



Credits

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Jable of Contents

Credits				
Introduction				
Favored Class Op	otions5			
	g Favored Class Options			
Core Races				
Gnome	6			
Half-elf	6			
Half-orc				
Halfling				
Human	8			
Other Races				
Aasimar	8			
Goblin	8			
Merfolk	ç			
	ç			
Tiefling				
Sphere Conversion	n Archetypes10			
Advanced Player's	n Archetypes10			
Advanced Player's Sphere Inquisit	1 Archetypes 10 Guide 10			
Advanced Player's Sphere Inquisit Sphere Magus.	1 Archetypes 10 Guide 10 for 10			
Advanced Player's Sphere Inquisit Sphere Magus, Sphere Oracle	1 Archetypes 10 Guide 10 tor			
Advanced Player's Sphere Inquisit Sphere Magus, Sphere Oracle Sphere Summo	1 Archetypes 10 Guide 10 for			
Advanced Player's Sphere Inquisit Sphere Magus, Sphere Oracle Sphere Summo Sphere Witch.,	1 Archetypes 10 Guide 10 for			
Advanced Player's Sphere Inquisit Sphere Magus. Sphere Oracle Sphere Summo Sphere Witch Advanced Class Gu	1 Archetypes			
Advanced Player's Sphere Inquisit Sphere Magus, Sphere Oracle Sphere Summo Sphere Witch., Advanced Class Gu Sphere Arcanis	1 Archetypes			
Advanced Player's Sphere Inquisit Sphere Magus. Sphere Oracle Sphere Summo Sphere Witch Advanced Class Gu Sphere Arcanis Sphere Bloodr	1 Archetypes			
Advanced Player's Sphere Inquisit Sphere Magus, Sphere Oracle Sphere Summo Sphere Witch, Advanced Class Gu Sphere Arcanis Sphere Bloodr Sphere Hunter Sphere Shama	1 Archetypes 10 Guide 10 tor 10 tor 10 mer 10 st 12 ager 13 13 13 14 14			
Advanced Player's Sphere Inquisit Sphere Magus, Sphere Oracle Sphere Summo Sphere Witch Advanced Class Gu Sphere Arcanis Sphere Bloodr Sphere Hunter Sphere Shama Sphere Skald	1 Archetypes 10 Guide 10 for 10 for 10 ner 11 ner 12 uide 12 uide 12 uide 12 12 12 13 12 14 14			
Advanced Player's Sphere Inquisit Sphere Magus, Sphere Oracle Sphere Summo Sphere Witch Advanced Class Gu Sphere Arcanis Sphere Bloodr Sphere Hunter Sphere Shama Sphere Skald	1 Archetypes 10 Guide 10 tor 10 tor 10 mer 10 st 12 ager 13 13 13 14 14			
Advanced Player's Sphere Inquisit Sphere Magus, Sphere Oracle Sphere Summo Sphere Witch, Advanced Class Gu Sphere Arcanis Sphere Bloodr Sphere Hunter Sphere Shama Sphere Skald, Sphere Warpr	1 Archetypes 10 Guide 10 for 10 for 10 ner 11 ner 12 uide 12 uide 12 uide 12 12 12 13 12 14 14			
Advanced Player's Sphere Inquisit Sphere Magus. Sphere Oracle Sphere Summo Sphere Witch Advanced Class Gu Sphere Arcanis Sphere Bloodr Sphere Hunter Sphere Shama Sphere Shama Sphere Skald Sphere Warpr	1 Archetypes 10 Guide 10 for 10 for 10 ner 11 ner 12 ager 13 13 13 14 14 iest 14			
Advanced Player's Sphere Inquisit Sphere Magus. Sphere Oracle Sphere Summo Sphere Witch Advanced Class Gu Sphere Arcanis Sphere Bloodr Sphere Hunter Sphere Shama Sphere Skald Sphere Warpr Spheres of Power Armorist	1 Archetypes 10 Guide 10 for 10 for 10 ner 11 ide 12 ide 13 st 13 n 14 iest 14 Y Archtypes 15			

E	ementalist	. 16
	Flame Warrior	. 16
	Water Warrior	. 17
	Wind Warrior	. 17
	Earth Warrior	. 17
	Geomancer	. 17
E	iciter	18
	Jd	
	Hypnotist	. 18
F	ey Adept	18
	Seelie Disciple	. 18
	Unseelie Disciple	
He	edgewitch	. 19
	Dragonblooded Mortal	. 19
	Triple Goddess	
In	canter	.20
	Warlock	.20
	Reincarnated Master	.20
M	ageknight	2
	Warrior of Holy Light	
	Utterdark Champion	.22
	Dragoon	.23
	Divine Lariat	
Sh	ifter	
	Beastmind	24
	Pack Master	
So	ul Weaver	
	Lichling	
	Dual Channeler	
SY	mbiat	
	The Synapse	
	Telekinetic Warrior	
Th	aumaturge	
-	Devourer	
	Pactmage	
	Pactmage Patrons	
	0 0	



Introduction

In December 2014, Drop Dead Studios released Spheres of Power, a brand new magic system for the Pathfinder Roleplaying Game. This book is a continuation of that product, including favored class bonuses, additional conversions for the non-core casting classes, as well as a series of archetypes for each of the Spheres of Power classes.

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Favored Class Options

Converting Existing Favored Class Options

There are some favored class options (such as those for the human wizard or sorcerer) tht grants the character an additional spell known for any level up to 1 lower than the highest available. When adjusting such a favored class option to the Spheres of Power system, the character instead gains +1/6th of a magic talent.

Core Races

Dwarf

Armorist: +1 hardness for summoned and bound equipment. If this raises an item's hardness above 20, adamantine's penetration quality only bypasses 20 points of the object's hardness.

Elementalist: +I energy resistance to acid, cold, electricity, fire, or sonic (maximum 10 per energy type), This stacks with the energy resistance normally gained through this class or any other source.

Eliciter: +1/3 bonus to saves against mind-altering effects

Fey Adept: +1/2 to the hardness of objects made using Shadowstuff with the Create Reality ability.

Hedgewitch: +1/4 bonus to Fortitude saving throws.

Incanter: +1/6th of a item crafting feat.

Mageknight: +1/6 bonus to all saving throws vs magic. This stacks with the resist magic class feature.

Shifter: +1/3 bonus to Swim checks made to resist nonlethal damage from exhaustion, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold the shifter's breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation.

Soul Weaver: +1/4 an additional use of channel energy per day.

Symbiat: +1/4 bonus to will saving throws.

Thaumaturge: Increase the duration of Empowered Defense by 1/4th of a round.

Elf

Armorist: +1/4th to all critical confirmation rolls made with bound weapons. This does not stack with the Critical Focus feat.

Elementalist: +1 ft to one movement type the elementalist possesses. In combat, this only has an effect for every five increases to the movement's speed.

Eliciter: Increase the duration of all Hypnotism effects by 1/4th of a round.

Fey Adept: Increase the saving throw penalty bestowed by the fey adept's shadowmark by +I/6.

Hedgewitch: +1/2 to two Knowledge skills of the hedgewitch's choice.

Incanter: +1/6th of a metamagic feat.

Mageknight: +1/2 to all Acrobatics checks made to avoid attacks of opportunity, and to Escape Artist checks made to escape a grapple.

Shifter: +I/3 to the shifter's natural armor bonus while using a form from the Alteration sphere other than the blank form.

Soul Weaver: +1/6 to the penalties and benefits granted by the soul weaver's blessings or blights.

Symbiat: Add +I to the Symbiat's base speed. In combat, this has an effect only for every five increases to the movement's speed. This bonus stacks with the symbiat's pushed movement, and applies under the same circumstances.

Thaumaturge: +1/6 bonus to the thaumaturge's Occult Knowledge bonuses.

Gnome

Armorist: +1/4th bonus to the armorist's caster level with the Creation sphere.

Elementalist: +1/6th of a magic talent.

Eliciter: +1/3 to the DC of the fascinate hypnosis.

Fey Adept: Increase the duration of all illusions by 1/4th of a round.

Hedgewitch: +1/2 bonus to any skill of the hedgewitch's choice.

Incanter: +1/6 bonus to the DCs associated with one sphere of the incanter's choice.

Mageknight: Increase the bonuses and penalties bestowed by the mageknight's marked ability by +1/8th.

Shifter: +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Soul Weaver: Increase the soul weaver's Channel Energy save DC by +1/6.

Symbiat: +1/6 bonus to DCs associated with a sphere of the Gnome's choosing other than the Mind sphere.

Thaumaturge: Reduce the thaumaturge's forbidden lore backlash percent chance by 1/4th of a percent.

Half-elf

Armorist: +1/6th of an arsenal trick.

Elementalist: +1/6 bonus to all damage dealt with unarmed strikes.

Eliciter: +1/4 of an extra use of Hypnotism per day.



Fey Adept: +1/4 of an extra use of shadowstuff per day.

Hedgewitch: +1/6 bonus to all class skills gained through traditions.

Incanter: Gain +1/6th of a new magic talent.

Mageknight: Choose a single mystic combat with a duration measured in rounds. Increase the duration of that mystic combat by 1/2 a round (maximum: 4 rounds per mystic combat). This may be taken and applied to different mystic combats.

Shifter: Reduce the attack roll penalties for secondary natural attacks by 1/8, to a minimum of 0. This stacks with benefits provided by the multiattack feat.

Soul Weaver: Increase the radius affected by the soul weaver's channel energy by 1 ft. In combat, this increases the radius by 5 ft for every 5 times it is taken.

Symbiat: Add I to the total number of rounds the symbiat may use psionics in a day.

Thaumaturge: Gain +1/6th of a bonus magic talent.

Half-orc

Armorist: +1/8th of a new piece of bound equipment.

Elementalist: Increase the damage dealt with all destructive blasts not augmented by favored element by +I/2.



Eliciter: When using the liberate hypnotism ability, the target gains a + 1/4 bonus to their Will save.

Fey Adept: Increase the damage dealt by the fey adept's shadowmarks by +1/2.

Hedgewitch: Gain +1/4th of a use per day of one of your tradition powers.

Incanter: Gain a +1/5 bonus to your effective class level when determining the strength and save DCs of a sorcerer bloodline.

Mageknight: Gain +1/6th of a bonus combat feat.

Shifter: Gain +1/6th of a beastial trait.

Soul Weaver: Add 1/3 to the damage healed or dealt with channel energy.

Symbiat: Increase the number of rounds the symbiat may use psionics by 1.

Thaumaturge: Increase the duration of empowered offense by I/4th of a round.

Halfling

Armorist: Reduce the summoning time of 1 piece of bound equipment per 4 levels taken to a swift action. If the time required to summon that piece of bound equipment is already a swift action, this instead reduces it to a free action.

Elementalist: Gain +1/6 of a dodge bonus to AC.

Eliciter: Gain a +1/4th bonus to Diplomacy, Bluff, Intimidate, and Sense Motive checks.

Fey Adept: Gain a +1/2 bonus to Stealth checks

Hedgewitch: Gain +1/6th of a new hedgewitch secret.

Incanter: Choose any incanter ability with a number of uses per day equal to 3 + the incanter's casting ability modifier. The incanter may use this ability an additional 1/2 times per day.

Mageknight: Gain +1/6th of a mystic combat.

Shifter: Increase the number of negative hit points you can possess before dying by 1, and gain a +1/4th bonus to Survival checks.

Soul Weaver: Increase the duration of all Bound Nexus abilities that have a duration by +1/6th of a round.

Symbiat: Add +1/2 to the AC bonus granted by trapsense.

Thaumaturge: Gain +1/4th of a daily use of invocations.

Human

Other Races

Armorist: For every 4 times this is selected, gain a new exotic weapon proficiency.

Elementalist: Gain +1/6th of a bonus magic talent.

Eliciter: Gain +1/6th of a bonus emotion.

Fey Adept: +1/2 increase the hit points of creatures and objects made using the create reality shadowstuff ability. These hit points are added after the reduction is applied for the creature or item being made with Shadowstuff.

Hedgewitch: Gain +1/6th of a bonus magic talent.

Incanter: Gain +1/6th of a bonus magic talent.

Mageknight: Gain +1/6th of a bonus magic talent.

Shifter: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Soul Weaver: Gain +1/4 of a new soul you may summon per day for your bound nexus.

Symbiat: Gain a +1/4 bonus to all Perception and Sense Motive. This stacks with the ESP class feature.

Thaumaturge: Increase the thaumaturge's Forbidden Lore bonus by +1/8, but increase the backlash percentage chance by 5% for every 8 times this is gained.

Aasimar

Armorist: Deal +1/2 bonus damage to evil outsiders when using a bonded weapon. This bonus damage bypasses DR/Good, as appropriate. Other damage dealt as part of the attack does not automatically go through DR/Evil.

Elementalist: Deal +1/2 damage to evil outsiders and undead with your destructive blasts.

Eliciter: Gain a +1/4 bonus to your effective class level when determining the effects of all abilities associated with one emotion.

Fey Adept: Gain +1/6 of an additional use of Truesight per day.

Hedgewitch: Gain a +1/2 bonus to all Use Magic Device checks.

Incanter: Gain a +1/2 bonus to all Spellcraft checks.

Mageknight: Gain a +1/6 bonus to all saving throws made against effects originating from outsiders.

Shifter: Gains a +1/2 bonus to all Handle Animal checks.

Soul Weaver: Add +1/3 to the amount of damage dealt or damage healed when using the Channel Energy class feature.

Symbiat: When using a Mind sphere ability on an evil creature, increase the DC by +I/4.

Thaumaturge: Increase the temporary hit points granted by Lingering Blessing by +1/2.

Goblin

Armorist: +1/2 bonus damage on a successful critical hit with any bonded weapon. This damage is applied after the normal critical hit damage has been applied to the damage roll.

Elementalist: Add +1/2 to damage rolls the elementalist makes with destructive blasts against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Eliciter: Gain a +1/2 bonus to Bluff checks.

Fey Adept: Gain a +1/2 bonus to Stealth checks and Perception checks made in low-light and darkness.

Hedgewitch: Gain a +I/4 bonus to Reflex saves.

Incanter: Gain a +1/5 bonus to the incanter's caster level with one sphere, but gain a cumulative 1% chance of wild magic happening when using an effect from that sphere. This stacks with the Wild Magic casting drawback. **Mageknight:** Gain a +1 ft increase to the mageknight's base move speed. In combat, this increases the mageknight's move speed by 5 ft per 5 times this benefit is taken.

Shifter: Add +1/2 to all checks using Wild Empathy.

Soul Weaver: Increase the save DCs of all of your Death sphere effects by +1/6.

Symbiat: Add I to the total number of rounds the symbiat can use psionics per day.

Thaumaturge: Gain +1/4th of a spell point.

Merfolk

Armorist: Gain + 1/6th of an arsenal trick.

Elementalist: Gain DR 1/piercing for every 6 times this benefit is taken.

Eliciter: Increase the range of the eliciter's hypnotism by 5 ft for every 3 times this benefit is taken.

Fey Adept: Increase shadowmark's range by 5 ft.

Hedgewitch: Gain a +1/2 bonus to Diplomacy and Bluff checks made to ask favors or to convince a creature of the truthfulness of your words.

Incanter: Choose a sphere. Whenever the incanter creates an effect from that sphere, the effect endures for 1/2 a round after the duration expires, or the incanter stops concentrating.

Mageknight: Gain +I ft to the mageknight's land base movement. In combat, this adds 5 ft to the mageknight's movement for every 5 times it is taken.

Shifter: Gain +2.5 ft to the shifter's swim speed. In combat, this adds 5 ft to the shifter's swim speed for every 2 times this is taken.

Soul Weaver: Gain +1/6th of a channel feat.

Symbiat: Increase the number of rounds the symbiat may use psionics per day by 1.

Thaumaturge: Increase the save DCs of the thaumaturge's invocations by +1/6.

Orc

Armorist: Deal +1/2 bonus damage when sundering objects or equipment with a bonded weapon.

Elementalist: Deal an additional +1/2 bonus damage vs objects when using a destructive blast.

Eliciter: Gain a +1/2 bonus to Intimidation checks made to demoralize opponents, and to Bluff checks made to feint in combat.

Fey Adept: Increase the Fey Adept's Darkvision range by 5 ft.

Hedgewitch: Choose a tradition power usable 3 + 1/2 the hedgwitch's level times per day. Increase the number of times the hedgewitch may use this ability by +1/2.

Incanter: Choose one sphere specialization ability or domain ability that can be used a number of times per day equal to 3 + the incanter's casting ability modifier. The incanter may use that ability an additoinal +I/2 times per day.

Mageknight: Increase the mageknight's effective level by +1/5 when determining the potency of mystic combat abilities.

Shifter: Choose one natural attack gained through bestial traits. Increase the die size of the natural attack by I step for every 6 times this benefit is gained.

Soul Weaver: Gain +1/4th of a use per day of bound nexus.

Symbiat: Gain a +I bonus to concentration checks made to cast defensively.

Thaumaturge: Whenever the thaumaturge uses the Nature sphere to deal damage (for example, increasing a fire's size or using a tree to pummel a target) increase the damage dealt by +I/2.

Tiefling

Armorist: +1/2 bonus damage to good outsiders when using a bonded weapon. This bonus damage bypasses DR/Evil, as appropriate. Other damage dealt as part of the attack does not automatically bypass DR/Evil.

Elementalist: All destructive blasts deal an additional +1/4 negative energy damage. This extra negative energy damage has no effect on undead, or other targets normally healed by negative energy.

Eliciter: Gain a +1 bonus to MSB checks made to overcome the spell resistance of outsiders.

Fey Adept: Increase the duration of the Shadowmark's penalty by 1 round.

Hedgewitch: Choose a tradition power usable a number of times per day equal to 3 + 1/2 the hedgewitch's level. The hedgewitch may use this power an additional 1/2 times per day.

Incanter: Gain a +1/2 bonus to all concentration checks.

Mageknight: Gain a +1/6 bonus to attack rolls made against outsiders.

Shifter: Deal an additional +1/2 damage when attacking targets the shifter is flanking, or who are denied their Dexterity bonus to AC.

Soul Weaver: The soul weaver heals an additional I point of damage to himself when using his channel energy class feature to heal.

Symbiat: Gain 1/6th of a bonus combat feat.

Thaumaturge: Increase the duration of the Lingering Pain Invocation by 1/4th of a round.

Sphere Conversion Archetypes

Advanced Player's Guide

Sphere Inquisitor

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

This replaces the spells class feature.

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

Magic Talents: A sphere inquisitor gains 1 magic talent every time he gains a caster level.

Recommended Casting Tradition: The classic feel of the inquisitor can be recreated through taking the Verbal Casting, Focus Casting, Aligned Combatant (Destruction), Aligned Protection (Protection)

Sphere Magus

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

This replaces the spells class feature.

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

Magic Talents: A sphere magus gains 1 magic talent every time he gains a caster level.

Arcane Pool: A sphere magus does not gain an arcane pool. Instead, any time he may spend an arcane point, he may instead spend a spell point to achieve the same result. This includes spending arcane points to add enhancement bonuses to their held weapon.

This modified the arcane pool class feature.

Spell Combat: A sphere magus may use his spell combat ability with any of his sphere abilities. Rather than casting a new sphere effect every round, a sphere magus may use spell combat to maintain a sphere effect with a duration of 'concentration'. In all other ways, this functions as the spell combat class feature

This modifies the spell combat class feature.

Spellstrike: A sphere magus may use his spellstrike class feature with any sphere ability that requires a touch attack.

This modifies the spellstrike class feature.

Arcane Potency: At 4th level, a sphere magus adds half his magus level to his spell point total.

This replaces spell recall and improved spell recall.

Bonus Feats: A sphere magus can select combat feats, item creation feats, magic talents, or metamagic feats for his bonus feats.

This modifies the magus's bonus feats.

Expanded Magic (Su): At 7th level, whenever the sphere magus rests to regain spell points, he may choose one base sphere or magic talent he does not possess and add it to the list of spheres and talents he has access to that day. The sphere magus loses this bonus magic talent the next time he rests to regain spell points, and may choose another talent to take its place. The sphere magus may choose the same talent multiple times in a row.

This replaces knowledge pool.

Medium Armor: At 7th level, the sphere magus gains proficiency with medium armor. If he possesses the Somatic Casting drawback, he may cast in medium armor without incurring a chance of arcane spell failure.

This modifies medium armor.

Heavy Armor: At 13th level, the sphere magus gains proficiency with heavy armor. If he possesses the Somatic Casting drawback, he may cast in heavy armor without incurring a chance of arcane spell failure.

This modifies heavy armor.

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

This replaces greater spell access.

Recommended Casting Tradition: The classic feel of the magus can be recreated through taking the Verbal Casting,

Archetypes

Somatic Casting, Material Casting, and Prepared Caster drawbacks.

Sphere Oracle

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

This replaces the spells class feature.

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

Magic Talents: A sphere oracle gains 1 magic talent every level.

Oracle's Strength (Su): A sphere oracle gains +1 spell point at 2nd level and every 2 levels thereafter.

This replaces mystery spells.

Oracle's Curse: If the sphere oracle selects a curse that normally grants bonus spells (for example, Haunted), he does not gain spells. Instead, he gains a bonus magic talent at 1st, 5th, 1oth, and 15th levels, chosen from the sphere associated with that curse (for example, Haunted would grant magic talents from the Telekinesis sphere).

Recommended Casting Tradition: The classic feel of the oracle can be recreated through taking the Verbal Casting drawback.

Sphere Summoner

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

This replaces the spells class feature.



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

Magic Talents: A sphere summoner gains a magic talent every time he gains a caster level.

Eidolon: A sphere summoner gains the Conjuration sphere as a bonus sphere at 1st level, and uses his class level as his caster level for this sphere. This stacks normally with caster levels gained from other sources.

In addition, the sphere summoner must designate one of his companions as his 'eidolon'. An eidolon is a companion with which the summoner possesses a unique connection, and many of his class features and abilities directly affect this particular companion.

Summon Mastery (Su): The sphere summoner gains a bonus magic talent drawn from the Conjuration sphere at 1st level and every odd level thereafter.

This replaces Summon Monster I, II, III, IV, V, VI, VII, VIII, IX, and Gate.

Aspect (Su): At 10th level, whenever the sphere summoner rests to regain spell points, he may choose to divert one (form) talent possessed by his eidolon, instead gaining its benefits himself.

This modifies aspect.

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

This modifies greater aspect.

Recommended Casting Tradition: The classic feel of the witch can be recreated through taking the traditional magic casting tradition.

Sphere Witch

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

This replaces the spells class feature.

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

Magic Talents: A sphere witch gains a magic talent every level.

Patron Magic: A sphere witch does not gain bonus spells from their patron. Instead, they gain a bonus magic talent at 1st level and every odd level thereafter chosen from the sphere

associated with their patron. The list of patrons and their associated spheres is detailed below:

Agility (Enhancement), Ancestors (Divination), Animals (Nature), Death (Death), Deception (Illusion), Dimensions (Warp), Elements (Destruction), Enchantment (Mind), Endurance (Enhancement), Healing (Life), Insanity (Mind), Light (Light), Moon (Dark), Occult (Death), Plague (Death), Portents (Divination), Shadow (Dark), Spirits (Death), Stars (Divination), Strength (Alter), Time (Time), Transformation (Alteration), Trickery (Illusion), Vengeance (Fate), Water (Nature), Winter (Nature), Wisdom (Fate).

Recommended Casting Tradition: The classic feel of the witch can be recreated through taking the traditional magic casting tradition.

Advanced Class Guide

Sphere Arcanist

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

This replaces the spells class feature.

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

Arcane Reservoir: A sphere arcanist gains an arcane reservoir as normal, and may spend arcane points to increase the DC or caster level of sphere effects just as with spells.

Magic Talents: A sphere arcanist gains a magic talent at 2nd level and every 2 levels thereafter. However, unlike most casters, an arcanist is able to change their talents as they desire. Whenever the sphere arcanist rests to regain spell points, she may change any and all magic talents gained from sphere arcanist levels, choosing new spheres and new talents. Magic talents gained as part of levels taken in other classes, as part of the 2 bonus talents all casters gain they first gain the casting class feature, or magic talents gained from taking the Extra Magic Talent feat are not eligible to be changed in this fashion.

Consume Spells: As a move action, a sphere arcanist may consume one spell point to add three arcane points to their arcane reservoir. Points gained in excess of the reservoir's maximum are lost.

This alters the consume spells class feature.

Arcanist Exploits: The following arcanist exploits behave differently when taken by a sphere arcanist:

Quick Study (Ex): As a full-round action that provokes an attack of opportunity, the sphere arcanist may spend I point

12

Archetypes

from her arcane reservoir to change one of her selected magic talents to a different magic talent.

Consume Magic Items (Su): This exploit behaves the same as written, except when consuming a magic item created through the Spheres of Power system, the arcanist gains a number of points for their arcane reservoir equal to 1/4th of the item's caster level. Wands are consumed as if they were staves.

Counterspell (Su): As an immediate action, the sphere arcanist may spend a point from their arcane reservoir to attempt a Spellcraft check to identify a spell or sphere effect as it is being cast. If the effect is successfully identified, she may spend I spell point to attempt to counter the spell, as the Counterspell Feat. This arcanist exploit cannot benefit from feats that augment counterspelling, such as Improved Counterspell, Greater Counterspell, or Counterspell Mastery.



Counter Drain (Su): This exploit behaves the same as written, except when countering a sphere effect, the arcanist gains a number of arcane points equal to the number of spell points spent as part of the countered sphere effect.

Greater Counterspell (Su): When using the counterspell exploit, you may spend a second spell point to gain a +5 bonus to your dispel check. You must possess the Counterspell exploit to select this greater exploit.

Resistance Drain (Su): This exploit behaves the same as written, except when used on a sphere effect, it grants the target a number of temporary arcane points equal to the number of spell points spent as part of the resisted sphere effect.

Suffering Knowledge (Su): This exploit behaves the same as written, except when the arcanist is targeted by an enemy sphere ability, When the arcanist fails a saving throw against a sphere ability cast by an enemy, as an immediate action she can expend I point from her arcane reservoir to gain the ability to recreate that sphere effect for a number of rounds equal to the arcanist's Charisma modifier (minimum: 1). The sphere effect costs as many spell points and possesses as many magic talents as it did when the arcanist failed her saving throw, but the caster level is determined by the arcanist herself.

Magical Supremacy (Su): At 20th level, the arcanist may spend arcane points instead of spell points when creating sphere effects. She may spend 3 points from her arcane reservoir in place of a spell point when creating a sphere effect.

Recommended Casting Tradition: The classic feel of the hunter can be recreated through taking the traditional magic casting tradition.

Sphere Bloodrager

Casting: At 4th level, the sphere bloodrager may combine spheres and talents to create magical effects. The sphere bloodrager is considered a Low-Caster and uses Charisma as her casting ability modifier. Although a sphere bloodrager does not gain casting until 4th level, they still count all of their class levels when determining their caster level. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

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

Spell Pool: At 4th level, the sphere bloodrager gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his Charisma modifier. This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A sphere bloodrager gains one magic talent at 4th level and every 2 levels thereafter.

Recommended Casting Tradition: The classic feel of the bloodrager can be recreated through taking the verbal casting and somatic casting drawback. (Note: for a classic bloodrager, the somatic casting drawback provides a chance of spell failure if the bloodrager uses a shield or wears heavy armor, not when wearing medium or heavy armor.)

Sphere Hunter

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

This replaces the spells class feature.

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

Magic Talents: A sphere hunter gains a magic talent every time she gains a caster level.

Recommended Casting Tradition: The classic feel of the hunter can be recreated through taking the verbal casting and animal shaman (Mind) drawbacks.

Sphere Shaman

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

This replaces the spells and spirit magic class features. A sphere shaman does not gain spells from their spirit nor their wandering spirits.

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

Magic Talents: A sphere shaman gains 1 magic talent every level.

Recommended Casting Tradition: The classic feel of the shaman can be recreated through taking the Verbal Casting and Prepared Caster drawbacks.

Sphere Skald

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

This replaces the spells class feature.

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

Magic Talents: A sphere skald gains 1 magic talent every time she gains a caster level.

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

The sphere skald can use this ability once per day at 5th level, twice per day at 11th level, and 3 times per day at 17th level.

This replaces spell kenning.

Recommended Casting Tradition: The classic feel of the skald can be recreated through taking the verbal casting and somatic casting drawbacks.

Sphere Warpriest

Casting: The sphere warpriest may combine spheres

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

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

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

Magic Talents: A sphere warpriest gains I magic talent every time he gains a caster level.

Recommended Casting Tradition: The classic feel of the warpriest can be recreated through taking the divine petitioner casting tradition.

Spheres of Power Archtypes

Armorist

Warleader

Some armorists specialize more in aiding their fellows than empowering their own combative abilities. These armorists often serve as squadron leaders, bolstering their allies with the best possible equipment before leading them into battle.

Mount (Ex): A warleader 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 warleader's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat.

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

This replaces bound equipment.

Tactician (Ex): At 5th level, a warleader receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the warleader can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the warleader possesses. Allies do not need to meet the prerequisites of these bonus feats. The warleader can use this ability once per day at 1st level, plus one additional time per day at 10th level and for every 5 levels thereafter. If the war leader gains this ability from another class, these levels stack for determining the number of uses per day, and he can take the better progression.

Greater Tactician (Ex): At 10th level, the warleader receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The warleader can grant this feat to his allies using the tactician ability. Using the tactician ability is a swift action.

Powerful Tactician (Ex): At 15th level, the warleader receives an additional teamwork feat. The warleader can grant this feat to his allies using the tactician ability.

Master Tactician (Ex): At 20th level the warleader receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The warleader can grant this feat to his allies using the tactician ability. Whenever the warleader uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats.

Symbiotic Knight

Whether it's a piece of living stone, a semi-physical entity from the outer realms, or a sprout from a leshy growth, a symbiotic knight gains his power by forging an alliance with a single entity and calling them into battle. Rather than summoning a variety of weapons and armors, a symbiotic knight uses this symbiot as both their weapons and their armor.

Symbiotic Armor (Su): At 1st level, A symbiotic knight forms a bond with an amorphous creature or another entity. This symbiote becomes a part of the creature, often taking the form of a growing plant, a stone hand, or another conscious mark when not in use. When summoned, the symbiote covers the creature and becomes a suit of armor. The symbiote can take on a light, medium or heavy form as desired. Forming symbiotic armor or changing the armor's form requires the same action as summoning equipment (a move action, which improves through the quick summons class feature). A suit of symbiotic armor has a hardness of 10, and 10 hp per armorist level. If the symbiote is destroyed (such as through sunder maneuvers), it reverts to its dormant state and cannot be used unless repaired or until the symbiotic knight rests to regain spell points, at which time it regains all lost hit points.

	AC Bonus	Max Dex Bonus	Armor Check Penalty
Light Armor	+2	+6	о
Medium Armor	+6	+3	-3
Heavy Armor	+9	+0	-6

This armor gains enhancement bonuses as if it were a piece of bound equipment. However, unlike most pieces of bound equipment, a symbiotic knight may change what special qualities his symbiat possesses each time it is summoned, whenever it's form is changed, or at any time with the same required action (move action, which improves through the quick summons class feature).

A symbiotic counts as a piece of bound equipment for all purposes. If the symbiotic knight gains the Improved Materials or

Greater Materials arsenal tricks, he may grant his symbiot the benefits and hardness of those materials.

This replaces bound equipment.

Summon Equipment (Su): A symbiotic knight summons equipment by forming it out of the substance of his symbiat. As such, only the symbiotic knight can use his summoned equipment; in the hands of any other creatures, his summoned equipment is treated as nothing but a masterwork weapon.

This alters Summoned Equipment.

Symbiot Traits (Su): At 5th level and every 5 levels thereafter, the symbiotic knight's symbiote gains one trait from the Alteration sphere, which it may bestow to the symbiotic knight. Treat the symbiotic knight's armorist level as her caster level when meeting the prerequisites and determining the effects of a particular trait. Traits that cost an additional spell point to use (such as turning incorporeal), are only available as part of a form (such as the perfect maneuverability of an air elemental) cannot be gained in this fashion. If elemental resistance is chosen, the resistance is only against a single element, which must be chosen at the time this trait is gained. Elemental resistance can be gained multiple times, each time affecting a different element.

Once a trait has been chosen, it cannot be changed.

So long as the symbiotic knight is using her symbiote as armor, her symbiote may grant her any trait or traits it possesses. Activating or dismissing any of these traits may be done as part of the action needed to summon, dismiss, or alter the special qualities of symbiotic armor.

Elementalist

Flame Warrior

A flame warrior wields the power of flame until it becomes as much a part of them as their blood.

Fire Focus (Su): At 3rd level, a flame warrior adds 1/2 their elementalist level to all damage dealt with fire blasts.

At 9th level, This bonus damage increases to become equal to their elementalist level, and the elementalist may use his class level as his caster level when using the Fire package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times their elementalist level, and they gain a +2 bonus to their caster level with the Fire package from the Nature sphere.

This replaces Favored Element.

Fire Defense (Ex): At 5th level, a flame warrior gains Fire Resistance equal to 5 + their elementalist level.

This replaces Elemental Defense.

Fire Movement (Su): At 7th level, a flame warrior gains a 20 ft increase to their base land speed. This improves by another 20 ft at 13th and 19th levels.

This replaces Elemental Movement.

Fire Body: At 20th level, the flame warrior's body has become infused with the power of fire. He gains immunity to fire, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces Elemental Body.

Water Warrior

An water warrior wields the power of water and frost to levels unapproachable by other casters.

Water Focus (Su): At 3rd level, a water warrior adds 1/2 their elementalist level to all damage dealt with frost blasts.

At 9th level, This bonus damage increases to become equal to their elementalist level, and the elementalist may use his class level as his caster level when using the Water package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times their elementalist level, and they gain a +2 bonus to their caster level with the Water package from the Nature sphere.

This replaces Favored Element.

Frost Defense (Ex): At 5th level, a water warrior gains Frost Resistance equal to 5 + their elementalist level.

This replaces Elemental Defense.

Water Movement (Su): At 7th level, a water warrior gains a 30 ft swim speed. This improves by 20 ft at 13th and 19th levels.

This replaces Elemental Movement.

Water Body: At 20th level, the water warrior's body has become infused with the power of ice. He gains immunity to frost, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces Elemental Body.

Wind Warrior

A wind warrior is as light-hearted as a breeze, and as powerful as a gale.

Wind Focus (Su): At 3rd level, a wind warrior adds 1/2 their elementalist level to all damage dealt with air blasts.

At 9th level, This bonus damage increases to become equal to their elementalist level, and the wind warrior gains a +2 bonus to the Bull Rush check granted by his air blast.

At 15th level, the bonus damage increases to 1.5 times their elementalist level, and the bonus to the Bull Rush increases to +4.

This replaces Favored Element.

Buffeted (Ex): At 5th level, a wind warrior gains DR against nonlethal damage equal to his elementalist level. He also gains a +2 bonus to his CMD, which increases by an additional +2 at 11th and 17th levels.

Wind Movement (Su): At 7th level, a wind warrior gains a 20 ft flight speed with average maneuverability. This increases to a 40 ft flight speed with good maneuverability at 13th level, and a 60 ft flight speed with perfect maneuverability at 19th level.

This replaces Elemental Movement.

Wind Body: At 20th level, the wind warrior's body has become infused with the power of air. He gains immunity to nonlethal damage, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces Elemental Body.

Earth Warrior

An earth warrior is as strong as the stone, and commands it to do her bidding.

Earth Focus (Su): At 3rd level, an earth warrior adds 1/2 their elementalist level to all damage dealt with stone blasts.

At 9th level, this bonus damage increases to become equal to their elementalist level, and the elementalist may use her class level as her caster level when using the Earth package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times their elementalist level, and they gain a +2 bonus to their caster level with the Earth package from the Nature sphere.

This replaces Favored Element.

Hard as Stone (Ex): At 5th level, an earth warrior gains DR 1/adamantine. This increases to DR 2/adamantine at 11th level, and DR 3/adamantine at 17th level.

This modifies Elemental Defense.

Earth Movement (Su): At 7th level, an earth warrior gains a 15 ft burrow speed. This improves to a 30 ft burrow speed at 13th level, and the earth warrior gains tremorsense 10 ft. At 19th level the burrow speed increases to 45 ft and the tremorsense increases to 20 ft.

This replaces Elemental Movement.

Earth Body: At 20th level, the earth warrior's body has becomes as hard as stone. His damage resistance increases to DR 15/adamantine.

This replaces Elemental Body.

Geomancer

Rather than creating energy, a geomancer manipulates the energy already contained within the world around him.

Weave Elements (Su): A geomancer gains the Nature sphere as a bonus sphere at 1st level, and uses his elementalist level as his caster level with that sphere. This stacks normally with caster levels gained from other sources.

This replaces Weave Energy.

This replaces Elemental Defense.

Favored Package (Su): At 3rd level, a geomancer chooses one of the packages from the Nature sphere and gains a +2 bonus to their caster level with that package. At 9th level, this bonus improves by an additional +2, and they may choose another package to gain a +2 bonus with. At 15th level, all previously chosen packages increase their caster level by another +2, and the geomancer may choose a third package to gain a +2 bonus.

This replaces favored element.

Eliciter

Id

Sometimes, an eliciter taps so deeply into their own and others' emotions that it becomes difficult for them to stop. An Id keeps his emotions close to the surface, feeling everything to its fullest extent, knowing that it is through these emotions that he finds power.

Frequent Emotions: an Id gains an emotion at 1st, 4th, 7th, 10th, 13th, 16th, and 19th levels, in addition to those gained at

2nd level and every 3 levels thereafter. This does not allow the Id to gain access to a lesser power before 5th level, a greater power before 8th level, or a master power before 1th level.

This replaces hypnotism, liberate, terrorize, inspire greatness, insanity, inspire heroics, and reverence.

Hypnotist

Not all eliciters are born into their powers; some gain power over the minds of others through study and focus, learning to twist the will of others to their own purposes. These trained eliciters cannot manipulate emotions, but many find their understanding of the mind-be it others' or their own- more than makes up for their lack of inborn talents.

Inspiration (Ex): At 2nd level, a hypnotist's mental powers of deduction and observation not only allow him to manipulate others, but also to allow himself flashes of insight into his own dealings. A hypnotist gains an inspiration pool as the Investigator class feature, equal to 1/2 his eliciter level + his Intelligence modifier (minimum: 1). However, rather than being able to augment Knowledge, Linguistics, and Spellcraft checks without spending inspiration, the hypnotist may augment Diplomacy, Bluff, Intimidate, and Sense Motive checks without spending inspiration.

This replaces the emotion class feature.

Investigator Talents: At 5th, 11th, and 17th level, a hypnotist gains an investigator talent. He cannot gain a talent that only augments abilities he does not possess (for example, studied strike).



Seelie Disciple

Known as the court of the light fey, the Seelie Court isn't 'good' by most mortal standards, but it is still the fey court that is kindest to mortal concerns. The court often employs fey adepts as guards, champions, musicians, and ambassadors, training them to serve not as shadowy mages, but as heralds for the fey.

Versatile Performance (Ex): at 2nd level, the Seelie disciple gains versatile performance, as the Bard class feature.

This replaces darkvision.

Fascinate (Su): At 10th level, a Seelie disciple can use the Perform skill to cause targets to become fascinated with him. This is identical to the

fascinate bardic performance, treating the Seelie disciple's fey adept levels as bard levels, except that the Seelie disciple can only use this ability for a total number of rounds per day equal to 1/2 his fey adept level + his Charisma modifier, and the Seelie disciple's ability to start a bardic performance does not improve past a standard action. If the Seelie disciple gains bardic performance from any other source, these levels

stack when determining the effectiveness of this performance, as well as the number of rounds it is usable per day.

This replaces hide in plain sight.

Suggestion (Su): At 14th level, the Seelie adept may plant suggestions in the minds of those he has fascinated, as the bardic performance of the same name.

This replaces see in darkness.

Unseelie Disciple

The Unseelie Court, known as the court of the dark fey, is known for its love of cruelty and trickery. A disciple of the Unseelie Court needn't be cruel himself, but still bears the markings of those who taught him his craft.

Sneak Attack (Ex): A Unseelie disciple gains +1d6 sneak attack, as the rogue class feature. This improves by +1d6 at 3rd level and every 2 levels thereafter, to a maximum of 10d6 at 19th level. This damage can be applied to sphere effects, but only those that deal damage, require an attack roll of some sort, and only once per effect regardless of the number of targets or attacks and only when the target is within 30 ft. Additional damage is of the same type as the effect, and if the effect allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

If the Unseelie disciple gains sneak attack from any other source (such as rogue levels), add these levels together when determining the strength of their sneak attack (thus, a rogue I/Unseelie Adept I would possess Id6 sneak attack, not 2d6).

This replaces shadowstuff and shadowmark.

Rogue Talents: at 6th, 12th, and 18th level, the Unseelie Adeot gains a rogue talent of his choice, treating his fey adept levels as rogue levels when determining their effects. At 12th level, the Unseelie disciple can choose advanced talents in place of rogue talents.

This replaces create reality, improved create reality, and greater create reality.

Hedgewitch

Dragonblooded Mortal

Sometimes, a mortal carries inside them the power of a dragon. With training and dedication, a mortal can unlock this power, transforming themselves into something more than man.

Traditions: Choosing the Dragonblooded Mortal archetype replaces one of the character's traditions.

Dragon Heritage (Ex): A dragonblooded mortal gains a host of different abilities depending on which dragon's power they carry. Choose one of the following dragons. As a dragonblooded mortal gains levels, they gain different abilities depending on the dragon selected.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

Dragonform: A dragoonblooded mortal gains the following abilities as they gain levels.

Claws (Ex): At 1st level, a dragonblooded mortal gains the ability to grow claws. These claws are primary attacks that deal 1d4 damage for a medium creature. Growing or retracting these claws is a free action.

Bite (Ex): At 5th level, a dragonblooded mortal gains the ability to grow a bite attack. This is a primary attack that deals 1d6 damage for a medium creature. Growing or dismissing this bite attack is a free action.

Breath Weapon (Su): At 9th level, a dragonblooded mortal gains the ability to make a breath attack as a dragon. This breath attack has a different shape and damage type depending on the the dragonblooded mortal's dragon type as chosen above. This breath weapon deals 1d6 points of damage of the dragon's energy type per hedgewitch level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the hedgewitch's level + his Constitution modifier. The dragonblooded mortal may use this ability once per 1d8 rounds. This improves to 1d6 rounds at 13th level, and 1d4 rounds at 17th level.

Wings (Ex): At 13th level, a dragonblooded mortal gains the ability to grow leathery dragon wings from their back as a standard action, giving them a fly speed of 60 feet with average maneuverability. These wings can be dismissed as a free action.

Power (Ex): At 17th level, The dragonblooded mortal gains a +2 bonus to their Constitution and Strength scores. Their fly speed increases to 90 ft.

Dragon Hide (Ex): At 1st level, a dragonblooded mortal gains a +1 natural armor bonus, and gains resistance 5 to the element associated with their dragon. At 5th, 9th, 13th, and 17th levels, this natural armor bonus increases by +1, and their resistance improves by 5.

Dragonheart (Ex): At 20th the dragonblooded's hearitage comes to complete fruition. They gain immunity to paralysis, sleep, and their associated energy type. They also gain blindsense 60 ft.

Triple Goddess

The triple goddess has learned how to see beyond the material and manipulate the cords of existence. She has power over fate, life and death that is unparalleled even among other magic users.

Traditions: Choosing the Triple Goddess archetype replaces one of the character's traditions.

Maiden, Mother, Crone (Su): A triple goddess commands the powers of Life, Death, and Fate, seeing the strands of people's lives and manipulating them to her desires. At first level, a triple goddess gains 2 of the following spheres, or magic talents contained within these spheres: Life, Death, and Fate. The triple goddess uses her class level as her caster level with these three spheres. This stacks normally with caster levels gained from other sources.

At roth level, whenever the triple goddess rests to regain spell points, she may change one magic talent she possesses in either the Life, Death, or Fate sphere, replacing them with another talent from that same sphere.

Thread of Life (Su): Beginning at 5th level, a triple goddess can sense, manipulate and eventually even severe a creature's thread of life. She gains access to the following abilities as she gains levels, and can use the following abilities a total number of times per day equal to 1 + 1 for every 4 hedgewitch levels she possesses beyond 5th.

At 5th level, the triple goddess may control the weaving of fate. As a standard action she can touch a creature and grant them either good luck or bad luck. If good luck, once a round for the duration of the effect the target may roll a d20 and take the more favorable result. The target must announce they are using this benefit before any roll is made. If granting bad luck, for the duration of the effect, the target must make her first d20 roll twice and take the less favorable result. Bestowing good or bad luck on an unwilling creature requires a touch attack. This effect lasts a number of rounds equal to $\frac{1}{2}$ the triple goddess's class level.

At 9th level, the triple goddess can touch a creature as a standard action and examine the cord of its life to gain an advantage. During the next round the triple goddess gains a +20 circumstance bonus to a single d20 roll made against the target whose cord she examined, such as an attack roll or skill check. This ability can be used in or out of combat but requires a touch attack against an unwilling target.

At 13th level, the triple goddess may spend a standard action to touch a creature and sever its connection to fate. The target must pass a Will save against a DC equal to 10 + 1/2 the triple goddess's class level + the triple goddess's Wisdom modifier. If the target fails this saving throw, it becomes permanently sickened and staggered. These conditions may only be removed through the Break Enchantment Life talent, a *break enchantment* or *remove curse* spell, a *wish* or *miracle* spell, or other, similar means.

At 17th level, a triple goddess gains the ultimate power over life itself: The power to end it. The triple goddess may spend a standard action to make a touch attack against a single creature and cut the cord of its life. The target receives a Will save against a DC equal to 10 + 1/2 the triple goddess's class level + the triple goddess's Wisdom modifier. If the target succeeds in her Will save she is staggered for 1d4 rounds and the triple goddess cannot attempt to cut her cord again for 24 hours. If the target's saving throw fails, she dies.

Incanter

Warlock

Some incanters thirst so thoroughly for power that they will traffic with any number of unsavory creatures to obtain it. These incanters are known as warlocks, and traffic with terrible forces as they bargain for power.

Magic Talents: A warlock only gains 1 magic talent every level.

This modified the incanter's usual magic talents.

Advisor: A warlock gains a familiar at 1st level, treating his incanter level as his wizard level for this purpose.

Possession (Su): At 3rd level, a warlock may enact a ritual as a full-round action that invites the power of his patron to flood his body. For a number of rounds equal to his incanter level, the incanter gains a +2 inherent bonus to one ability score of his choice. This does not increase the warlock's spell pool if his casting ability modifier is increased, and hit points gained as the result of an increase to Constitution are treated similarly to a barbarian's increase in Constitution. The warlock may enact this ritual once per day, plus an additional time for every 4 levels gained beyond 3rd.

At 7th level, the inherent bonus increases to +4, and the ritual may be enacted as a standard action.

At 11th level, the warlock gains a bonus to two ability scores instead of one, and the ritual may be enacted as a move action.

At 15th level, the inherent bonuses increase to +6, and the ritual may be enacted as a swift action.

At 19th level, the warlock gains these bonuses to three ability scores instead of two, and the ritual may be enacted as a free action.

Reincarnated Master

Sometimes, a being goes through a cycle of rebirth so constant and profound that they become one with the cycle of life itself, carrying their strength over from one life to the next.

(**Note:** This archetype is a repurposing of the 'reincarnated druid' from the Pathfinder Roleplaying Game Ultimate Magic book. As the Incanter class is designed to integrate many parts of other classes, this is designed to serve as an example for how different archetypes from other classes may be applied to the incanter.

Archetypes

Mysterious Stranger (Ex): At 2nd level, a reincarnated master adds half his incanter level (minimum: 1) to the DC of Sense Motive, Diplomacy, and Knowledge checks to learn about him.

This replaces the bonus feat gained at 2nd level.

Resist Death's Touch: at 4th level, the reincarnated master gains a +4 bonus to saving throws against death effects, energy drain, and necromancy effects, and to stabilization checks when dying.

This replaces the bonus feat gained at 4th level.

Many Lives (Ex): At 6th level, if the reincarnated master is killed, he automatically reincarnates as the spell I day later. The reincarnated master appears in a safe location within I mile of his previous body. For one week, the reincarnated master always knows the direction and distance to his old body. If he is killed during these 7 days, he remains dead and does not reincarnate. The many lives ability does not function if the reincarnated master is slain by a death effect. Any attempt to bring the reincarnated master back from the dead always results in his being reincarnated.

This replaces the bonus feat gained at 6th level.

Cheat Death (Ex): At 8th level, once per day, the reincarnated master may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is

revealed, or reroll a failed stabilization check while dying. He must take the result of the second roll, even if it is worse.

This replaces the bonus feat gained at 8th level.

Tongue of the Sun and Moon (Ex): At 14th level, the reincarnated master can speak with any living creature.

This replaces the bonus feat gained at 14th level.

Specializations: A reincarnated master may still gain up to two specialization points worth of incanter specializations. One specialization point replaces the bonus feats gained at 1st, 1oth, and 2oth level. A second specialization point replaces the bonus feats gained at 12th, 16th, and 18th levels.

Warrior of Holy Light

Empowered by the fundamental forces of Light in the universe, these knights stand tall against evil.

Mageknight

Casting Ability Modifier: A warrior of holy light uses Charisma as his casting ability modifier.

Alignment: The warrior of holy light must be of good alignment. If he ever ceases to be good, he loses the benefits of his luminous smite, lay on hands, and channel energy abilities until his alignment returns to good.

Light in the Darkness: A warrior of holy light gains the Light sphere as a bonus sphere at 1st level. If the warrior of holy light alread possesses the Light sphere, he instead gains 1 magic talent from the Light sphere. A warrior of holy light may always gain a magic talent from the light sphere in place of a bonus combat feat or mystic combat.

This replaces the magic talent normally gained at 1st level.

Luminous Smite (Su): At 1st level, whenever the warrior of holy light uses the Light sphere to cause a weapon he is wielding to emit bright light, they may spend an additional spell point to empower that weapon against evil. A warrior of holy

light may place a glow effect on an unarmed strike or natural attack in this manner.

For as long as the bright light effect remains and the warrior of holy light wields the weapon, the warrior of holy light gains a bonus on all attack rolls made with that weapon against evil creatures. This bonus is equal to his Charisma modifier. In addition, the weapon deals an amount of additional damage equal to 1/2 the warrior of holy light's class level (minimum: 1) to all evil creatures.

At 7th level, the warrior of holy light may grant the benefits of Luminous Smite to a weapon, even when that weapon is being wielded by other creatures.

At 13th level, the warrior of holy light may spend 2 additional spell points instead of 1 when creating bright light to not only grant the benefit of luminous strike to the wielder of the glowing weapon, but also to all creatures within the area of bright light created by the glow effect. These benefits apply to all attacks made by the affected creatures. When using luminous smite in this manner, the warrior of holy light may place the effect not only on a weapon, but also on any object, or even a creature.

This replaces resist magic

Lay on Hands (Su): Beginning at 2nd level, a warrior of holy light can heal wounds (his own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her mageknight level plus her Charisma modifier. With one use of this ability, a warrior of holy light can heal 1d6 hit points of damage for every two warrior of holy light levels he possesses. Using this ability is a standard action, unless the warrior of holy light targets himself, in which case it is a swift action. Despite the name of this ability, a warrior of holy light only needs one free hand to use this ability.

Alternatively, a warrior of holy light can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the warrior of holy light possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Whenever the warrior of holy light gains a bonus combat feat or a mystic combat, they may choose instead to gain a paladin mercy, treating their mageknight level as their paladin level when meeting its prerequisites and determining its effects. This qualifies the warrior of holy light to gain the Extra Mercy feat.

This replaces the mystic combat ability gained at 2nd level.

Channel Energy: When a warrior of holy light reaches 4th level, he gains the supernatural ability to channel positive energy like a cleric. Using this ability consumes two uses of his lay on hands ability. A warrior of holy light uses her level as his effective cleric level when channeling positive energy. This is a Charisma-based ability.

This replaces the bonus combat feat gained at 4th level.

Holy Champion (Su): At 20th level, a warrior of holy light becomes a conduit for pure light, spirit, and righteousness. He gains DR 10/evil, and increases the bonus damage gained through his luminous smite ability from 1/2 his mageknight level to his mageknight level. In addition, whenever he channels positive energy or uses lay on hands to heal a creature, he heals the maximum possible amount.

This replaces the spellsword ability.

Utterdark Champion

Forged in Darkness and tainted with evil, these warriors seek to purge goodness and Light from the world.

Casting Ability Modifier: The uterdark champion uses Charisma as his casting ability modifier.

Alignment: The utterdark champion must be of evil alignment. If he ever ceases to be evil, he loses the benefits of his tenebrous smite, touch of corruption, and channel energy abilities until his alignment returns to evil.

Swallow the Light: At 1st level the utterdark champion gains the Dark sphere as a bonus magic talent. If the utterdark champion already possesses the Dark sphere, he instead gains 1 magic talent from that sphere. An utterdark champion may always gain a magic talent from the Dark sphere in place of a bonus combat feat or mystic combat.

This replaces the magic talent normally gained at 1st level.

Tenebrous Smite (Su): At 1st level, whenever the utterdark champion places a *darkness* effect on an area, he may spend an additional spell point as a free action to empower themselves against any good creatures caught within that darkness. The utterdark champion gains a bonus equal to his Charisma modifier on all attack rolls made against good-aligned creatures caught within the area of darkness. In addition, the utterdark champion's weapons deal an amount of additional damage equal to 1/2 the utterdark champion's class level (minimum: 1) to all good creatures.

At 7th level, the utterdark champion may spend 2 spell points instead of 1 to empower his allies against his foes, granting them half of his tenebrous smite bonus; all weapon attacks made by the utterdark champion's allies against good targets caught within the area of darkness gain a bonus to their attacks equal to 1/2 the utterdark champion's Charisma modifier (minimum: 1) and a bonus to damage equal to 1/4th the utterdark champion's class level.

At 13th level, when the utterdark champion empowers his allies against his foes, they gain his complete tenebrous smite bonuses, rather than 1/2 his bonuses.

This replaces resist magic

Touch of Corruption (Su): Beginning at 2nd level, an utterdark champion may surround his hand with a fiendish flame, causing terrible wounds to open on those he touches. Each day he can use this ability a number of times equal to 1/2 his mageknight level + his Charisma modifier. As a touch attack, an utterdark champion can cause 1d6 points of damage for every two mageknight levels he possesses. Using this ability is a standard action that does not provoke attacks of opportunity.

Alternatively, an utterdark champion can use this power to heal undead creatures, restoring 1d6 hit points for every two levels the mageknight possesses. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants an utterdark champion 2 additional uses of the touch of corruption class feature.

22

At any time, the utterdark champion may spend a bonus combat feat or mystic combat to gain an antipaladin cruelty, using his mageknight level as his antipaladin level for this purpose.

This replaces the mystic combat ability gained at 2nd level.

Channel Energy (Su): When an antipaladin reaches 4th level, he gains the supernatural ability to channel negative energy like a cleric. Using this ability consumes two uses of his touch of corruption ability. An antipaladin uses his level as his effective cleric level when channeling negative energy. This is a Charisma-based ability.

This replaces the combat feat gained at 4th level.

Unholy Champion (Su): At 20th level, an utterdark champion becomes a conduit for the might of the evil and dark. He gains DR 10/good, and increases the bonus damage gained through his Tenebrous Smite ability from 1/2 his mageknight level to his mageknight level. In addition, whenever he channels negative energy or uses touch of corruption to damage a creature, he deals the maximum possible amount.

This replaces the spellsword ability.

Dragoon

A dragoon is never far from his mount, combining his steed and his magic to powerful effect.

Mount (Ex): Starting at 1st level, a dragoon 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 dragoon's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A dragoon's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a dragoon's mount die, the dragoon may find another mount to serve him after 1 week of mourning.

This ability replaces the resist magic class feature.

Mounted Mystic (Ex): At 3rd level, the dragoon gains the ability to share the effects of any mystic combat ability he is using with his animal companion, provided he is riding his companion as a mount at the time.

This replaces stalwart.

Divine Jariat

To the divine lariat, the lasso symbolizes her bond to her patron goddess. It binds her to a higher power and, thus, becomes empowered as a holy symbol with which she can battle her enemies.

Weapon and Armor Proficiency: A divine lariat is proficient with all simple weapons, martial weapons and the lasso. She is proficient in light armor and medium armor but not in shields.

This modifies the standard mageknight's weapon and armor proficiency.

Magic Lasso (Su): Any lasso in the divine lariat's hands becomes magically empowered, gaining a longer reach, becoming more durable, and harder to escape from when used to entangle a foe. These benefits only endure so long as the divine lariat is holding the lasso.

Level	Lasso Hit Points	Lasso AC	Escape Artist DC	Strength DC	Lasso Reach
ıst	5	12	17	25	15 ft
5th	IO	14	20	27	20 ft
9th	15	16	23	30	25 ft
13th	20	18	25	33	30 ft
17th	25	20	27	36	35 ft

At 8th level, these benefits endure for I round per level, even after the divine lariat releases the lasso, but does not retain these benefits if used by another creature (i.e., a target entangled with the divine lariat's lasso must still fight against the lasso's empowered hit points, AC, and Escape Artist and Strength DC, but another target cannot use the lasso's enhanced abilities if attempting to entangle another target).

Shifter

At 16th level, the benefits endure for 1 hour per level after the divine lariat releases the lasso.

This replaces the casting class feature. A divine lariat still gains spell points, and counts her mageknight levels toward her spell point total.

Lasso Tricks (Ex): As a divine lariat grows in power, she gains the ability to use her lasso to accomplish greater feats.

At 1st level, the divine lariat gains the Weapon Focus (lasso) feat as a bonus feat.

At 2nd level, the divine lariat may treat her lasso as a onehanded weapon, and as a melee reach weapon with a 10ft reach for the purposes of threatening squares, not provoking attacks of opportunity (so long as the target is within the divine lariat's melee range), etc. When making a maneuver against a target outside of this range, the lasso still counts as a ranged weapon, provoking attacks of opportunity as normal. In addition, as a move action she may disengage her lasso with a quick series of tugs, disengaging it and returning it to herself.

At 4th level, a divine lariat can use her lasso to perform a dirty trick, disarm, steal or trip maneuver against a target, even at range. If an opponent is already entangled in her lasso, the divine lariat she can make a drag or reposition maneuver against that opponent. The divine lariat needn't move with her opponent unless the maneuver's movement would put the opponent beyond the reach of her lasso.

At 6th level, the divine lariat can attempt a grapple maneuver at range against a target she has entangled with her lasso. While grappling a target in this fashion, she may only move the target, pin them, or tie them up. She is not considered grappled while grappling a target in this fashion.

At 10th level, a divine lariat may make dirty trick maneuvers and steal maneuvers in place of an attack with her lasso.

This replaces all magic talents gained by the divine lariat.

Bound Enemy (Su): At 7th level, as a full-round action, the divine lariat's lasso can expand to entangle entire groups of enemies. The lasso becomes an area attack weapon with a 10 foot radius. Anyone within the radius must make a Reflex save against a difficulty of 10 + 1/2 the divine lariat's class level + the divine lariat's Dexterity modifier or become entangled. In addition, anyone entangled by this attack is pulled together into the nearest open space to the center of the attack.

This replaces marked.

Critical Roping (Ex): At 19th level, whenever a divine lariat successfully confirms a critical hit with a lasso, she can make a free combat manuever against that target.

This ability replaces spell critical.

Beastmind

Some shifters take on more just than the physical forms of other creatures. By shifting their minds as well as their bodies, beastminds tap into great reserves of mental fortitude.

Mental Transformation (Ex): At 2nd level, the beastmind's transformations affect his mind as well as his body, increasing his abilities. While shapeshifted, the beastmind gain a +1 bonus to Acrobatics, Climb, Survival, and Swim skill checks. This increases by 1 for every 8 shifter levels thereafter, to a maximum of +3 at 18th level.

This ability replaces endurance.

Enhanced Psychology (Ex): At 7th level, the beastmind gains a +2 inherent bonus to his Wisdom score. This increases to +4 at 13th level, and +6 at 19th level.

This replaces enhanced physicality.

Shifting Mind (Su): At 8th level, the beastmind's mental transformations allow him to escape from magical effects that would otherwise control or mislead him. If the beastmind is affected by a mind-affecting spell or effect and fails his saving throw, he may attempt it again 1 round later at the same DC. The beastmind only get one such extra chance to succeed on a saving throw.

This replaces immunity to poison.

Bestial Mind (Su): At 12th level, the beastmind's ability to shift his mind can fool even magical effects. As a free action, the

beastmind may change what creature type or subtype he counts as for the purpose of magical effects that depend on possessing a particular creature type. This change lasts for 1 hour, but may be renewed as often as desired.

This replaces immunity to disease.

Pack Master

Some shifters so easily connect with beasts that they begin to amass creatures to themselves, forming an unlikely pack to aid them in their endeavors. These shifters spend less time developing their own transformations, instead focusing on unlocking the transformative potential of their allies.

Animal Companion (Ex): A pack master gains an animal companion, as the druid class feature, using his shifter level as his effective druid level. The pack master may have more than one animal companion, but he must divide up his effective druid level between his companions to determine the abilities of each companion.

For example, a pack master with an effective druid level of 4 can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion.

Each time a pack master's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the shifter's service (he must release a companion or wait until a companion dies to allocate its levels to another companion). The share spells animal companion ability does not give the shifter the ability to grant a single magical effect to all of his animal companions.

This replaces quick transformation and lingering trans formation.

Improved Empathic Link (Su): At 6th level, the pack master gains an empathic link with all of his animal companions. This functions like an empathic link with a familiar, except the pack master can also see through a companion's eyes as a swift action, maintaining this connection as long as he likes (as long as the companion is within 1 mile) and ending it as a free action. The pack master can only see through the eyes of one companion at a time, and is blinded while maintaining this connection.

This replaces the bestial trait gained at 6th level.

Pack Lord (Ex): At 20th level, each of the pack master's animal companions gains a +4 bonus to their effective druid level, to a maximum equal to the pack master's effective druid level.

This replaces second skin.

Soul Weaver

Tichling

Some soul weavers consider the undead the height of magical attainment, and seek to transform themselves overtime to a state of living undeath. Through dedicated magical study, they can gain the immortality and other benefits of undeath while mitigating the drawbacks.

Living Death (Ex): A lichling uses her Charisma modifier in place of her Constitution modifier when determining the number of hit points gained from her soul weaver levels. She may also use her Charisma modifier in place of her Constitution modifier when calculating her Fortitude saving throw.

This replaces channel energy.

Touch of Corruption (Su): Beginning at 2nd level, a lichling may touch a target and fill it with negative energy. Each day she can use this ability a number of times equal to 1/2 her soul weaver level + her Charisma modifier. Using this ability is a standard action that does not provoke an attack of opportunity, but may be used on herself as a swift action.

The lichling must make a touch attack against an unwilling target. If successful, this ability deals 1d6 points of damage per 2 soul weaver levels to the target. If used on an undead target, this instead heals the undead 1d6 hit points per 2 soul weaver levels. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants a lichling 2 additional uses of the touch of corruption class feature. A lichling may spend a feat to gain an antipaladin cruelty, using her soul weaver level as her effective antipaladin level for this purpose.

The lichling may also channel negative energy as a cleric by spending 2 uses of her touch of corruption. The lichling uses her soul weaver level as her effective cleric level when channeling negative energy. This is a Charisma-based ability.

This replaces blessing/blight.

Negative Energy Affinity (Ex): At 6th level, the lichling is healed by negative energy and harmed by positive energy, as if she was undead.

Undead Resistances: At 10th level, the lichling gains a +2 bonus to all saving throws vs death effects, mind-altering effects, energy drain, disease, paralysis, poison, and sleep. These bonuses increase to +4 at 14th level, and +6 at 18th level.

True Undeath (Ex): At 20th level, a lichling ceases to age (becoming effectively immortal), and gains immunity to age effects, bleed effects, nonlethal damage, ability drain, and energy drain. Unintelligent undead ignore the soul weaver, treating her as one of their own unless attacked.

Dual Channeler

While all soul weavers manipulate the powers of life and death, most favor one over the other. A rare few strike a middle path, channeling positive and negative energy with equal ease. A dual channeler soul weaver has the following class features:

Channel Energy (Su): A dual channeler gains Channel Energy as the cleric class feature, but can channel both positive and negative energy. The dual channeler must choose each time she channels energy if she will channel positive or negative energy, as well as whether to target living or undead creatures as normal. This counts as possessing the Versatile Channeler feat.

This modifies channel energy

Potent Channeler: The dual channeler gains 2 additional uses of channel energy per day. This number increases by 1 for every 2 soul weaver levels possessed. In addition, the dual channeler counts as worshipping any deity and possessing any alignment when meeting the prerequisites for channeling feats.

This replaces bound nexus.

Blessing/Blight (Su): At 2nd level, the dual channeler may grant both blessings and blights, and gains access to both sets of abilities as she gains levels. The dual channeler counts as having the Blessing/Blight Versatility feat.

This modifies Blessing/Blight.

Peerless Channeler (Su): The dual channeler's mastery of energy grants her the following abilities.

Grand Channel: At 4th level, when the dual channeler uses the channel energy class feature, she may spend an additional use of channel energy to increase the die size to d8s instead of d6s. At 8th level, this increases the die size to d10s instead of d8s. **Channel Mastery:** At 8th level, when channeling energy, the dual channeler may spend an additional use of channel energy to add the benefits of any one feat which has channel energy as a prerequisite to that channeling, even if she does not possess that feat. She must meet all other prerequisites of the feat to gain its benefits in this manner.

Simultaneous Channeling: At 12th level, when channeling energy, the soul weaver may spend an additional use of channel energy to affect each creature in the area of effect individually. This means the dual channeler may affect both living and undead creatures, and may choose whether each target is affected by positive or negative energy. You may not affect a single creature more than once with a single channeling.

Channel Blessing/Blight: At 16th level, when channel energy, the dual channeler may spend an additional use of channel energy to apply a blessing, blight, or another applicable blessing/blight ability to one creature that was affected by her channeling. This creature is allowed a saving throw (if applicable) as usual. If the dual channeler possesses the Blessing/Blight Mastery feat, she may use this ability to apply a blessing or a blight without spending an additional use of channel energy.

Mark Souls: At 20th level, when you channel energy, you may spend two additional uses of channel energy to apply a blessing (if affecting the target with positive energy) or blight (if affecting the target with negative energy) to each creature that was affected by your channeling. The creatures are allowed a saving throw (if applicable) as normal.



Synapse

True masters of the mind know that space is merely an illusion, a deceit of existence. Those who understand this truth can be anywhere and everywhere.

Twisted Mind: A synapse gains the Mind and Warp spheres as bonus magic talents.

These replaces mental powers.

Synapse Psionics (Su): A synapse gains the following psionic abilities:

Teleporting Fury (Su): So long as this psionic effect is active, whenever the synapse uses the *teleport* ability from the Warp sphere, he flickers briefly between his starting and ending location. The synapse counts as being in both locations for the purpose of threatening squares, attacking targets, and providing flanking bonuses for allies. If the synapse teleports from one end of a creature to the other, he may even provide flanking bonuses to himself. If a creature attacks the synapse in either location, that creature suffers a 20% miss chance. These benefits persist until the start of the synapse's next turn, at which time he must *teleport* again to receive these bonuses.

Archetypes

At 6th level, the miss chance increases to 50%, and the synapse may make one attack against an adjacent enemy as part of the action used to *teleport*. This attack may target an enemy at either the beginning or destination points of the *teleport*.

This replaces telekinetic manipulation and telekinetic edge.

Out of Sight, Into Mind (Su): At 16th level, the synapse may, as a full-round action, spend 1 round of his psionics in combination with using the *teleport* ability from the Warp sphere to transfer himself into a space currently occupied by another living creature. The creature gets a Will save (DC 10 + 1/2 synapse class level + Int modifier) to negate this effect. If the target succeeds at their saving throw, the synapse is returned to their original position and cannot target that creature with this ability for 24 hours. If the target fails their saving throw, the synapse gains control of the creature.

The synapse keeps his Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not grant more attacks than normal. The synapse can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

If the synapse ceases to maintain this psionic effect, they immediately shift out of the target to the nearest unoccupied square. If the target's body is slain while occupied by the synapse, the synapse dies as well, their body immediately reforming in the nearest empty square.

This replaces the telekinetic colossus.

Lengthened Teleport: At 3rd level, the synapse increases his total *teleport* range by 10 ft. This improves by an additional 10 ft per 3 levels thereafter.

This replaces pushed movement.

Jelekinetic Warrior

A telekinetic warrior possesses very little telepathy, instead focusing all of their energy on transforming their telekinesis into a deadly weapon.

Telekinetic Mastery: A telekinetic warrior gains the Telekinesis sphere as a bonus feat at 1st level, and uses his class level as his caster level with this sphere. This stacks normally with caster levels gained from other sources.

This replaces mental powers.

Telekinetic Movement (Su): A telekinetic warrior gains a bonus equal to 1/2 their class level to all Acrobatics and Fly checks.

This replaces ESP.

Psionics: A telekinetic warrior gains the following effects he may create with his psionics:

Batter: So long as this psionic effect is active, the telekinetic warrior gains a +2 bonus to all attack rolls made with bludgeons. This increases to +3 at 7th level, +4 at 13th level, and +5 at 19th level.

This replaces battlefield relay.

Thaumaturge

Devourer

A devourer fuels his magic not through his own lifeforce, but through the lifeforce of others.

Devour Foe: Whenever the devourer scores a confirmed critical hit against a living enemy or reduces a living enemy to o or fewer hit points, he can steal some of that creature's energy. The devourer may use his forbidden lore the next round without any fear of backlash. However, when not using this ability,

a devourer increases their chance of backlash from forbidden lore from 15% to 20%.

At 10th level, the devourer may use this ability on any foe, not just living foes.

Pactmage

Some thaumaturges stumble into their power, approached by powerful outsiders and offered a deal. Others focus their energies entirely on the art of dealing with such beings, to the neglect of their other studies. While less knowledgeable about the powers they wield, pactmages gain access to rare invocations as a result of their patron's gifts.

Pact Invocations: A pactmage begins play making a pact with a powerful outsider or creature. While the ultimate nature of this creature is up to the GM, the nature of that creature grants the pactmage access to unique invocations, as detailed below.

This replaces occult knowledge.

Pactmage Patrons

Celestial Pact: Your pact is with a good-aligned outsider, such as an angel or azata.

Lingering Guidance: At 2nd level, when using forbidden lore to augment a spell or sphere effect, you may use an invocation to grant the affected targets a +I sacred bonus to attack rolls, skill checks, ability checks, and saving throws for I round.

Celestial Blessing: At 6th level, when using lingering blessing, the temporary hit points last for 1d4+1 rounds.

Empowered Recovery: At 14th level, when you are the target of a healing spell or ability, you may use an invocation to increase the number of hit points you recover by 50%.

Infernal Pact: Your pact is with an evil-aligned outsider, such as a demon or devil.

Lingering Wrath: At 2nd level, when using forbidden lore to augment a spell or sphere effect, you may use an invocation to grant the affected targets a profane bonus to melee damage rolls equal to your forbidden lore bonus for I round.

Infernal Pain: At 6th level, when using lingering pain, the affected targets are sickened for 1d4+1 rounds if they fail their saving throw.

Dark Lore: At 14th level, when using forbidden lore, you may use an invocation to increase your forbidden lore bonus by +4 and negate the need to roll for failure. However, after completing your action, you automatically suffer backlash penalty.

Unspeakable Pact: Your pact is with an alien or aberrant creature, such as an aboleth or qlippoth.

Curse of Entropy: At 2nd level, before an opponent makes a saving throw against one of your spells or abilities, you may use an invocation to apply your forbidden lore bonus as a penalty to their roll.

Gift of Knowledge: At 6th level, when using meditation, you may roll three times and take the highest result.

Lingering Madness: At 14th level, when using forbidden lore to augment a spell or sphere effect, you may use an invocation to cause the affected targets to suffer 1d4 Wisdom damage (Will negates).



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