Everyman Unchained Unchained Rage

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ABOUT THE AUTHOR

Alexander Augunas has been a freelance writer for various *PATHFINDER ROLEPLAYING GAME* compatible products since 2012. Alex is best known as the writer of Know Direction's tri-weekly blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. In addition to writing for Everyman Gaming, LLC, Know Direction, and Radiance House, Alex has worked with companies such as Raging Swan Press, Louis Porter Jr. Design, Amora Game, and Paizo Publishing. Alex is a known kitsune aficionado and hopes to be writing well past his death.

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Author's Preface

When Pathfinder Unchained was released, it promised to help remove some of the unnecessary 'sacred cows' of the game upon which it was based, and nowhere else does this philosophy shine quite as brightly as it does for its unchained base classes. The barbarian received rather substantial changes to how her rage class feature worked and the power level of many of her rage powers was adjusted. Rather than adjusting her ability scores, the unchained barbarian gains flat bonuses on attack rolls and damage rolls and temporary hit points that do not run the risk of killing the barbarian after she has fallen unconscious. These changes have been praised by some and rued by others, but one area that PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED does not touch upon is how to alter other rage-mechanic classes and abilities to better suit the new PATHFINDER UNCHAINED rage mechanic, so Everyman Unchained: Unchained Rage seeks to revise these classes and abilities to improve your gameplay by unchaining it.

— Alexander Augunas

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The following sections are presented in *Everyman Unchained*: Unchained Rage.

Unchained Bloodrager (p. 4–7): Fueled by equal parts rage and bloodline magic, the unchained bloodrager has had his bloodrage class feature updated to fit the example of the unchained barbarian. Two of the bloodrager's bloodlines, abyssal and kyton, have also been updated to better fit the new *PATHFINDER UNCHAINED* rage model.

Unchained Skald (p. 8–11): Skilled at inspiring anger and resolve in his allies, the unchained skald has had his raging song class feature updated to fit the example of the unchained barbarian.

Unchained Feats (p. 12–13): A number of feats that do not function with the unchained rage class feature have been reproduced and updated here to make them compatible with *PATHFINDER UNCHAINED*.

Unchained Prestige Classes (pg. 14–17): Two prestige classes, the rage prophet and the stalwart defender, have been included in *EVERYMAN UNCHAINED*: UNCHAINED RAGE. Both classes have received slight improvements to their rage class features and in how they interact with the barbarian class.

Citations

The following citations are used in *Everyman Unchained*: Unchained Rage.

- ACG PATHFINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE
- APG PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE
- ARG PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE
- ^{UC} PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT
- UM PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC

Modified Sources

This sidebar frequently references "modified" and "unmodified" sources in an attempt to streamline the rage power options for unchained characters that gain rage powers. These terms are defined below.

A "modified rage power" is any rage power listed as an unchained barbarian rage power in *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*. An "unmodified rage power" is any rage power listed in the Unmodified Rage Power sidebar in the barbarian section of Chapter 1 of *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*.

A "modified source" refer to PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE, the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK, and PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT; all other products are unmodified sources.

Rage Power Availability

A character using the standard version of an archetype or class that grants rage powers may choose whether she selects standard barbarian rage powers or unchained barbarian rage powers; once this choice is made, it cannot be changed. A character using an unchained version of such an archetype or class (either the unchained barbarian, from *PATHFINDER UNCHAINED*, or the unchained archetypes, classes, and options found in *EVERYMAN UNCHAINED*: *UNCHAINED RAGE*) must select unchained rage powers.

Converting Rage Powers

In addition to the list of unmodified rage powers listed in the Unmodified Rage Powers sidebar in the barbarian section of Chapter 1 in *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*, a character that selects rage powers as an unchained barbarian can choose rage powers from unmodified sources if the rage power's benefits and prerequisites do not reference any modified rage powers. Additionally, an unchained barbarian can select a rage power from an unmodified source that references a modified rage power. For example, an unchained barbarian can select a rage power from an unmodified source that references the animal fury rage power because animal fury is the name of both a standard barbarian rage power.

An unchained barbarian cannot select a rage power from an unmodified source that references a rage power from a modified source that is not on her list of modified or unmodified rage powers. For example, an unchained barbarian cannot select a rage power that references the reckless fury rage power because reckless fury is from the *CORE RULEBOOK* (a modified source) and isn't on the list of rage powers that is available to an unchained barbarian from that source.

Unchained Eloodrager

While many ferocious combatants can tap into a deep reservoir of buried rage, bloodragers have an intrinsic power that seethes within. Like sorcerers, bloodragers' veins surge with arcane power. While sorcerers use this power for spellcasting, bloodragers enter an altered state in which their bloodline becomes manifest, where the echoes of their strange ancestry lash out with devastating power. In these states, bloodragers can cast some arcane spells instinctively. The bloodrager's magic is as fast, violent, and seemingly unstoppable as their physical prowess.

Role: Masters of the battlefield, bloodragers unleash fearful carnage on their enemies using their bloodlines and combat prowess. The bloodrager's place is on the front lines, right in his enemies' faces, supplying tremendous martial force bolstered by a trace of arcane magic.

Alignment: Any. Hit Die: d10. Starting Wealth: 3d6 × 10 gp (average 105 gp).

Class Skills

The bloodrager's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the bloodrager.

Weapon and Armor Proficiency: Bloodragers are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). A bloodrager can cast bloodrager spells while wearing light armor or medium armor without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, a bloodrager wearing heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has somatic components.

Bloodline: Each bloodrager has a source of magic somewhere in his heritage that empowers his bloodrages, bonus feats, and bonus spells. Sometimes this source reflects a distant blood relationship to a powerful being, or is due to an extreme event involving such a creature somewhere in his family's past. Regardless of the source, this influence manifests in a number of ways. A bloodrager must pick one bloodline upon taking his first level of bloodrager. Once made, this choice cannot be changed.

When choosing a bloodline, the bloodrager's alignment doesn't restrict his choices. A good bloodrager could come from an abyssal bloodline, a celestial bloodline could beget an evil bloodrager generations later, a bloodrager from an infernal bloodline could be chaotic, and so on. Though his bloodline empowers him, it doesn't dictate or limit his thoughts and behavior.

The bloodrager gains bloodline powers at 1st level, 4th level, and every 4 levels thereafter. The bloodline powers a bloodrager gains are described in his chosen bloodline. For all spell-like bloodline powers, treat the character's bloodrager level as the caster level.

At 6th level and every 3 levels thereafter, a bloodrager receives one bonus feat chosen from a list specific to each bloodline. The bloodrager must meet the prerequisites for these bonus feats.

At 7th, 10th, 13th, and 16th levels, a bloodrager learns an additional spell derived from his bloodline. These spells are in addition to the number of spells given on the table above. These spells cannot be exchanged for different spells at higher levels.

If the bloodrager takes levels in another class that grants a bloodline, the bloodlines must be the same type, even if that means that the bloodline of one of the classes must change. Subject to GM discretion, the bloodrager can change his former bloodline to make them conform.

Bloodrage (Su): A bloodrager can call upon inner reserves of strength and ferocity, granting her additional combat prowess. At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + her Constitution modifier. For each level after 1st she possesses, the bloodrager can rage for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *bear's endurance*, do not increase the total number of rounds that a bloodrager can bloodrage per day. A bloodrager can enter a bloodrage as a free action. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a bloodrage, a bloodrager gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, he takes a -2 penalty to Armor Class. He also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the rage ends, and are not replenished if the bloodrager enters a bloodrage again within 1 minute of her previous bloodrage or rage. While in a bloodrage, a bloodrager cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

A bloodrager can end her bloodrage as a free action, and is fatigued for 1 minute after a bloodrage ends. A bloodrager can't enter a new bloodrage while fatigued or exhausted, but can otherwise enter a bloodrage multiple times per day. If a bloodrager falls unconscious, his bloodrage immediately ends.

Bloodrager

Spells per Day

	Base Attack	Fort	Ref	Will					1996
Level	Bonus	Save	Save	Save	Special		2nd	3rd	4th
01	+1	+2	+0	+0	Bloodline, bloodline power, bloodrage, fast movement	-	+	-	-2
02	+2	+3	+0	+0	Uncanny dodge	1-	-		
03	+3	+3	+1	+1	Blood sanctuary	1 C	-	-	
04	+4	+4	+1	+1	Blood casting, bloodline power, eschew materials	1	-	_	
05	+5	+4	+1	+1	Improved uncanny dodge	1	-	-	
06	+6/+1	+5	+2	+2	Bloodline feat	1	-		1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -
07	+7/+2	+5	+2	+2	Bloodline spell, damage reduction 1/-	1	1	- 1	
08	+8/+3	+6	+2	+2	Improved uncanny dodge	1	1	_	23-4 <u>-</u> 5
09	+9/+4	+6	+3	+3	Bloodline feat		1	-	
10	+10/+5	+7	+3	+3	Bloodline spell, damage reduction 2/-		1	1	
11	+11/+6/+1	+7	+3	+3	Greater bloodrage		1	1	
12	+12/+7/+2	+8	+4	+4	Bloodline feat, bloodline power 2		2	1	
13	+13/+8/+3	+8	+4	+4	Bloodline spell, damage reduction 3/-	3	2	1	1
14	+14/+9/+4	+9	+4	+4	Indomitable will	3	2	1	1
15	+15/+10/+5	+9	+5	+5	Bloodline feat	3	2	2	1
16	+16/+11/+6/+1	+10	+5	+5	Bloodline power, bloodline spell, damage reduction 4/-	3	3	2	1
17	+17/+12/+7/+2	+10	+5	+5	Tireless bloodrage		3	2	1
18	+18/+13/+8/+3	+11	+6	+6	Bloodline feat 4 3		3	2	2
19	+19/+14/+9/+4	+11	+6	+6	6 Damage reduction 5/- 4 3		3	2	
20	+20/+15/+10/+5	+12	+6	+6	Bloodline power, mighty bloodrage	4	4	3	2
Loc No.		1	61.10	-			1000		10 X 10

Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Fast Movement (Ex): A bloodrager's land speed is faster than is normal for his race by 10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the bloodrager's speed due to any armor worn or load carried. This bonus stacks with any other bonuses to the bloodrager's land speed.

Uncanny Dodge (Ex): At 2nd level, a bloodrager can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A bloodrager with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a bloodrager already possesses uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Blood Sanctuary (Su): At 3rd level, due to the power of his blood, a bloodrager can stand confidently amid the effects of spells cast by himself or his allies. He gains a +2 bonus on saving throws against spells that he or an ally casts.

Blood Casting (Su): At 4th level, the bloodrager gains the ability to cast spells even while bloodraging. He can also cast these spells defensively and can make concentration checks for these spells while bloodraging. While bloodraging, he can cast and concentrate on only his bloodrager spells (see below);

spells from other classes cannot be cast during this state.

Eschew Materials: At 4th level, the bloodrager gains Eschew Materials as a bonus feat.

Spells: Beginning at 4th level, a bloodrager gains the ability to cast a small number of arcane spells drawn from the bloodrager spell list. To learn or cast a spell, a bloodrager must have a Charisma score equal to at least 10 + the spell level. He can cast spells he knows without preparing them ahead of time. The saving throw DC against a bloodrager's spell is 10 + the spell level + the bloodrager's Charisma modifier.

Like other spellcasters, a bloodrager can cast only a certain number of spells of each level per day. His base daily spell allotment is given on the table above. In addition, he receives bonus spells per day if he has a high Charisma score. The bloodrager does not need to prepare these spells in advance; he can cast any spell he knows at any time, assuming he hasn't yet used up his allotment of spells per day for the spell's level.

The bloodrager's selection of spells is limited. At 4th level, a bloodrager knows two 1st-level spells of his choice. A bloodrager gains more spells as he increases in level, as indicated on the table above. Unlike spells per day, the number of spells a bloodrager knows is not affected by his Charisma score, but it is affected by any bonus spells he gains from his bloodline.

Improved Uncanny Dodge (Ex): At 5th level, a bloodrager can no longer be flanked. This defense denies rogues (or other classes with the sneak attack ability) the ability to sneak attack the bloodrager by flanking him, unless the attacker has at least four more rogue levels (or levels in the class

granting sneak attack) than the target has bloodrager levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum rogue level required to flank the character.

Damage Reduction (Ex): At 7th level, a bloodrager gains damage reduction. Subtract 1 from the damage the bloodrager takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every 3 levels thereafter, this damage reduction increases by 1 point. Damage reduction can reduce damage to 0, but not below 0.

Greater Bloodrage (Su): At 11th level, a bloodrager's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while bloodraging increases to +3. In addition, the amount of temporary hit points gained when entering a rage increases to 3 per Hit Die. Furthermore, upon entering a bloodrage, the bloodrager can apply the effects a bloodrager spell he knows of 2nd level or lower to himself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the bloodrage. This use consumes a bloodrager spell slot, as if he had cast the spell; he must have the spell slot available to take advantage of this effect.

Greater bloodrage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Indomitable Will (Ex): At 14th level, a bloodrager gains a +4 bonus on Will saves to resist enchantment spells while bloodraging. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his bloodrage.

Tireless Bloodrage (Su): At 17th level, a bloodrager no longer becomes fatigued at the end of his bloodrage.

Mighty Bloodrage (Su): At 20th level, a barbarian's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +4. In addition, the amount of temporary hit points gained when entering a rage increases to 4 per Hit Die. Furthermore, the spell he can apply to himself at the beginning of a bloodrage due to the greater bloodrage class feature is not limited to only spells of 2nd level or lower.

Bloodrager Bloodlines

When a bloodrager enters a bloodrage, he often takes on a physical transformation influenced by his bloodline and powered by the magic that roils within him. Unless otherwise specified, he gains the effects of his bloodline powers only while in a bloodrage; once the bloodrage ends, all powers from his bloodline immediately cease, and any physical changes the bloodrager underwent revert, restoring him to normal.

Abyssal

Generations ago, a demon spread its filth into the essence of

Bloodrager Spells Known

1st 2nd 3rd 4th 2 5th 3 6th 4 7th 4 2 8th 4 3 9th 5 4 10th 5 4	
3rd 4th 2 5th 3 6th 4 7th 4 2 8th 4 3 9th 5 4	
4th 2	-
5th 3 6th 4 7th 4 2 8th 4 3 9th 5 4	-
6th 4 — — 7th 4 2 — 8th 4 3 — 9th 5 4 —	-
7th 4 2 8th 4 3 9th 5 4	-
8th 4 3 9th 5 4	-
9th 5 4 —	
	-
10th 5 4 2	-
	-
11th 5 4 3	-
12th 6 5 4	-
13th 6 5 4	2
14th 6 5 4	3
15th 6 6 5	4
16th 6 6 5	4
17th 6 6 5	4
18th 6 6 6	5
19th 6 6 6	5
20th 6 6 6	5

your bloodline. While it doesn't manifest in all of your kin, in those moments when you're bloodraging, you embody its terrifying presence.

Bonus Feats: Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Intimidating Prowess, Power Attack, Toughness.

Bonus Spells: *Ray of enfeeblement* (7th), *bull's strength* (10th), *rage* (13th), *stoneskin* (16th).

Bloodline Powers: The power of the Abyss courses through your veins, causing horrific transformations during your bloodrage.

Claws (Su): At 1st level, you grow claws while bloodraging. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack, using your full base attack bonus. These attacks deal 1d6 points of damage each (1d4 if you are Small) plus your Strength modifier. At 4th level, these claws are considered magic weapons for the purpose of overcoming damage resistance. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, these claws become flaming weapons, which deal an additional 1d6 points of fire damage on a hit.

Demonic Bulk (Su): At 4th level, when entering a bloodrage, you can choose to grow one size category larger than your base size (as *enlarge person*) even if you aren't humanoid.

Demon Resistances (Su): At 8th level, you gain resistance 5 to acid, cold, and fire. At 16th level, these resistances increase to 10.

Abyssal Bloodrage (Su): At 12th level, the bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls granted by your bloodrage increases by +1, but the penalty to AC becomes -4 instead of -2. At 16th level, this bonus increases by +2 instead. At 20th level, it increases by +3 instead.

Demonic Aura (Su): At 16th level, when entering a bloodrage you can choose to exude an aura of fire. The aura is a 5-foot burst centered on you, and deals 2d6 + your Constitution modifier points of fire damage to creatures that end their turns within it.

Demonic Immunities (Su): At 20th level, you're immune to electricity and poison. You have this benefit constantly, even while not bloodraging.

Kyton

Generations ago, a kyton tainted the essence of your bloodline with its influence. Just as an eclipse drives animals wild, so too does the darkness unleash a madness from deep within you.

Bonus Feats: Alertness, Blind-Fight, Exotic Weapon Proficiency (spiked chain), Great Fortitude, Improved Dirty Trick^{APG}, Iron Will, Toughness.

Bonus Spells: persuasive goad (7th), pain strike (10th), deeper darkness (13th), fear (16th)

Bloodline Powers: The sadistic power of the kytons flows through you, twisting you into a creature of pain and darkness when you bloodrage.

Painful Strike (Su): At 1st level, when you confirm a critical hit, the target is sickened for a number of rounds equal to 1/2 your bloodrager level (minimum 1). During this time, the creature must succeed at a concentration check (DC = 15 + the spell's level) in order to cast a spell.

Grasping Chains (Su): At 4th level, chains cover your body and extend from your arms, grasping at the air around you and granting you a +4 bonus on Climb skill checks. At 9th level, this bonus increases to +8 and you gain a Climb speed equal to 1/2 your base speed.

Armor of Chains (Su): At 8th level, you gain resistance 5 to cold and the chains covering your body provide a +4 armor bonus to AC with no armor check penalty, maximum Dexterity bonus, or additional weight. At 16th level, the resistance increases to 10 and the armor bonus increases to +8.

Agony's Embrace (Su): At 12th level, whenever you're hit by a critical hit, the bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls granted by your bloodrage increases by +1 for 1d6 rounds or until your bloodrage ends. At 16th level, this bonus increases by +2 instead. At 20th level, it increases by +3 instead.

Unnerving Gaze (Su): At 16th level, your foes begin to see f lashes of the faces of dead loved ones when they look at your face. You gain a gaze attack with a range of 30 feet. All foes who fail a Will save (DC = 10 + 1/2 your bloodrager level + your Charisma modifier) become shaken for 1d3 rounds.

Kyton Immunities (Su): At 20th level, you gain immunity to cold and DR 10/good and silver. You have this benefit constantly, even when not bloodraging.

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Unchefined Skeld

Skalds are poets, historians, and keepers of lore who use their gifts for oration and song to inspire allies into a frenzied rage. They balance a violent spirit with the veneer of civilization, recording events such as heroic battles and the deeds of great leaders, enhancing these stories in the retelling to earn bloodier victories in combat. A skald's poetry is nuanced and often has multiple overlapping meanings, and he applies similar talents to emulate magic from other spellcasters.

Role: A skald inspires his allies, and often presses forward to fight enemies in melee. Outside of combat, he's useful as a healer and scholar, less versatile but more durable than a bard.

Alignment: Any.

Hit Die: d8.

Parent Classes: Barbarian and bard.

Starting Wealth: $3d6 \times 10$ gp (average 105 gp).

Class Skills

The skald's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (oratory, percussion, sing, string) (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the skald.

Weapon and Armor Proficiency: A skald is proficient with all simple and martial weapons, light and medium armor, and shields (except tower shields). A skald can cast skald spells while wearing light or medium armor and even using a shield without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, a skald wearing heavy armor incurs a chance of arcane spell failure if the spell in question has somatic components.

Bardic Knowledge (Ex): A skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.

Cantrips: Skalds learn a number of cantrips, or 0-level spells, as noted on Table 1–11: Skald Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Spells: A skald casts arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every skald spell has a verbal component—these verbal components can take the form of song, recitation, or even non-verbal music like percussion. To learn or cast a spell, a skald must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a skald's spell is 10 + the spell's level + the skald's Charisma modifier.

Like other spellcasters, a skald can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the table above. In addition, he receives bonus spells per day if he has a high Charisma score.

The skald's selection of spells is limited. A skald begins play knowing four 0-level spells and two 1st-level spells of the skald's choice. At each new skald level, he gains one or more new spells. Unlike spells per day, the number of spells a skald knows isn't affected by his Charisma score; the numbers on Skald Spells Known Table are fixed.

At 5th level and every 3 levels thereafter, a skald can choose to learn a new spell in place of one he already knows. In effect, the skald loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level skald spell the skald can cast. A skald may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A skald need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Raging Song (Su): A skald is trained to use music, oration, and similar performances to inspire his allies to feats of strength and ferocity. At 1st level, a skald can use this ability for a number of rounds per day equal to 3 + his Charisma modifier. For each level thereafter, he can use raging song for 2 additional rounds per day.

Starting a raging song is a standard action, but it can be maintained each round as a free action. A raging song cannot be disrupted, but it ends immediately if the skald is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round to maintain it. A raging song counts as the bard's bardic performance special ability for any effect that affects bardic performances. A skald may learn bard masterpieces.

A raging song has audible components, but not visual components. Affected allies must be able to hear the skald for the song to have any effect. A deaf skald has a 20% chance to fail when attempting to use a raging song. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to raging songs.

If a raging song affects allies, when the skald begins a raging song and at the start of each ally's turn in which they can hear the raging song, the skald's allies must decide whether to accept or refuse its effects. This is not an action. Unconscious allies automatically accept the song. If accepted, the raging song's effects last for that ally's turn or until the song ends, whichever

Skald

Spells per Day

	Base Attack	Fort	Ref	Will							
Level	Bonus	Save	Save	Save	Special	1st	2nd	3rd	4th	5th	6th
01	+0	+2	+0	+2	Bardic knowledge, cantrips, inspired rage +1 (+1 attack/	1	-	+	-	-	-
					damage), raging song, scribe scroll						22
02	+1	+3	+0	+3	Versatile performance, well-versed	2	- /	-	-	-	-
03	+2	+3	+1	+3	Rage power, song of marching	3	-	-		-	-
04	+3	+4	+1	+4	Inspired rage +2, uncanny dodge	3	1	-	-	-	
05	+3	+4	+1	+4	Spell kenning 1/day	4	2	-		-	-
06	+4	+5	+2	+5	Rage power, song of strength	4	3	-	-	-	-
07	+5	+5	+2	+5	Lore master 1/day, versatile performance	4	3	1	-		14
08	+6/+1	+6	+2	+6	Improved uncanny dodge, inspired rage +3 (+2 attack/	4	4	2	-	-	-
					damage)						1.5
09	+6/+1	+6	+3	+6	Rage power, DR 1/-	5	4	3		-	-
10	+7/+2	+7	+3	+7	Dirge of doom		4	3	1	-	-
11	+8/+3	+7	+3	+7	Spell kenning 2/day	4	4	4	2	-	
12	+9/+4	+8	+4	+8	Inspired rage +4, rage power, versatile performance	5	5	4	3	-	-
13	+9/+4	+8	+4	+8	Lore master 2/day	5	5	4	3	1	-
14	+10/+5	+9	+4	+9	DR 2/-, song of the fallen	5	5	4	4	2	-
15	+11/+6/+1	+9	+5	+9	Rage power	5	5	5	4	3	-
16	+12/+7/+2	+10	+5	+10	Inspired rage +5 (+3 attack/damage)	5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+10	Spell kenning 3/day, versatile performance 5		5	5	5	4	2
18	+13/+8/+3	+11	+6	+11	Rage power	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+11	DR 3/-, lore master 3/day	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12	Inspired rage +6, master skald	5	5	5	5	5	5

comes first.

At 7th level, a skald can start a raging song as a move action instead of a standard action. At 13th level, a skald can start a raging song as a swift action instead.

Inspired Rage (Su): At 1st level, affected allies gain a +1 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws, but also take a - 1penalty to AC. They also gain 1 temporary hit point per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the skald's inspired rage ends, and are not replenished if the ally enters a rage again (including a barbarian's rage, a bloodrager's bloodrage, or a skald's inspired rage) again within 1 minute of its previous rage. While under the effects of inspired rage, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. At 4th level and every 4 levels thereafter, the song's bonuses on Will saves increase by 1; the penalty to AC doesn't change. At 8th and 16th levels, the song's bonuses on melee attack rolls, melee damage rolls, and thrown weapon damage rolls increase by 1. (Unlike the barbarian's rage ability, those affected are not fatigued after the song ends.)

If an ally has her own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), she may use the bonuses of her own rage class ability instead of those from the skald (still suffering no fatigue afterward). However, inspired rage does not allow the ally to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use these features.

Song of Marching (Su): At 3rd level, a skald can use raging song to inspire his allies to move faster without suffering from fatigue. By expending 1 round of raging song, the skald invigorates allies within 60 feet, who may hustle for the next hour; this movement counts as a walk (not a hustle) for the purpose of accruing nonlethal damage and fatigue. The skald must continue to perform the song for the remainder of the hour, otherwise its effects end, but only 1 round of raging song is expended for that hour.

Song of Strength (Su): At 6th level, a skald can use raging song to inspire his allies to superhuman feats of strength. Once each round while the skald uses this performance, allies within 60 feet who can hear the skald may add 1/2 the skald's level to a Strength check or Strength-based skill check.

Dirge of Doom (Su): At 10th level, a skald can create a sense of growing dread in his enemies, causing them to become shaken. This only affects enemies that are within 30 feet and able to hear the skald's performance. The effect persists for as long as the enemy is within 30 feet and the skald continues his performance. This cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. This is a sonic mind-affecting fear effect, and relies on audible components.

Song of the Fallen (Su): At 14th level, a skald can temporarily revive dead allies to continue fighting, with the same limitations as raise dead. The skald selects a dead ally within 60 feet and expends 1 round of raging song to bring that ally back to life. The revived ally is alive but staggered. Each round, the skald may expend another 1 round of raging song to keep that ally alive for another round. The ally automatically dies if the skald ends this performance or is interrupted. The skald may revive multiple allies with this ability (either at the same time or over successive rounds) but must expend 1 round of raging song per revived ally per round to maintain the effect.

Scribe Scroll: At 1st level, a skald gains Scribe Scroll as a bonus feat.

Versatile Performance (Ex): At 2nd level, a skald can choose one type of Perform skill associated with the skald class. He can use his bonus in that skill in place of his bonus in the associated skills listed below. When substituting in this way, the skald uses his total Perform skill bonus, including class skill bonus, in place of the associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 7th level, and every 5 levels thereafter, the bard can select an additional type of Perform to substitute.

The types of Perform and their associated skills are: Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

Well-Versed (Ex): At 2nd level, the skald becomes resistant to sonic effects. The skald gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

Rage Powers (Ex): At 3rd level and every 3 levels thereafter, a skald learns a rage power that affects the skald and any allies under the influence of his inspired rage. This cannot be a rage power that requires the creature to spend a standard action or rounds of rage to activate it. For example, the skald cannot choose terrifying howl (which requires a standard action to activate), but can choose knockback (which is made in place of a melee attack).

Unless otherwise noted, a skald cannot select an individual rage power more than once.

When starting an inspired rage, the skald chooses which rage powers (if any) to add to the song, and all affected allies gain the benefit of these rage powers, using the skald's level as their effective barbarian level. The skald uses his skald level as his barbarian level for the purpose of selecting rage powers that require a minimum barbarian level. If the rage power's effects depend on the skald's ability modifier (such as lesser spirit totem), affected allies use the skald's ability modifier instead of their own for the purposes of this effect.

If a rage power requires another rage power (such as disruptive, which requires superstition), the skald cannot grant that rage power to allies unless he can also grant that power's prerequisite. He may add multiple rage powers to an inspired rage at the same time using this ability (such as granting

Skald Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	
2nd	5	3	10 - A	-	-	-	
3rd	6	4	-	-	-	-	
4th	6	4	2	-	_		40
5th	6	4	3		—	_	-
6th	6	4	4	-	-	_	-
7th	6	5	4	2		—	_
8th	6	5	4	3	- <u>-</u>		-
9th	6	5	4	4	—	-	-
10th	6	5	5	4	2	-	_
11th	6	6	5	4	3	_	—
12th	6	6	5	4	4	_	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	-
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

superstition and disruptive simultaneously).

If a rage power can only be used a certain number of times per day or per rage (such as renewed vigor), each ally affected by the inspired rage song is subject to that limit (with once per rage abilities limited to once per inspired rage).

If the skald has rage powers from another source, he (but not his allies) can use those rage powers during an inspired rage. He cannot select a duplicate rage power, unless that rage power can be taken multiple times.

If the skald has the ability to rage from another source, he can use his skald rage powers during that rage as well.

Uncanny Dodge (Ex): At 4th level, a skald gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if he is immobilized. A skald with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

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

Spell Kenning (Su): At 5th level, a skald is learned in the magic of other spellcasters, and can use his own magic to duplicate those classes' spells. Once per day, a skald can cast any spell on the bard, cleric, or sorcerer/wizard spell list as if it were one of his skald spells known, expending a skald spell slot of the same spell level to cast the desired spell. Casting a spell with spell kenning always has a minimum casting time of 1 full round, regardless of the casting time of the spell.

At 11th level, a skald can use this ability twice per day. At

17th level, he can use this ability three times per day.

Lore Master (Ex): At 7th level, the skald becomes a master of many different types of lore, and can choose to take 10 on any Knowledge skill check that he has ranks in. Once per day, the skald can take 20 on any Knowledge skill check as a standard action, instead of spending the normal time taking 20 requires. He can use this ability to take 20 on a Knowledge skill check twice per day at 13th level and three times per day 19th level.

Improved Uncanny Dodge (Ex): At 8th level and higher, a skald can no longer be flanked. This defense denies enemies the ability to sneak attack the skald by flanking him, unless the attacker has at least four more levels in a class that grants sneak attack than the target has skald levels.

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

Damage Reduction (Ex): At 9th level, a skald gains damage reduction. Subtract 1 from the damage the skald takes each time he is dealt damage from a weapon or a natural attack. At 14th and 19th levels, this damage reduction increases by 1. Damage reduction can reduce damage to 0, but not below 0. Additionally, the skald grants this DR to all allies affected by his inspired rage.

Master Skald (Su): At 20th level, a skald's inspired rage no longer gives allies a penalty to AC, nor limits what skills or abilities they can use. Allies with rage class abilities may use features dependent on those abilities without restriction, such as a barbarian's rage powers and a bloodrager's blood casting and bloodline abilities. Finally, when making a full attack, affected allies may make an additional attack each round (as if using a *haste* effect).

Unchelined Archetypes

Archetypes modify a base class by replacing its class features. When a player selects a class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class. For example, the kata master archetype replaces the stunning fist and still mind class features as well as the unchained monk's 8th-level and 16th-level ki powers and alters the unchained monk's ki pool class feature.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different theme. For example, the kata master archetype's ki pool still counts as the ki pool class feature for any prerequisites that require that ability.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as the other alternate feature. For example, a monk could not be both a martial artist and a kata master, because both archetypes alter or replace the unchained monk's ki pool, still mind, and 8th-level and 12th-level ki powers.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a rogue's sneak attack or a fighter's weapon training), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a swashbuckler's fourth use per day of her charmed life ability at 6th level, her number of charmed life uses per day doesn't jump from 3 to 5 at 10th level—it improves to four per day just as if she finally gained the increase from 6th level. This adjustment continues for every level in which her charmed life ability gains additional uses, until at 18th level she has six uses of charmed life per day instead of the seven uses per day of a standard swashbuckler.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements. For example, if a class feature says it replaces ki power without mentioning a specific instance of ki power, it replaces all of the unchained monk's ki powers.

Savage Technologist (Barbarian)

Savage technologists combine the ferocity of firearms with their own, savage frenzies.

Class Skills: The following skills are class skills for a savage technologist: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Sense Motive Wis), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str). This replaces the standard list of barbarian class skills.

Weapon and Armor Proficiency: A savage technologist is proficient with all simple and martial weapons, all firearms, light armor, and shields (except tower shields). This replaces the standard barbarian's weapon and armor proficiencies.

Rage (Ex): When a savage technologist enters a rage, she gains a +2 bonus on all attack rolls (both melee and ranged attacks) and a +2 bonus on all melee damage rolls and thrown weapon damage rolls. This ability alters rage.

Sword and Gun (Ex): At 2nd level, when a raging savage technologist wields a one-handed firearm in one hand and a light or one-handed melee weapon in the other, she can make ranged attacks with the firearm without provoking attacks of opportunity. She also gains the benefits of the Two Weapon Fighting feat, but only if all attacks are made with those weapons. This ability counts as having the Two-Weapon Fighting feat for purposes of meeting feat prerequisites. This ability replaces uncanny dodge.

Primal Magnetism (Ex): At 3rd level, a savage technologist adds her Strength modifier on Diplomacy checks when interacting with tribal cultures. She can expend 2 rounds of rage (even if not raging) to add a bonus equal to 1/2 her barbarian level on a Diplomacy check.

Crack Shot (Ex): At 5th level, a savage technologist adds her Dexterity modifier to her damage rolls when making ranged attacks with a firearm while raging and she treats her firearm as a thrown weapon for the purpose of determining any bonus damage that her firearm attacks deal while she is raging. This ability replaces improved uncanny dodge.

Primal Hunter (Barbarian)

Rather than exploding with anger, primal hunters focus their rage to strike distant targets. Though able to hold their own in melee, primal hunters specialize in using some of the oldest of ranged weapons: bows, slings, and spears.

Exceptional Pull: At 1st level, a primal hunter gains Exceptional Pull as a bonus feat, even if she doesn't meet the requirements. At 11th and 20th levels, the strength rating of weapons she wields increases by 1 (weapons without a strength rating are not affected). This ability replaces fast movement.

Focused Rage (Ex): While raging, a primal hunter gains a + 2 bonus on attack rolls with ranged weapons. This bonus increases to +3 at 11th level and to +4 at 20th level. While raging, a primal hunter can attempt Stealth checks but doesn't gain a morale bonus on Will saves. This ability alters rage.

Urban Barbarian (Barbarian)

Every barbarian knows that city life can soften the spirit and the body, but some barbarians take on the trappings and ways of their adoptive homes and bend their savage powers to its challenges. While these urban barbarians' rough edges are smoothed into civility, they can use their primal nature and upbringing to move with the ebb and flow of civilization's natural rhythms.

Weapon and Armor Proficiency: An urban barbarian is not proficient with medium armor. This ability alters the barbarian's weapon and armor proficiency.

Skills: An urban barbarian gains Diplomacy (Cha), Knowledge (local) (Cha), Knowledge (nobility) (Cha), Linguistics (Int), and Profession (Wis) as class skills and loses Handle Animal (Cha), Knowledge (nature) (Int), and Survival (Wis). This ability alters the standard barbarian's class skills.

Crowd Control (Ex): At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds. This ability replaces fast movement.

Controlled Rage (Ex): When an urban barbarian rages, she may select two of the following benefits instead of making a normal rage: +1 bonus on all attack rolls (both melee and ranged), +1 bonus on melee damage rolls and thrown weapon damage rolls, +1 dodge bonus to her Armor Class and on Reflex saves, 1 temporary hit point per Hit Die the barbarian possesses (functioning as any other source of temporary hit points gained from raging). The urban barbarian gains three benefits when she gains greater rage and four benefits when she gains mighty rage. She may select a benefit multiple times, stacking their bonuses. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity, and Charisma-based skills. This ability alters rage.

Viking (Fighter)

A viking strikes fear into the heart of her foes, and in battle can fly into a terrible rage. Many vikings wear the pelts of bears or wolves, drawing on the strength and ferocity of these beasts in battle. Vikings do not wear heavy armor, but are skilled at fighting with an ax or spear in conjunction with a shield.

Weapon and Armor Proficiency: A viking is not proficient with heavy armor or tower shields. This ability alters the fighter's weapon and armor proficiency.

Other Ragers

Although barbarians, bloodragers, and skalds are by far the most famous of the raging classes, several other archetypes and character options found throughout the *PATHFINDER ROLEPLAYING GAME* can grant the ability to rage to characters and creatures without levels in these classes.

When such a character or creature gains the ability to bloodrage, rage, or perform a raging song, it may choose whether its ability functions as the standard version of this class feature or the unchained version. At the GM's decision, players may be locked into taking a specific option, such as if the GM chooses to only used the standard version of these abilities or only the unchained version.

Raging Archetypes

The following archetypes and class options grant characters the rage class feature.

Anger inquisition^{UM} (Inquisitor option) Blood god disciple (Summoner archetype^{ARG}) Wild stalker (Ranger archetype^{UC})

Raging Companions

The following animal companions and plant companions possess the rage class feature, as a barbarian.

Badger (Animal companion) Carnivorous flower (Plant companion^{ARG})

Raging Prestige Classes

The following prestige class possesses the rage class feature, as a barbarian.

Furious guardian^{d20PFSRD}

Fearsome (Ex): At 2nd level, a viking can make an Intimidate check to demoralize an opponent as a move action. At 10th level, she can do so as a swift action. At 18th level, she can demoralize a foe as a free action once per round. This ability replaces bravery.

Shield Defense (Ex): Starting at 3rd level, a viking learns the art of fighting with a shield. Whenever she is wearing medium, light, or no armor and wielding a shield, the viking's shield bonus to AC increases by 1. Every 4 levels thereafter (7th, 11th, and 15th), this bonus increases by 1. This ability replaces armor training.

Berserker (Ex): At 4th level, a viking gains the rage ability as the barbarian class feature, but her barbarian level is considered to be her fighter level -3. This ability replaces weapon training 1, 2, 3, and 4.

Rage Powers (Ex): Starting at 6th level, whenever a viking gains a fighter bonus feat, she can instead choose to gain a single rage power, as the barbarian class feature, in place of the bonus feat. Once selected, these rage powers cannot be changed.

Unchelhed Feets

Feats represent special tricks and edges that characters have acquired though training, luck, or a quirk of birth. They grant abilities and benefits in certain situations.

Types of Feats

Though most of the feats presented in this section are general and have no special rules governing them, some feats belong to a type or types of feats that share special shared rules. The types a feat belongs to appear in parentheses after the feat name. This section features the following types of feats.

Combat Feats

Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats provided that they meet the prerequisites.

Teamwork Feats

Teamwork feats grant significant bonuses, but they function only under specific circumstances. In most cases, these feats require an ally with the same feat to have a specific position on the battlefield. Teamwork feats provide no benefits if the given conditions are not met. Allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats. Cavaliers, hunters, and inquisitors have special class abilities that allow them to use teamwork feats even if their allies don't have those feats.

Feat Descriptions

Feats are summarized on the feats table. Note that the prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feats' description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat can have more than one prerequisite.

Benefit: What a feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Amplified Rage (Teamwork)

When adjacent to other raging allies, your rages become even more powerful.

Prerequisites: Half-orc or orc, rage class feature.

Benefit: Whenever you are raging and adjacent to a raging ally who also has this feat or flanking the same opponent as a raging ally with this feat, all bonuses on attack rolls and damage rolls granted by your rage increase by +2 and you immediately gain a number of temporary hit points equal to 2 per Hit Die you possess. These temporary hit points function as and stack with those granted by the rage class feature. You gain only gain temporary hit points from this feat once every 1 minute. You only gain this bonus from one qualifying ally, regardless of how many are adjacent to you.

Brutal Blow (Combat)

Your strikes while raging are particularly devastating.

Prerequisites: Rage class feature or raging song class feature.

Benefit: While raging, your rage's bonus on melee damage rolls is increased by half (+50%) if you are making an attack with a two-handed weapon. If you possess the raging song class feature, all creatures influenced by your raging song increase your raging song's bonus on melee damage rolls by half (+50%) while making an attack with a two-handed weapon.

Special: If you have the rage power class feature, you can select this feat instead of a rage power.

Brutal Maneuvers (Combat)

You channel your brutal rage into a variety of devastating tricks and maneuvers focused on your enemies.

Prerequisites: Rage class feature or raging song class feature.

Benefit: While raging, add your rage's bonus on all combat maneuver checks that you make in addition to melee attack rolls, melee damage rolls, and thrown weapon damage rolls. If you possess the raging song class feature, all creatures influenced by your raging song add your rage's bonus on all combat maneuver checks that they make in addition to melee attack rolls, melee damage rolls, and thrown weapon damage rolls.

Special: If you have the rage power class feature, you can select this feat instead of a rage power.

Brutal Throw (Combat)

Despite your fury, your thrown weapon attacks are deadly accurate.

Prerequisites: Rage class feature or raging song class feature.

Benefit: While raging, add your rage's bonus on all thrown weapon attack rolls that you make in addition to melee attack rolls, melee damage rolls, and thrown weapon damage rolls.

If you possess the raging song class feature, all creatures influenced by your raging song add your rage's bonus on all thrown weapon attack rolls that they make in addition to melee attack rolls, melee damage rolls, and thrown weapon damage rolls.

Special: If you have the rage power class feature, you can select this feat instead of a rage power.

Raging Concentration

When you are in the heat of rage, not even pain can break your concentration.

Prerequisites: Blood casting class feature.

Benefit: While in a bloodrage, you gain a +4 bonus on concentration checks. This bonus increases by +2 for each of the following class features that you possess: greater bloodrage, mighty bloodrage.

Blood Vengeance

Seeing an ally fall in combat fills you with a raging and murderous fury.

Prerequisites: Half-orc or orc, nonlawful.

Benefit: Whenever one of your allies is reduced to negative hit points or killed, you may enter a state similar to but less powerful than a barbarian's rage as a free action on your next turn. If you have the rage class feature and are already raging, your bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls increases by +1 for the duration of your rage. If you do not have the rage class feature, or you have no more rage rounds left, this weaker rage gives you all the benefits and penalties of a barbarian's rage, except your bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls is only +1. In either case, this state lasts for 4 rounds.

As with a barbarian's rage, when this weaker rage ends, you are fatigued; if another ally falls before this duration ends, the weaker rage lasts for an additional 4 rounds. This feat does not allow you to enter a rage if you are fatigued. You may only use this feat if the fallen ally had at least as many Hit Dice as you (excluding conjured or summoned allies).

Mad Magic (Combat)

Magic is in your blood, allowing you to cast spells no matter how furious you become.

Prerequisites: Bloodrage class feature or calm stance rage power.

Benefit: You can cast spells from any class that grants you spells while in a bloodrage, and you keep your rage benefits when using calm stance during a rage. If you have the greater bloodrage class feature, you also gain a +1 bonus to the save DCs of spells you cast while in a bloodrage.

Raging Blood

Your blood boils with latent energy, filling you with intense fury. **Prerequisites:** Eldritch Heritage or sorcerer bloodline class feature.

Benefit: You gain the 1st-level bloodrager bloodline power for your bloodline. In addition, you gain the ability to enter a state similar to (but less powerful than) a bloodrager's bloodrage. You can enter this lesser bloodrage twice per day, for up to 4 rounds. During this lesser bloodrage, you gain a +1 bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls, no bonus on Will saves, and 1 temporary hit point per Hit Die you possess. Otherwise, this benefit is the same as the bloodrage class feature.

If you have more than one bloodline, you choose the bloodline this applies to upon taking the feat.

Raging Vitality

While raging, you are full of vigor and health.

Prerequisites: Con 15, rage class feature.

Benefit: Whenever you are raging, the number of temporary hit points that you gain increases by 1 per Hit Die that you possess and you gain a +2 bonus on Fortitude saves that you make while raging; this bonus on Fortitude saves increases by +1 for each of the following class features that you possess: greater rage, mighty rage. In addition, your rage does not end if you become unconscious. While unconscious, you must still expend rounds of rage per day each round.

Skald's Vigor

Your song and your enthusiasm combine to invigorate you in battle. Prerequisites: Raging song class feature.

Trerequisites. Raging song class leature

Benefit: While maintaining a raging song, you gain fast healing equal to the melee damage roll bonus your song provides, starting the round after your begin the song. If you stop maintaining your song, the fast healing ends, even if the effects of your song persist.

Sympathetic Rage (Combat)

Seeing an ally rage fills you with your own fury.

Prerequisites: Half-orc or orc, nonlawful.

Benefit: Whenever you are adjacent to an ally who is raging, you may choose to enter a similar but less powerful rage as a free action on your turn. This weaker rage gives you all the benefits and penalties of a barbarian's rage, except your bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls is only +1 and you only gain 1 temporary hit point per Hit Die. There is no limit to how long you can rage, as long as you remain adjacent to a raging ally (for example, you could take a 5-foot step away from one raging ally toward another raging ally and maintain your rage). As with a barbarian's rage, when this weaker rage ends, you are fatigued.

Unchefred Prestige Classes

Prestige classes allow characters to become truly exceptional, gaining powers beyond the ken of their peers. Unlike the core classes, characters must meet specific requirements before they can take their first level of a prestige class. If a character does not meet the requirements for a prestige class before gaining any benefits of that level, that character cannot take that prestige class. Characters that take levels in prestige classes do not gain any favored class bonuses for those levels.

The prestige classes listed in this section aren't exclusive to this product. Rather, they are prestige classes found throughout the *PATHFINDER ROLEPLAYING GAME* that interact with the rage class feature or possess a mechanic that functions similar to rage.

Rage Prophet^{APG}: Although functional with the standard barbarian, the unchained barbarian does not possess the clarity of mind rage power, which is a core part of the rage prophet prestige class. As a result, the rage prophet prestige class has been updated to reference a new, unchained rage power (clarity stance) and has had several of its class features updated and rebalanced in order to reflect the effects of this rage power.

Stalwart Defender^{APG}: Although the stalwart defender can't rage, its defensive stance ability uses the same ability scoreboosting gameplay mechanic as rage, so it has been reproduced here with an updated defensive stance that reflects the changes made to the barbarian's rage in *PATHFINDER ROLEPLAYING GAME*: *PATHFINDER UNCHAINED*. In addition, this prestige class has received new class features and several new defensive powers to help it succeed at its intended purpose.

RAGE PROPHET

Infused with the power of the spirits, rage prophets combine the fury of a barbarian with oracular powers and revelations. Although valued by tribal communities for their ability to directly commune with the spirits and divine the future, rage prophets are fearsome warriors that are just as likely to serve themselves over a chieftain or clan, claiming they owe nothing to anyone or anything.

Unchained: In *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED* the clarity of mind rage power was replaced with calm stance, a new rage power that allows a barbarian to enter a state that causes the barbarian to gain none of the benefits of his rage but also take none of the rage's penalties. Without access to the clarity of mind rage power, the unchained barbarian could not multiclass into the rage prophet prestige class, so the unchained rage prophet updates all of his class features to reference calm stance rather than clarity of mind. In addition, several of the class features of the rage prophet have been updated to simplify and improve their effectiveness.

Role: The rage prophet has considerable spellcasting ability, using it as a conduit to enhance his fighting prowess. His combat skills are considerable and his ability to keep himself going in

any fight and to focus his physical rage into supernatural power gives him an unexpected boost in power and versatility.

Alignment: Any nonlawful. Hit Die: d10.

Requirements

To qualify to become a rage prophet, a character must fulfill all the following criteria.

- » Base Attack Bonus: +5.
- » Special: Oracle's curse class feature, calm stance rage power.
- » Skills: Knowledge (religion) 5 ranks.
- » Spells: Able to cast 1st-level divine spells.

Class Skills

The rage prophet's class skills are Climb (Str), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at each Level: 4 + Int modifier.

Class Features

The following are class features of the rage prophet prestige class.

Weapon and Armor Proficiency: A rage prophet gains no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a rage prophet gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous caster), and an increased effective level of spellcasting. If he had more than one divine spellcasting class before becoming a rage prophet, he must decide to which class he adds the new level for the purpose of determining spells per day.

Clarity of Rage (Su): A rage prophet is able to effortlessly dance between a calm, trance-like state and a frothing frenzy. Once per round, the rage prophet can activate or deactivate the calm stance rage power as a free action. A rage prophet must be raging in order to use this ability.

Spirit Guide (Sp): Every rage prophet possesses a spirit guide, an insubstantial phantom that speaks to his mind, watches over him, and lends him its strength and wisdom. Whenever the rage prophet rages, he gains the benefits of a single *guidance* spell from his spirit guide; this bonus can be used at any time during his rage. The spirit guide also allows the rage prophet to cast the following spell-like abilities: at will—*dancing lights*,

Rage Prophet

	Base Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Spells per Day
01	+0	+1	+0	+1	Clarity of rage, savage seer, spirit guide	
02	+1	+1	+1	+1	Rage prophet mystery, raging healer	+1 level of divine spellcasting class
03	+2	+2	+1	+2	Indomitable caster	+1 level of divine spellcasting class
04	+3	+2	+1	+2	Rage prophet mystery, ragecaster (caster level)	+1 level of divine spellcasting class
05	+3	+3	+2	+3	Spirit guardian	
06	+4	+3	+2	+3	Enduring rage, rage prophet mystery	+1 level of divine spellcasting class
07	+5	+4	+2	+4	Ragecaster (save DC)	+1 level of divine spellcasting class
08	+6	+4	+3	+4	Rage prophet mystery, raging spellstrength	
09	+6	+5	+3	+5	Prescience casting, spirit warrior	+1 level of divine spellcasting class
10	+7	+5	+3	+5	Greater rage, rage prophet mystery, spirit prophet	+1 level of divine spellcasting class

ghost sound, *mage hand*. The rage prophet's caster level for these spells is equal to his class level. The DCs are Charisma-based.

Savage Seer: A rage prophet's class level stacks with barbarian levels for determining the effect of rage powers, and with oracle levels for determining the effect of oracle revelations and his oracle's curse. This does not grant additional abilities.

Rage Prophet Mystery: At 2nd level and every even level thereafter, a rage prophet learns an additional spell from his spirit guide. These spells are in addition to those listed in Table 2-6: Oracle Spells Known. Like spells from an oracle's mystery, the rage prophet cannot exchange these spells for different spells at higher levels. The rage prophet must be able to cast oracle spells of the listed level to learn one of these spells from his spirit guide. The rage prophet treats the spell as an oracle spell of the listed level. The possible spells are *arcane eye* (4th), *augury* (2nd), *divination* (4th), *dream* (5th), *find the path* (6th), *helping hand* (3rd), *see invisibility* (2nd), *shadow walk* (6th), *speak with dead* (3rd), *spectral hand* (2nd), *spiritual weapon* (2nd), *unseen servant* (1st), *vision* (7th), and *whispering wind* (2nd).

Raging Healer (Su): At 2nd level, a rage prophet is able to cast cure spells on himself while raging without having to use calm stance. If he casts a cure spell on himself while raging and using calm stance, he adds his Constitution bonus (if any) to the amount of hit points of damage that he heals from the spell.

Indomitable Caster (Ex): At 3rd level, a rage prophet adds his Constitution bonus (if any) on concentration checks.

Ragecaster (Su): Starting at 4th level, a rage prophet's spells grow more potent when he rages. When using calm stance, he adds his barbarian level to his caster level. At 7th level, he adds his Constitution bonus to the save DC of any spells cast while raging.

Spirit Guardian (Sp): At 5th level, the rage prophet can use the competence bonus provided by the spirit guide's *guidance* spell a number of times per rage equal to his Constitution modifier and this bonus increases to half the rage prophet's level on attacks and actions made that target a fey, outsider, undead, or incorporeal creature and on saving throws made against abilities, attacks, and spells used by such creatures.

As a swift action, the rage prophet can spend 1 round of rage (whether he is raging or not) to give his armor and weapons the *ghost touch* property for 1 round; this effect ends if the item is no longer in his possession.

Enduring Rage (Su): At 6th level, as a free action, a rage prophet can extend the duration of his rage by sacrificing a spell slot; this prolongs the duration of his rage for a number of rounds equal to the level of the spell slot used.

Raging Spellstrength (Su): At 8th level, a rage prophet is able to cast spells with a range of "personal" on himself while raging, without having to use calm stance. If he casts a spell with a range of "personal" on himself while raging and using calm stance, he doubles the spell's duration, as the Extend Spell feat. This effect doesn't stack with Extend Spell.

Prescience Casting (Su): At 9th level, upon entering a rage, the rage prophet can apply the effects of an oracle spell he knows of 4th level or lower to himself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the rage. This use consumes an oracle spell slot, as if he had cast the spell; he must have the spell slot available to take advantage of this effect.

Spirit Warrior (Su): At 9th level, the competence bonus provided by the rage prophet's *guidance* increases to his rage prophet level on attacks and actions that target a fey, outsider, undead, or incorporeal creature and on saving throws made against abilities, attacks, and spells used by such creatures. His ability to give his armor and weapons the *ghost touch* property becomes an immediate action instead of a swift action.

Greater Rage (Ex): At 10th level, a rage prophet's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +3. In addition, the amount of temporary hit points gained when entering a rage increases to 3 per Hit Die.

Spirit Prophet (Su): At 10th level, the rage prophet can use the competence bonus provided by the spirit guide's *guidance* spell on all attack rolls, saving throws, and skill checks that he makes while raging.

STALWART DEFENDER

Drawn from all walks of life, stalwart defenders are masters of defense, focusing their resolve into a near-unbreakable determination. Stalwart defenders use this focus to defend key locations, hamper enemy movement, and form an unbreakable line of defense against foes.

Unchained: In addition to needing an update to its defensive stance ability, the stalwart defender has always been overly restrictive without giving much benefit for doing so. In *EVERYMAN UNCHAINED*: UNCHAINED RAGE, the stalwart defender's base attack bonus prerequisite has been lowered to make the class available sooner and many new defensive powers have been added in order to diversify the stalwart defender's bag of tricks. Furthermore, the stalwart defender has been given several new class features at various low-interest levels in order to strengthen its theme and improve its combat role.

Role: Stalwart defenders specialize in locking down enemies, preventing them from moving. They become melee terrors while in defensive stance, able to survive any blow and dish pain out in kind. Many use their skills to harry and control their enemies' movements.

Alignment: Any. Hit Die: d12.

Requirements

To qualify to become a stalwart defender, a character must fulfill all the following criteria.

» Base Attack Bonus: +5.

- » Feats: Dodge, Endurance, Toughness.
- » **Special**: Proficiency with light and medium armor.

Class Skills

The stalwart defender's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the stalwart defender prestige class.

Weapon and Armor Proficiency: A stalwart defender is proficient with all simple and martial weapons, all types of armor, and shields (including tower shields).

AC Bonus (Ex): A stalwart defender receives a dodge bonus to AC that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Defensive Stance (Ex): At 1st level, a stalwart defender can enter a defensive stance, a position of readiness and trancelike determination. A stalwart defender can maintain this stance for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can maintain the stance for 2 additional rounds per day. Temporary increases to Constitution, such as from spells like *bear's endurance*, do not increase the total number of rounds that the stalwart defender can maintain a defensive stance per day. The stalwart defender can enter a defensive stance as a free action. The total number of rounds of defensive stance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a defensive stance, a stalwart defender gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. He also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the defensive stance ends, and are not replenished if the stalwart defender enters a defensive stance again within 1 minute of his previous defensive stance. While in a defensive stance, a stalwart defender cannot willingly move from his current position through any means (including normal movement, riding a mount, teleportation, or willingly allowing allies to carry him). If he enters a defensive stance while on a moving vehicle he does not control (such as a wagon or ship), he can maintain the stance even if the vehicle moves. If the stalwart defender moves under his own power as a result of an enemy's successful use of the Bluff skill or an enchantment spell, his stance ends.

A stalwart defender can end his defensive stance as a free action, and is fatigued for 1 minute after his defensive stance ends. A stalwart defender can't enter a new defensive stance while fatigued or exhausted, but can otherwise enter a defensive stance multiple times per day. If a stalwart defender falls unconscious, his defensive stance immediately ends.

A defensive stance requires a level of emotional calm, and it may not be maintained by a character in a rage (such as from the rage class feature or the *rage* spell).

Steadfast Defender (Ex): A stalwart defender's resolve allows him to keep himself aloft where others would fall. At 1st level, a stalwart defender adds his level to his Constitution score to determine the number of negative hit points that he can accrue before dying. In addition, while the stalwart defender is in a defensive stance, he also adds his defensive stance's bonus on Will saves to his Constitution score to determine the number of negative hit points that he can accrue before dying.

Defensive Powers (Ex): As a stalwart defender gains levels, he augments his defensive stance. Starting at 2nd level, the stalwart defender gains a defensive power. He gains another defensive power for every two levels of stalwart defender attained after 2nd level. The stalwart defender gains the benefits of defensive powers only while in a defensive stance, and some of these powers require him to take an action first. Unless otherwise noted, he cannot select an individual power more than once.

Bulwark (*Ex*): The defender adds his armor check penalty as a bonus to the DC of opponents attempting to Bluff him and Acrobatics checks to pass by him without provoking an attack

Stalwart Defender

	Base Attack	Fort	Ref	Will	AC	
Level	Bonus	Save	Save	Save	Bonus	Special
01	+1	+1	+0	+1	+1	Defensive stance, steadfast defender
02	+2	+1	+1	+1	+1	Defensive power
03	+3	+2	+1	+2	+1	Unbreakable defender, uncanny dodge
04	+4	+2	+1	+2	+2	Defensive power
05	+5	+3	+2	+3	+2	Damage reduction 1/-, greater defensive stance
06	+6	+3	+2	+3	+2	Defensive power
07	+7	+4	+2	+4	+3	Damage reduction 3/-, improved uncanny dodge
08	+8	+4	+3	+4	+3	Defensive power
09	+9	+5	+3	+5	+3	Mobile defense,
10	+10	+5	+3	+5	+4	Damage reduction 5/–, defensive power, last word

of opportunity for moving through spaces he threatens.

Clear Mind (Ex): The stalwart defender may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The stalwart defender must take the second result, even if it is worse. This power can only be used once per defensive stance.

Defensive Maneuvers (Ex): While in a defensive stance, the stalwart defender can use the following feats without ending his defensive stance, even if he uses these feats to move: Combat Patrol^{APG}, Following Step, Step Up, Step Up and Strike^{APG}. Furthermore, if the stalwart defender bull rushes an opponent using the Shield Slam feat, he can move with his target if he is able to take a 5-foot step or to spend an action to move this turn without ending his defensive stance.

Fearless Defense (Ex): While in a defensive stance, the stalwart defender is immune to the shaken and frightened conditions. He must be at least 4th level before selecting this power.

Halting Blow (Ex): If a foe's movement in the defender's threatened area provokes an attack of opportunity and the stalwart defender successfully hits the foe with the attack, the foe's movement ends immediately. The foe cannot move again until its next turn but can still take the rest of its action. A stalwart defender must have selected the bulwark power prior to selecting halting blow.

Immobile (Ex): While in a defensive stance, the stalwart defender adds his class level to his CMD against any bull rush, overrun, pull, and push combat maneuvers, as well as grapple attempts to move him. The stalwart defender must be at least 4th level to select this power.

Increased Damage Reduction (*Ex*): The stalwart defender's damage reduction from this class increases by 1/–. This increase is always active while the stalwart defender is in a defensive stance. He can select this power up to two times. Its effects stack. The stalwart defender must be at least 6th level before selecting this defensive power.

Intercept (Ex): Once a round as an immediate action, when a melee or ranged weapon would successfully strike an adjacent

ally, the stalwart defender can choose to have the weapon strike him instead of the intended target. The attack automatically hits the stalwart defender, regardless his AC or any miss chance in effect, and he suffers the normal consequences of the attack.

Internal Fortitude (Ex): While in a defensive stance, the stalwart defender is immune to the sickened and nauseated conditions.

Mighty Resilience (Ex): The stalwart defender automatically negates the additional damage of one successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as blinding from Blinding Critical or bleed from sneak attack). The stalwart defender takes only normal damage from the attack. This power may only be used once per defensive stance. The stalwart defender must be at least 6th level to select this power.

Renewed Defense (*Ex*): As a standard action, the stalwart defender heals 1d8 points of damage + his Constitution modifier. For every two levels the stalwart defender has attained above 2nd, this healing increases by 1d8, to a maximum of 5d8 at 10th level. This power can be used only once per day and only while in a defensive stance.

Roused Defense (Ex): The stalwart defender may enter a defensive stance even if fatigued. While maintaining a defensive stance after using this ability, he is immune to the fatigued condition. Once this stance ends, he is exhausted for 10 minutes per round spent in a defensive stance.

Smash (Ex): While in a defensive stance, the stalwart defender may make an extra attack per round that is either a shield bash or a slam (even if he doesn't normally have a slam attack). If used as part of a full attack action, the extra attack is made at the stalwart defender's full base attack bonus -5. The smash deals 1d4 points of damage (if the stalwart defender is Medium, or 1d3 if he is Small) plus half the character's Strength modifier. The character can make this attack as part of the action to maintain or break free from a grapple; this attack hits, any grapple checks made by the stalwart defender against the target this round are at a +2 bonus.

Stalwart Charge (Ex): While in a defensive stance, the stalwart defender may use the charge action without ending his defensive stance. This power can only be used once per stance.

Stalwart Restraint (Ex): The stalwart defender may use rounds of rage and rounds of defensive stance interchangeably. A stalwart defender must have the rage class feature before selecting this power.

Unexpected Strike (Ex): The stalwart defender can make an attack of opportunity against a foe that moves into any square threatened by the stalwart defender, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per stance. A stalwart defender must be at least 4th level before selecting this power.

Unbreakable Defender (Ex): At 3rd level, a stalwart defender becomes exceptionally hard to kill. He gains Diehard as a bonus feat; if he already possesses this feat, he may select a bonus defensive power instead.

Beginning at 6th level, while the stalwart defender is in a defensive stance and his hit point total is below 0 but he is not dead, the stalwart defender does not become staggered while using the Diehard feat. If the stalwart defender takes both a move and a standard action or a full-round action while he is at 0 or fewer hit points, he takes 1 point of damage. At 9th level, while the stalwart defender is in a defensive stance and his hit point total is below 0, he does not lose 1 hit point when he takes an action while using the Diehard feat.

Uncanny Dodge (Ex): At 3rd level, a stalwart defender gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flatfooted, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A stalwart defender with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If the character gains uncanny dodge from a second class, he automatically gains improved uncanny dodge (see below).

Damage Reduction (Ex): At 5th level, a stalwart defender gains DR 1/–. At 7th level, this DR increases to 3/–, and at 10th level it increases to 5/–. Damage reduction from different sources does not stack; however, a stalwart defender of 5th or higher level that gains DR from armor (but not from any other source) increases his class-based DR by the value of the armor's DR. Thus a 7th-level stalwart defender wearing adamantine full plate (DR 3/–) has DR 6/–.

Greater Defensive Stance (Ex): At 6th level, a stalwart defender's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while in a defensive stance increases to +3. In addition, the amount of temporary hit points gained when entering a defensive stance increases to 3 per Hit Die.

Improved Uncanny Dodge (Ex): At 7th level, a stalwart defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the stalwart defender. The exception to this defense is that a rogue at least four levels higher than the stalwart defender can flank him (and thus sneak attack him).

If the character gains uncanny dodge from a second class (see above), he automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 9th level, a stalwart defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

Last Word (Ex): At 20th level, while in defensive stance, a stalwart defensive can make one melee attack against an opponent within reach in response to an attack that would him to negative hit points, knock him unconscious, or kill him. For example, a stalwart defender has 1 hit point left when a red dragon bites him; the defender may use this ability even if the dragon's bite would otherwise kill him instantly. If the attack hits, roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as *flaming*), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally). Once the defender's attack is resolved, he suffers the normal effect of the attack that provoked this ability. A stalwart defender can use this ability once per defensive stance, and he cannot use this ability again if the stalwart defender enters a defensive stance again within 1 minute of his previous defensive stance.

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