engineering skill.

WRESTLING SPHERE

- Remove the Iron Grip talent.

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