Book of DEROIC RACES Advanced Favored Class Options



JON BRAZER ENTERPRISES

book of heroic Races Advanced favored Class Options





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Listing of Open Content

Open Content: All game mechanics. The names of all races, the names of all archetypes, prestige classes, spells, and magic items.

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Introduction

In your hands is the first of a series of releases that will ultimately become the **Book of Heroic Races: Advanced Compendium**. This book is designed for those that want to play something beyond the *Pathfinder Core Rulebook* races, those that want something beyond 30 years' worth of thoroughly covered ground. This is for those that, like myself, were introduced to fantasy by something other than *The Hobbit* and the *Lord of the Rings* novels. With this, we take your game beyond.

We are starting off with favored class options because they are easy to incorporate into your game. A busy game master can quickly read the one option you want and give a quick approval and get back to preparing for your game, and you, the player, can enjoy customizing your character that much more quickly.

When Pathfinder was released, it changed the 3.5 rule of an experience penalty for multiclassing that did not involve the race's one favored class to a bonus for taking a class that the individual viewed as favored. This bonus was limited to either an additional skill point or hit point. Then the Pathfinder Roleplaying Game: Advanced Player's Guide came up with the idea of swapping that option out with another bonus of roughly the same worth specific to the race/class combination. But they developed these for only the seven core races and only a few classes that were closely tied to the race's flavor. Humans, being the masters of diversity, received a favored class option for all classes. Then the Pathfinder Roleplaying Game: Advanced Race Guide came out and all of the seven core races received a favored class option for all of the classes Paizo presented to date. Meanwhile the non-core races received only a few favored class options. The gap in number of favored class options available between core races and non-core races was widened further with the Pathfinder Roleplaying Game: Advanced Class Guide where all core races received favored class options for all of the classes presented within while none of the non-core races received any such bonus.

So when we decided to begin the **Book of Heroic Races** project, I wanted to make the races in those books equal to the core races and have favored class options for every class. All eight races presented in **Book of Heroic Races Compendium** have favored class options for all the classes available at that time. In addition, we also present favored class options for a number of other races that we know people enjoy: orcs, hobgoblins, dhampirs, drow, ratfolk and more.

So what exactly are we presenting here? We started off with a long list of races that you, the fans, told us you want to see have more detail, from archetypes, spells, deities, to everything else we can think of. We took that list and asked a number of authors to choose which race they each had a passion for and let them go to town. Those races are: android, catfolk, changeling, elan, gillman, lizardfolk, merfolk, samsaran, skinwalker, tengu, wyrwood, and wyvaran. I asked all the authors to start off with favored class options because they are so easy to incorporate into your game. Each of these 12 races presented here get a total of 43 favored class options. That is a total of over 500 different options presented right here for your enjoyment.

If you like this, be sure to tell a friend that is also a fan of different races. Help spread the love to all your gaming friends.

Dale C. McCoy, Jr. President, Jon Brazer Enterprises October 2014

How to Use

This book presents a number of new favored class options you can use to create characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook:

barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide: alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic: magus

Pathfinder Roleplaying Game: Ultimate Combat: gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Class Guide: arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics: aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief: time thief.

All races presented here can be found in either the **Pathfinder Roleplaying Game: Advanced Race** Guide (or in the case of elans, **Ultimate Psionics** and skinwalkers in another source) or in upcoming **Book of Heroic Races** series releases from **Jon Brazer Enterprises**.

Feats, traits, or other abilities marked ^{UE} refers to the *Pathfinder Roleplaying Game: Ultimate Equipment*, ^{UM} refers to the *Pathfinder Roleplaying Game: Ultimate Magic* and ^{UP} to *Ultimate Psionics* from Dreamscarred Press.

Favored Class Options

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Android

Aegis: Add +1/4 to the aegis's customization points.

Alchemist: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Antipaladin: Add +1/2 hit point to the antipaladin's corrupting touch ability (whether using it to heal or harm).

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level the arcanist can cast.

Barbarian: Add +1/4 bonus to the barbarian's nanite surge when raging.

Bard: Add a +1/3 bonus to all untrained Knowledge checks.

Bloodrager: Add +1/4 bonus to the bloodrager's nanite surge when in a bloodrage.

Brawler: Add +1/3 to the brawler's initiative when able to act in the surprise round (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Cavalier: Add +1/4 to the cavalier's initiative when adjacent to an ally (maximum bonus of +4). This bonus does not stack with Improved Initiative.

Cleric: Add a +1/2 bonus on Knowledge (engineering) checks relating to constructs.

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add +1/3 damage to the dread's devastating touch.

Druid: Gain electricity resistance 1. Each time the druid selects this reward, increase her resistance to electricity by 1 (maximum 10).

Fighter: Add +1/3 to the fighter's initiative when the fighter has a weapon readied (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Gunslinger: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.

Hunter: Add one spell known from the hunter spell list. This spell must be at least one level below the highest spell level the hunter can cast.

Inquisitor: Add a +1/2 bonus on Perception checks and Knowledge checks to identify creatures.

Investigator: Add a +1/2 bonus when using inspiration on any Knowledge or Linguistics check.

Magus: Add one spell from the magus spell list to the magus's spellbook. This spell must be at least one level below the highest spell level the magus can cast.

Marksman: The marksman gains 1 psionic talent.

Monk: Add +1/3 to the monk's initiative when the monk is not holding anything in his hands (maximum bonus of +5). This bonus does not stack with Improved Initiative.



Ninja: Add +1/3 to the ninja's initiative when able to act in the surprise round (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Psion: Add +1/2 to the psion's saving throws versus mindaffecting effects. If the psion chooses this option 10 times, the psion becomes immune to mind-affecting effects.

Psychic Warrior: Add +1/2 to the psychic warrior's manifester level when manifesting a path power.

Ranger: Add +1/4 bonus to the ranger's nanite surge against the ranger's favored enemy.

Rogue: Add +1/3 to the rogue's initiative when able to act in the surprise round (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Samurai: Add +1/4 to the samurai's initiative when adjacent to an ally (maximum bonus of +4). This bonus does not stack with Improved Initiative.

Shaman: Add one spell from the witch spell list to the shaman's spirit animal. This spell must be at least one level below the highest spell level she can cast. If the shaman ever replaces her spirit animal, the new spirit animal knows these bonus spells.

Skald: The skald can use spell keening +1/6 additional times per day.

Slayer: Add +1/4 bonus to the slayer's nanite surge against the slayer's studied target.

Sorcerer: Add a +1/2 bonus to all Spellcraft checks and all check made with the sorcerer's bloodline class skill.

Soulknife: The soulknife gains +1/6 of a new blade skill.

Summoner: Add +1/3 to the summoner's initiative when his eidolon is within 5 feet (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Swashbuckler: Add +1/6 to the swashbuckler's nimble bonus.

Tactician: Add +1/2 to the tactician's saving throws versus mind-affecting effects. If the tactician chooses this option 10 times, the tactician becomes immune to mind-affecting effects.

Time Thief: When the time thief spends a mote reduces the duration of a negative condition or effect she is suffering, the duration is reduced by an additional 1/3 rounds. This option must be selected three times for it to reduce the duration by a single round. The duration of any condition or effect cannot be reduced below 0 rounds.

Vitalist: Treat the vitalist's level as +1/2 higher when using the transfer wounds ability.

Warpriest: Add +1/3 to the warpriest's initiative when the warpriest has his sacred weapon readied (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Wilder: Add +1/6 to the surging euphoria's morale bonus. The wilder must be 4th level before choosing this option.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

Catfolk

Aegis: Add +1/4 to the number of customization points the aegis can reconfigure.

Alchemist: Add +1/3 point of splash damage to the alchemist's bombs.

Antipaladin: Add +1/2 to the DC of the antipaladin's cruelty ability.

Arcanist: Add +2.5 feet to the distance the arcanist can move when using the dimensional slide exploit, up to a maximum of 1.5 times the usual distance she could move at her given level. This option has no effect unless the arcanist has selected it twice (or possesses increments evenly divisible by 5); a distance of 12.5 feet is effectively the same as a distance of 10 feet, for example.

Barbarian: Add +2.5 feet to the distance the barbarian can charge or run through rough terrain. This option has no effect unless the barbarian has selected it twice (or possesses increments evenly divisible by 5); a distance of 12.5 feet is effectively the same as a distance of 10 feet, for example.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Bloodrager: Add +1/4 to the bloodrager's blood sanctuary bonus against spells cast by himself or his allies.

Brawler: Add +1 to the brawler's CMD when resisting a grapple or trip attempt.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Add +1 to channel energy damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).

Cryptic: Add +1/3 bonus to Stealth checks.

Dread: Add +1/4 to the DC of the dread's terrified escape terror.

Druid: Add +1 hit points to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points.

Fighter: Add a +1/2 circumstance bonus to confirm critical hits when attacking with weapons from the close or light blade weapon groups (maximum bonus +4). This bonus does not stack with Critical Focus.

Gunslinger: Add +1/3 to the gunslinger's AC when using the gunslinger's dodge deed.

Hunter: Add +1/6 to the hunter's enhancement bonus to Dexterity when using the animal focus ability to emulate a tiger.

Inquisitor: Add +1/2 to the inquisitor's morale bonus on Intimidate and Sense Motive checks when using the stern gaze ability.

Investigator: Add a +1 bonus to Bluff checks to impart secret messages.

Magus: Add a +1/6 bonus to melee weapon attack rolls when using spell combat and fighting with unarmed strikes or natural weapons.

Marksman: Gain 1/3 of an additional daily use of the wind reader ability.

Monk: Add +5 feet to the distance by which fall damage is reduced when the monk uses the slow fall ability. This bonus cannot improve the total amount of the monk's slow fall distance reduction by more than 1.5 times its normal granted distance (ex. 30 feet maximum reduced at 4th level, up to 135 feet maximum at 18th level).

Ninja: Add a +1 bonus to attack rolls when attacking on or charging from higher ground.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/6 to the morale bonus on saving throws provided by the paladin's auras.

Psion: Add +1/4 to the psion's Reflex saving throws versus area effects.

Psychic Warrior: Add +1/6 to the competence bonus on attack rolls granted by the dervish path's trance ability when you wield two weapons.

Ranger: Choose a weapon from the following list: claws, kukri, longbow, longsword, short spear, or shortbow. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Add a +1/2 bonus on Bluff checks to feint and Sleight of Hand checks to pickpocket.

Samurai: Add +1/4 to the number of times per day that the samurai can use his challenge ability.



Shaman: Add +1/4 to the DC of the shaman's charm spells and hexes.

Skald: Add +1/2 to the number of rounds of raging song the skald may use per day.

Slayer: Add a +1 bonus to sound-based Perception checks.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds + 1/2 to the number of uses per day of that bloodline power.

Soulknife: Add +1/4 to damage rolls on attacks made when using the furious charge blade skill.

Summoner: Add +1/4 to the number of hit points the summoner's eidolon regains per hit point sacrificed when using the life link ability.

Swashbuckler: Add +1/4 to the number of panache points the swashbuckler regains at the start of each day; her maximum panache also increases by this amount.

Tactician: Add +1/6 to the Insight bonus to attacks against the primary foe of a coordinated strike for all collective members.

Time Thief: Add +1/4 of an additional d4 to a roll when the time thief spends a mote to boost an Acrobatics or Climb check. **Vitalist**: Add +1/3 to the amount of damage dealt and healed by the steal health ability.

Warpriest: Add +1/3 round to the duration of the warpriest's Liberation ability (Liberation blessing only).

Wilder: Add +1/6 to the dodge bonus to AC granted by the elude attack ability.

Witch: Add +1/6 to the duration of the witch's misfortune and fortune hexes.

Wizard: Add +1/4 round to the duration of the wizard's dazing touch (enchantment school only).

Changeling

Aegis: Add +1/4 rounds to the duration of the augment suit ability.

Alchemist: Add +1/6 to the alchemical bonuses granted by the alchemist's mutagen

Antipaladin: The antipaladin gains +1/6 of a new cruelty.

Arcanist: When casting arcanist transmutation spells targeting only the arcanist, add +1/3 to the caster level.

Barbarian: Add +1/4 to melee damage rolls while raging.

Bard: Add +1/3 to the DC of one bardic performance.

Bloodrager: Add +1 to concentration checks when in a blood rage.

Brawler: Add +1/5 to the dodge bonus to AC granted by the brawler's AC bonus class feature.

Cavalier: Reduce the cavalier's armor check penalty by 1/3 (minimum 0).

Cleric: Add +1/2 to the cleric's caster level for spells cast on worshipers of the cleric's deity.

Cryptic: Add +1/4 to the cryptic's number of altered defense uses per day.

Dread: Add +1 foot to the size of the dread's aura of fear. This option has no effect unless the dread has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Druid: Add +1/3 to the druid's natural armor bonus while in wild shape.

Fighter: Add +1/3 racial bonus to attack rolls with the changeling's claws.

Gunslinger: Add +1 foot to the range increment of one type of firearm. In combat this has no effect unless the gunslinger has selected this reward 5 times (or another increment of 5).

Hunter: Increase the natural armor bonus of the hunter's animal companion by +1/4. If the hunter replaces her animal companion, the new companion gains this natural armor increase.

Inquisitor: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.

Investigator: Reduce the concealment or total concealment miss chance from mist, fog, and clouds by 5%. When the reduction reaches 50% the investigator can see through mist, fog, or clouds with no penalty.

Magus: Add +1 to concentration checks for spells cast while using spell combat.

Marksman: Add +1/3 to the marksman's evade arrows dodge bonus to AC.

Monk: The monk gains +1/6 of a new ninja trick.

Ninja: Add 5 feet to the ninja's darkvision. When the ninja increases her darkvision by 60 feet through this favored class bonus she gains the see in darkness special quality.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin: The paladin gains +1/6 of a new mercy.

Psion: Reduce the cost to augment a personal psion power by 1/6 power point (minimum 0).

Psychic Warrior: Reduce the cost of powers manifested through martial power by 1/6 power point (minimum 0).

Ranger: The ranger reduces secondary natural weapon attack penalties by 1/4.

Rogue: Add +1/4 sneak attack dice with the changeling's claws.

Samurai: Add +1/3 to the samurai's daily uses of resolve.

Shaman: Add +1/2 to the shaman's effective class level for the purposes of determining her spirit animal's natural armor adjustment, Intelligence, and special abilities.

Skald: Add +1/3 to the Will save bonus of inspired rage.

Slayer: Add +1/4 to the slayer's studied target bonuses against creatures that are or could be sexually attracted to her.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Soulknife: Add +1 to the hardness and hit points of the soulknife's mind blade.

Summoner: Add +1 to the number of rounds the summoner can use bond senses (selecting this favored class bonus at first level allows the summoner to use bond senses at first level).

Swashbuckler: Add +1/3 to the swashbuckler's effective class level to determine the extra damage she deals when using the precise strike deed with her claws.

Tactician: Reduce the augment cost of spirit of many by 1/4 power points (minimum 0).



Frinkles

Time Thief: Add +1/5 to the time thief's aevum.

Vitalist: Add +1/3 to the vitalist's level for determining the effects of health sense.

Warpriest: Add +1/4 to the warpriest's level for the purpose of enhancing her sacred weapon.

Wilder: Reduce the wilder's chance of psychic enervation by 1% (maximum reduction 10%).

Witch: Add +1 caster level for spells that create a magical sensor, and +1 to the Perception DC to notice such sensors.

Wizard: When casting wizard polymorph spells that target only the wizard, add +1/2 to the caster level.

Elan

Aegis: Add +1/3 to the aegis's customization points.

Alchemist: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the alchemist selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Antipaladin: Add +1/2 hit point to the antipaladin's touch of corruption ability (whether using it to heal or harm).

Arcanist: When casting arcanist evocation spells, add +1/3 to the effective caster level, but only for the purpose of determining duration.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Bloodrager: Add +1 to the bloodrager's total number of bloodrage rounds per day.

Brawler: Add a +1/2 bonus to the brawler's CMD when resisting two combat maneuvers of the brawler's choice.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Add a +1 bonus to the cleric's caster level checks made to overcome the spell resistance of aberrations.

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add a +1/2 bonus to Intimidate checks.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Gunslinger: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus

Hunter: Add 1 foot to the hunter's companion's base speed. In combat this option has no effect unless the hunter has selected it 5 times (or another increment of 5); a speed of 24 feet is effectively the same as 20 feet, for example.

Inquisitor: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.

Investigator: Gain a +1/3 bonus on all inspiration rolls.

Magus: Gains +1/6 of a new magus arcana.

Marksman: Add a +1/4 circumstance bonus to DCs to resist marksman powers.

Monk: Add a +1/2 circumstance bonus on the monk's saving throws to resist death attacks.

Ninja: Add a +1 bonus on Disguise checks to appear as a human (or their original race if the ninja has the Failed Transformation UP or Strong Blooded UP trait), and a +1/2 bonus on Stealth checks.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Psion: Add a +1 bonus to the psion's manifester level checks made to overcome the power resistance of aberrations.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting a psychometabolism power.

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Rogue: Add a +1 bonus on Disguise checks to appear as a human (or their original race if the rogue has the Failed Transformation ^{UP} or Strong Blooded ^{UP} trait), and a +1/2 bonus on Stealth checks.

Samurai: Add +1/4 to the samurai's banner bonus.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Add a +1 bonus on Disguise checks to appear as a human (or their original race if the slayer has the Failed Transformation ^{UP} or Strong Blooded ^{UP} trait), and a +1/2 bonus on Stealth checks.

Sorcerer: Add a +1 bonus to the sorcerer's caster level checks made to overcome the spell resistance of aberrations.

Soulknife: Add a +1/2 circumstance bonus on critical hit confirmation rolls with the mind blade. This bonus does not stack with Critical Focus.

Summoner: Add +1/3 to the eidolon's evolution pool.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by +1/4.

Tactician: Add +1/2 to the tactician's strategy daily uses.

Time Thief: Add 1/6 of an additional d4 to one skill check or ability check when you spend a mote to boost such a check.

Vitalist: Gain +1/2 additional daily use of transfer wounds.

Warpriest: Gain +1/4 of a bonus combat feat.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add a +1 bonus to the wizard's caster level checks made to overcome the spell resistance of aberrations.

Gillman

Aegis: Add resistance to cold +1/2 to the aegis' astral suit. This does not stack with the energy resistance (cold) customization option.

Alchemist: Add one formula from the alchemist's formula list to the character's formulae book. This formula must be at least one level below the highest formulae level the alchemist can create.

Antipaladin: If the fiendish servant has a swim speed, add +1 foot to the fiendish servant's swim speed. In combat this option has no effect unless the antipaladin has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level she can cast.

Barbarian: Add +1/2 on critical hit confirmation rolls for attacks made underwater (maximum bonus of +4). This bonus does not stack with Critical Focus.

Bard: Add +1/2 to the bard's saving bonus against nonaboleth enchantment spells and effects.

Bloodrager: Add a +1 bonus on caster level checks to cast spells underwater.

Brawler: Add +1/2 on critical hit confirmation rolls for attacks made underwater (maximum bonus of +4). This bonus does not stack with Critical Focus.

Cavalier: Add +1/4 to the cavalier's banner bonus

Cleric: Whenever the cleric uses her channel energy ability to heal, all healed creatures receive a bonus to the Swim skill equal to 1/2 for 1 minute. Each additional time the cleric selects this ability, the bonus increases by +1/2.

Cryptic: The cryptic gains +1/6 of a new insight.

Dread: The dread gains +1/6 of a new terror.

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Druid: Add +1 foot to the druid's swim speed. In combat this option has no effect unless the druid has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Gunslinger: Add +1/4 point to the gunslinger's grit points

Hunter: Add +1 foot to the hunter's swim speed. In combat this option has no effect unless the hunter has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Inquisitor: Add +1/2 on Intimidate, Knowledge, and Sense Motive checks made against creatures with the aquatic or water subtype.

Investigator: Add one formula from the investigator's formula list to the character's formulae book. This formula must be at least one level below the highest formulae level the investigator can create.

Magus: Add +1/4 point to the magus' arcane pool.

Marksman: Add +1/3 to damage rolls made with ranged or thrown weapons when expending focus on Psionic Shot.

Monk: Add +1/4 point to the monk's ki pool.

Ninja: Add +1/4 point to the ninja's ki pool.

Oracle: Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

Paladin: If the mount has a swim speed, add +1 foot to the paladin's mount's swim speed. In combat this option has no effect unless the paladin has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Psion: Add +1/2 power known from the psion power list. This power must be at least one level below the highest power level the psion can manifest.

Psychic Warrior: Add +1 foot to the psychic warrior's swim speed. In combat this option has no effect unless the psychic warrior has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Ranger: Add a +1/3 bonus to the ranger's favored terrain (water).

Rogue: Add +1 foot to the rogue's swim speed. In combat this option has no effect unless the rogue has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Samurai: Add +1/4 number of times per day the samurai can use his resolve ability.

Shaman: Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

Skald: Add +1/2 to the bard's bonus against non-aboleth enchantment spells and effects.

Slayer: The slayer gains +1/6 of a new slayer talent.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Soulknife: The soulknife gains +1/6 of a new blade skill.

Summoner: If the summoner's eidolon has an aquatic ^{UM} base form, add +5 feet to the range of the summoner's life link ability.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by +1/4.

Tactician: Add +1/4 to the tactician's strategy daily uses.

Time Thief: Add +1/6 of an additional d4 to one skill check or ability check when you spend a mote to boost such a check.

Time Warden: Add one spell known from the time warden spell list. This spell must be at least one level below the highest spell level the time warden can cast.

Vitalist: Add +1/2 power known from the vitalist power list. This power must be at least one level below the highest power level the vitalist can manifest and may not be changed when the vitalist regains his daily power points.

Warpriest: Whenever the warpriest uses her channel energy ability to heal, all healed creatures receive a bonus to the Swim skill equal to 1/2 for 1 minute. Each additional time the warpriest selects this ability, the bonus increases by +1/2.

Wilder: Add +1/3 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Witch: Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

Lizardfolk

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Aegis: Add +1 to the aegis's CMD when resisting a sunder or trip.

Alchemist: Add +1/6 damage to the alchemist's bite and claw attacks while under the effects of a feral mutagen.

Antipaladin: Add a +1/3 circumstance bonus on critical hit confirmation rolls while using smite good (maximum bonus +5). This bonus does not stack with Critical Focus.

Arcanist: Add +1/3 to the DC to one of the arcanist's exploits.

Barbarian: Add +1/6 damage to the barbarian's bite and claw attacks when using the animal fury rage power.

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

Bloodrager: Add +1/2 round of bloodrage per day.

Brawler: Add +1/2 to the brawler's CMB when making a trip attempt.

Cavalier: Add a +1/2 bonus to Acrobatics and Intimidate checks.

Cleric: Add a +1/2 bonus on caster level checks to overcome the spell resistance of dragons or creatures with the aquatic or reptilian subtypes.

Cryptic: Add +1 to the cryptic's saving throws and AC against traps.

Dread: Add +1/3 to weapon damage when channeling a terror through a weapon attack.

Druid: Add a +1/2 bonus on Knowledge (nature) and Survival checks in swamps or aquatic environments.

Fighter: Add a +1/4 bonus to Will saves fear effects created by creatures of the dragon type or aquatic subtype.

Gunslinger: Add a +1/3 bonus on attack rolls when using the pistol whip deed.

Hunter: Choose one ranged weapon. Add +1 foot to the range increment of that weapon. This option has no effect unless the hunter has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.



Inquisitor: Add +1/6 to the damage bonus granted by the destruction judgment.

Investigator: Add +1/4 rounds to the duration of the insight bonus granted by studied combat.

Magus: Add +1/5 of a new magic weapon property that can be added to the magus's weapon by expending points from his arcane pool. These must be chosen from the following list: *corrosive, corrosive burst, countering* ^{UE}, *furyborn* ^{UE}, *wounding*.

Marksman: Add +1/4 to the dodge bonus to armor class granted by the evade arrows ability.

Monk: Add +1/2 to Acrobatics checks to cross narrow surfaces and to Escape Artist checks.

Ninja: Add +1/4 point to the ninja's ki pool.

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

Paladin: Add a +1/3 circumstance bonus on critical hit confirmation rolls while using smite evil (maximum bonus +5). This bonus does not stack with Critical Focus.

Psion: Reduce the cost to augment a psion power with the acid descriptor or that deals acid damage by 1/3 power points. The psion must take this 3 times before the cost is reduced by 1.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting powers that grant a bonus to CMB or CMD.

Ranger: Add +1/4 to a single existing humanoid favored enemy bonus (maximum bonus +1 per favored enemy).

Rogue: Add +1/2 to sneak attack damage dealt to creatures with the humanoid type.

Samurai: Add +1/6 of an extra roll to the samurai's resolute ability when using resolve (maximum 1 extra roll, allowing the samurai to roll three times on a Fort or Will save and take the best result).

Shaman: Add +5 feet to the range of one hex with a range other than "touch."

Skald: Add one spell from the bard spell list to the skald's list of spells known. This spell must be at least one level below the highest spell level he can cast.

Slayer: The slayer gains +1/6 of a new slayer talent.

Sorcerer: Add +1/2 point of acid damage to sorcerer spells cast that deal acid damage.

Soulknife: Add +1/2 to the soulknife's psychic strike damage.

Summoner: Monsters summoned by the summon monster ability gain a +1/6 natural armor bonus to their armor class.

Swashbuckler: Add +1/4 to the swashbuckler's damage rolls on riposte attacks after a successful parry.

Tactician: Add +1/6 to the competence bonus to attack rolls granted to an ally when using the directed assault strategy.

Time Thief: Add +1/6 of an additional d4 to one damage roll when you spend a mote to boost damage. (+1d4 for every six times you select this option.)

Vitalist: Add +1/2 additional daily use of transfer wounds.

Warpriest: Add +1/3 to the warpriest's effective level for the purposes of determining his sacred weapon damage.

Wilder: Add +1/4 to the damage dealt by the wilder's surge blast.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

Merfolk

Aegis: Add +1 foot to the aegis's base land speed. This option has no effect unless the aegis has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example.

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Antipaladin: Add 5 feet to the antipaladin's detect good range. This option has no effect unless selected 5 times (or another increment of 5); a range of 64 feet is effectively the same as a range of 60 feet, for instance.

Arcanist: Add 1 spell from the arcanist spell list to the arcanist spell book. This spell must be at least 1 spell level below the highest level the arcanist can cast.

Barbarian: Add +2 temporary hit points while raging in or near the water.

Bard: Add a +1/3 bonus to all untrained Knowledge checks.

Bloodrager: Add +1 foot to the bloodrager's swim speed when in a blood rage. In combat this option has no effect unless the bloodrager has selected it 5 times (or another increment of 5); a swim speed of 54 feet is effectively the same as 50 feet, for example.

Brawler: Add +1/2 to damage rolls made with unarmed attacks.

Cavalier: Add a +1/2 bonus on Diplomacy and Ride checks.

Cleric: Add +1/4 of an additional die of channel energy.

Cryptic: Adda +1 bonus to Linguistics checks on riddles and puzzles.

Dread: Add a +1/2 bonus to Intimidate and Perception checks

Druid: Add +1 hit point to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points.

Fighter: Add a +1 bonus to the fighter's CMD when resisting grapple and a +1 bonus on Escape Artist checks.

Gunslinger: Add a +1/3 bonus to the AC bonus granted by the gunslinger's dodge deed.

Hunter: Add a +1/2 bonus on wild empathy checks the hunter makes to influence animals and magical beasts that have the aquatic subtype.

Inquisitor: Add a +1/2 bonus to Knowledge checks to identify the abilities and weakness of creatures with the aquatic subtype.

Investigator: Add a +1/3 bonus to all untrained Knowledge checks.

Magus: Add +1/2 damage on spells that contain the water descriptor or belong to the elemental water school.

Marksman: Gain a +1/2 bonus to the dodge bonus granted by evade arrows.

Monk: Add +1/4 to the monk's armor class bonus.

Ninja: Add a +1/3 bonus on damage rolls to sneak attack.

Oracle: Add one spell known from the oracle spell list or from the Wave, Wind, or Lunar mysteries. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add 5 feet to the paladin's detect evil range. This option has no effect unless selected 5 times (or another increment of 5); a range of 64 feet is effectively the same as a range of 60 feet, for instance.

Psion: Add +1/3 to the psion's saving throws versus water effects.

Psychic Warrior: Add a +1/2 bonus on Stealth checks.

Ranger: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.

Rogue: Add a +1/2 bonus on Perception and Stealth checks while near or in the water.

Samurai: Add a +1/6 bonus to the samurai's Reflex saves when near or in the water.

Shaman: Add +1/4 to the natural armor bonus of the shaman's spirit animal.

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Skald: Add a +1/4 bonus to Will saving throws when the skald performs the inspired rage raging song.

Slayer: Add a +1/3 bonus the the slayer's sneak attack damage rolls.

Sorcerer: Add +1/2 to the sorcerer's caster level when determining the range of any spells with the water descriptor.

Soulknife: Add +1/2 electricity damage when the mindblade has the shock or shocking burst enhancement.

Summoner: Add 10 feet to the range of the eidolon's life link ability while in the water. if the eidolon's base form is aquatic, this bonus is applied when out of the water also.

Swashbuckler: Add a +1/3 bonus to the dodge bonus granted by nimble.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Time Thief: Add a +1/2 bonus to all Survival and Swim checks.

Vitalist: Add +1/2 to the maximum number of creatures allowed in the vitalist's collective

Warpriest: Add +1/2 to the result of the warpriest's channeled energy when healing creatures with the aquatic subtype.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Witch: Add 5 feet tremorsense to the witch's familiar. If the familiar doesn't have tremorsense, the familiar gains tremoresense 5 feet. If the witch ever replaces her familiar, the new familiar gains this bonus to its tremorsense distance.

Wizard: Add +1/4 wizard's casting level when casting spells containing the water descriptor.

Samsaran

Aegis: Add +1/4 to the number of customization points the aegis can reconfigure.

Alchemist: Add a +1/2 bonus to the alchemist's Craft (alchemy) and Knowledge (arcana) checks.

Antipaladin: Add a +1/2 bonus to the antipaladin's Intimidate and Sense Motive checks.

Arcanist: Gain 1/6 of a new arcanist exploit.

Barbarian: Add a +1/2 bonus to Will saves while raging.

Bard: Add a +1/2 bonus to the bard's Bluff and Diplomacy checks.

Bloodrager: Reduce the duration of fatigue after bloodraging by 1/4 rounds. This option must be selected 4 times (or another increment of 4) to reduce the fatigue's duration. Brawler: Add +1/4 to the DC to resist the brawler's knockout ability.

Cavalier: Add a +1/2 bonus to the cavalier's damage rolls when charging while mounted.

Cleric: The cleric heals +1 hit point when using a cure spell on another.

Cryptic: Add +1/6 to the bonus received from the cryptic's altered defense ability.

Dread: Add 1 foot to the range of the dread's aura of fear ability.

Druid: Add +1 hit point to the druid's animal companion.

Fighter: Add +1/3 to the fighter's base attack bonus and fighter level when qualifying for combat feats. This does not increase the fighter's ability to hit.

Gunslinger: Add +5 feet to the maximum range of all firearms. This does not affect what is considered close or medium range.

Hunter: Cast summon nature's ally +1/4 times per day as a spell-like ability. The version of this ability is equivalent to the highest level spell the hunter can cast.

Inquisitor: Add +1/6 to the number of times per day the inquisitor can use the judgement ability.

Investigator: Add +1/5 to the result of the 1d6 roll when using the investigator's inspiration ability.

Magus: Add +1/2 to the magus's effective level for determining a spell's range.

Marksman: Add +2-1/2 feet to the range of Point Blank Shot. This option must be selected twice (or another increment of 2) to increase the range by 5 feet.

Monk: Add a +1/2 bonus on the monk's saving throws to resist death effects.

Ninja: Add a +1/4 bonus to the damage dealt by the ninja's sneak attack. This damage is not multiplied on a critical hit.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add a +1/2 bonus to the paladin's Diplomacy and Sense Motive checks.

Psion: Add +1/2 to the psion's saving throws made to resist charm and compulsion effects.

Psychic Warrior: Add +1/3 to the psychic warrior's base attack bonus when qualifying for combat feats. This does not increase the psychic warrior's ability to hit.

Ranger: Add a +1/2 bonus to the ranger's wild empathy checks.

Rogue: The rogue gains 1/6 of a new rogue talent.

Samurai: Add a +1/4 dodge bonus to armor class against the target of the samurai's challenge.

Shaman: Gain 1/3 of a bonus feat for the shaman's spirit animal. The spirit animal must meet the qualifications for this feat. If the spirit animal is replaced, the spirit animal gains the same number of bonus feats.

Skald: Add +1/4 rounds to the duration the skald's Inspired Rage lasts after ceasing to maintain it.

Slayer: When dealing sneak attack damage, the slayer adds a +1/2 bonus to confirm a critical hit.

Sorcerer: Reduce the spell slot required to apply a metamagic feat by 1/4 (to a minimum of +0). This option must be selected 4 times (or another increment of 4) to reduce the spell slot required by 1.

Soulknife: Gain 1/5 of a combat feat.

Summoner: Add +1/2 additional creatures summoned when summoning multiple creatures via a summon monster spell or spell-like ability.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Tactician: Add +1/4 uses per day of the tactician's coordinated strike ability.

Time Thief: Add +1/6 to the time thief's aevum pool.

Vitalist: Reduce the power point cost to augment powers that heal hit point damage by 1/2.

Warpriest: Add +1/2 damage to the warpriest's sacred weapon.

Wilder: Add a +1/3 bonus to the wilder's Fortitude save.

Witch: Add +1 hit point to the witch's familiar.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

Skinwalker

Aegis: An aegis with the hardened strikes customization adds +1/3 damage to his natural attacks and unarmed strikes.

Alchemist: When brewing alchemist extracts from the polymorph subschool, add +1/3 to the effective caster level of the extract, but only to determine the extract's duration.

Antipaladin: Increase the penalty caused by the antipaladin's aura of cowardice and aura of despair special abilities by 1/4.

Arcanist: When casting arcanist spells from the polymorph subschool, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Barbarian: When raging, the barbarian deals an additional +1/3 damage from natural attacks.

Bard: Choose one bardic performance; treat the bard as +1/2 level higher when determining the effects of that performance.

Bloodrager: When in a blood rage, the bloodrager deals an additional +1/3 damage from natural attacks.

Brawler: The brawler adds 1/2 to the number of change shape uses per day.

Cavalier: Add +1 foot to the cavalier's mount's base speed. In combat this has no effect unless the cavalier has selected this reward 5 times (or another increment of 5). If the cavalier ever replaces this mount, the new mount gains this bonus to its speed.

Cleric: A cleric with the animal domain adds +1/3 to her effective druid level to determine the abilities of her animal companion (to a maximum of her effective druid level equalling her cleric level). The cleric must select this option 3 times (or another multiple of 3) to increase her effective druid level by 1.

Cryptic: Add +1/4 to the cryptic's splash damage when using her disrupt pattern ability. The cryptic must have the explosive pattern insight before selecting this option.

Dread: When manifesting dread powers from the psychometabolism discipline, add +1/3 to the effective manifester level of the power, but only to determine the power's duration.

Druid: The druid can use speak with animals 1 additional time per day.

Fighter: The fighter adds 1/2 to his number of change shape uses per day.

Gunslinger: Add +1/3 to the gunslinger's saving throws against spells and effects from creatures with the shapeshifter subtype.

Hunter: The hunter can use speak with animals 1 additional time per day.

Inquisitor: Add a +1/2 bonus on Intimidate checks and Survival checks.

Investigator: When brewing investigator extracts from the polymorph subschool, add +1/3 to the effective caster level of the extract, but only to determine the extract's duration.

Magus: Add +1/3 on critical hit confirmation rolls when using spell combat (maximum bonus of +5). This bonus does not stack with those gained from Critical Focus and similar effects.

Marksman: Add +1/3 to damage rolls made with ranged or thrown weapons when expending psionic focus for a Psionic Shot U^{P} .

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks the monk can attempt per day.

Ninja: The ninja adds 1/2 to her number of change shape uses per day.

Oracle: Add +1/2 to the oracle's level for the purposes of determining the effects of the oracle's curse ability.

Paladin: Add +1/4 to the bonus the paladin grants her allies with her aura of courage and aura of resolve special abilities.

Psion: Add +1/3 to the psion's saving throws against powers and effects from creatures with the shapeshifter subtype.

Psychic Warrior: When manifesting psychic warrior powers from the psychometabolism discipline, add +1/3 to the effective manifester level of the power, but only to determine the power's duration.

Ranger: The ranger can use speak with animals 1 additional time per day.

Rogue: Add a +1/2 bonus on Acrobatics check and Intimidate checks.

Samurai: Add +1 foot to the samurai's mount's base speed. In combat this has no effect unless the samurai has selected this reward 5 times (or another increment of 5). If the samurai ever replaces this mount, the new mount gains this bonus to its speed.

Shaman: The shaman can use speak with animals 1 additional time per day.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Gain a +1/3 bonus on critical hit confirmation rolls made when using natural weapons (maximum bonus of +5). This bonus does not stack with those gained from Critical Focus and similar effects.

Sorcerer: The sorcerer adds 1/2 to her number of change shape uses per day.

Soulknife: A soulknife with the vicious enhancement adds +1/3 damage to his mindblade attacks. The soulknife must be 5th level before selecting this option.

Summoner: Add +1/3 to the summoner's saving throws against spells and effects from creatures with the shapeshifter subtype.

Swashbuckler: Gain a +1/3 bonus on critical hit confirmation rolls made when using natural weapons (maximum bonus of +5). This bonus does not stack with those gained from Critical Focus and similar effects.

Tactician: When using directed assault, your ally adds an additional +1/6 competence bonus to the attack.

Time Thief: Add +1/5 of an additional d4 to a saving throw against spells and effects from creatures with the shapeshifter subtype when you spend a mote to boost the save.

Vitalist: Treat the vitalist's level as +1/2 higher when using the transfer wounds ability.

Warpriest: Gain a +1/3 bonus on critical hit confirmation rolls made when using natural weapons (maximum bonus of +5). This bonus does not stack with those gained from Critical Focus and similar effects.

Wilder: Add +1/2 to the wilder's level for the purpose of determining the effects of the improved surge bond ability.

Witch: Add 1 hit point to the witch's familiar. If the witch ever replaces this familiar, the new familiar gains these bonus hit points.

Wizard: When casting wizard spells from the polymorph subschool, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Tengu

Aegis: Add +1 to the aegis' base speed. In combat this option has no effect unless the aegis has selected it 5 times (or another increment of 5). Each 5-foot increase in speed counts against the maximum number of times the aegis can take the speed customization.

Alchemist: Add +1/6 to the save DC of poisons applied to swordlike weapons.

Antipaladin: Add +1/4 to the number of times the antipaladin can use touch of corruption per day.



Arcanist: Add +1/4 to the arcanist's effective class level when determining the effects of the energy shield (electricity only) and lightning lance arcanist exploits.

Barbarian: Add +1/3 to the bonus from the superstitious rage power.

Bard: Add +1/3 to Perform checks for the distraction bardic performance ability and to the bard's effective class level when determining the number of creatures affected by the fascinate bardic performance ability.

Bloodrager: Add +1/2 to concentration checks made while bloodraging when casting defensively or when injured while casting.

Brawler: Add +1/4 to attack rolls with the brawler's bite attack as a secondary attack (maximum bonus +3).

Cavalier: Add +1/4 to the number of times per day a cavalier can use the tactician ability.

Cleric: Select one alignment component (chaotic, evil, good, or lawful) Selecting this option three times suppresses the aura class feature with respect to this alignment. Selecting this option six times treats the alignment component as neutral for harmful spells or effects that affect creatures based on their alignment, such as holy smite.

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add +1/2 to the dread's daily uses of terrors.

Druid: Add +1/2 to animal companion's attack rolls when using the bombard trick and to the animal companion's CMB when attempting the steal or dirty trick maneuvers.

Fighter: Add +1 to the fighter's CMD when resisting a grapple or trip attempt.

Gunslinger: Add +1 foot to distance moved when using the gunslinger's dodge deed. This only has an effect for every 5 increases in distance. If selected ten times, this movement does not provoke attacks of opportunity.

Hunter: Add +1/2 to the bonus from the falcon and owl animal focus abilities.

Inquisitor: Select one inquisition power granted at 1st level that is normally usable a number of times per day equal to 3 + the inquisitor's Wisdom modifier. The inquisitor adds +1/2 to the number of uses per day of that inquisition power.

Investigator: The investigator gains +1/6 of a new investigator talent.

Magus: Choose a weapon from those listed under the tengu's swordtrained ability. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

Marksman: The marksman gains 1 psionic talent.

Monk: Add +1/4 point to the monk's ki pool.

Ninja: Add +1/2 to the ninja's CMB when using the dirty trick combat maneuver.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin: Add +1/4 to the number of times the paladin can use lay on hands per day.

Psion: Reduce the cost to augment psion powers with the mind-affecting descriptor by 1/3 points.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting a path power.

Ranger: Add +1/2 circumstance bonus to the next melee attack roll against an enemy you damaged with a ranged attack in the previous round (maximum bonus +4). This bonus does not stack with Opening Volley ^{UC}.

Rogue: Add +1/2 to the rogue's CMB when using the steal combat maneuver.

Samurai: Select this option four times to select an additional weapon for the weapon expertise ability.

Shaman: Add +1/3 to the shaman's effective level when determining effects from their wandering spirit.

Skald: Add +1/6 to the number of times per day the skald can use the spell kenning ability.

Slayer: Increase the studied target bonus on Bluff and Perception checks by 1/3.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Soulknife: Add +1 to the soulknife's CMD when resisting a grapple or trip attempt.

Summoner: Add +1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on the flight, wing buffet, minor magic (*comprehend languages* or vanish only) or major magic (*daze monster* or *invisibility* only) evolutions.

Swashbuckler: Add 1 foot to distance moved when using the swashbuckler's dodging panache deed. In combat this option has no effect unless the swashbuckler has selected 5 times (or another increment of 5). If selected 10 times, this movement does not provoke attacks of opportunity.

Tactician: Add +1/3 to the tactician's saving throws versus mind-affecting effects.

Time Thief: Add +1/2 bonus to all Perception and Stealth checks.

Vitalist: Add +1/2 to the maximum number of creatures allowed in the vitalist's collective.

Warpriest: Add 1/2 to the number of times per day the warpriest can use blessings, but he can use these additional blessings on only those from the Air, Knowledge, Rune, Travel, Trickery, or Weather domains.

Wilder: Reduce the cost to augment wilder powers with the mind-affecting descriptor by 1/3 points.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add +1/3 to the wizard's caster level when casting spells with the language dependent descriptor, or those creating magical glyphs, runes, or symbols.

Wyrwood

Aegis: Add +1 to the hit points restored when using astral repair.

Alchemist: Reduce the penalty to Intelligence of a Strength-enhancing mutagen by 1/4 (maximum reduction of 2).

Antipaladin: Add +1 foot to the size of all the antipaladin's aura class features. This option has no effect unless the antipaladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Arcanist: Reduce arcane spell failure chance for casting arcanist spells when wearing light armor by +1%. Once the total reaches 10%, the arcanist no longer suffers arcane spell failure while wearing light armor and also receives Light Armor Proficiency, if she does not already possess it.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day

Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

Bloodrager: Add +1 to the bloodrager's total number of bloodrage rounds per day

Brawler: Add a +1 bonus to the brawler's CMB when sundering wooden objects or to the Strength check when breaking wooden objects.

Cavalier: Add a +1/2 bonus on Intimidate checks and Ride checks.

Cleric: Add a +1 bonus on concentration checks when casting cleric spells.

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add +1/3 to weapon damage when channeling a terror through a weapon attack.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add a +1 bonus to the fighter's CMB when sundering wooden objects or to the Strength check when breaking wooden objects.

Gunslinger: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Hunter: Gain a +1/2 bonus on wild empathy checks the hunter makes to influence animals and magical beasts that live in a forest.

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Investigator: Gain a +1/4 bonus on all inspiration rolls.

Magus: The magus gains 1/6 of a new magus arcana.

Marksman: The target of the marksman's cover fire ability is staggered for an additional 1/4 rounds. The marksman must be 4th level or higher to select this option.

Monk: Add +1/3 to the monk's AC bonus class ability.

Ninja: Add +1/3 to the ninja's No Trace bonus when in a forest or other wooded areas.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Psion: Add a +1/2 bonus on concentration checks when manifesting psion powers.

Psychic Warrior: Add +1/4 to your psychic warrior level when determining the effects of your path's maneuver. The psychic warrior must be 4th level before choosing this option.

Ranger: Add +1/4 to the ranger's favored terrain (forest) bonus. The ranger must have selected forest as a favored terrain to take this option.

Rogue: Choose a spell you can cast from either the major magic or minor magic rogue talents. You can cast that spell +1/3 additional times per day (to a maximum of 5/day)

Samurai: Add a +1/2 bonus on Intimidate checks and Ride checks.

Shaman: Add +1/4 to the natural armor bonus of the shaman's spirit animal.

Skald: Reduce the arcane spell failure chance for casting skald spells when wearing heavy armor by 1%. Once the total reduction reaches 10%, the skald also receives Heavy Armor Proficiency (if the skald does not already possess it).

Slayer: Gain a +1/3 bonus on Knowledge (nature) checks and on Survival checks when in a forest. If the slayer has a +1 bonus on Knowledge (nature) checks from this ability, he is also considered trained in that skill.

Sorcerer: Reduce arcane spell failure chance for casting sorcerer spells when wearing light armor by +1%. Once the total reaches 10%, the sorcerer no longer suffers arcane spell failure while wearing light armor and also receives Light Armor Proficiency, if she does not already possess it.

Soulknife: Add +1/2 to the soulknife's psychic strike damage.

Summoner: Add a +1/4 natural armor bonus to the AC of the summoner's eidolon.

Swashbuckler: Reduce the size penalty to the swashbuckler's opportune parry and riposte by 1/6. This option must be taken 6 times before the penalty is reduced by 1.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Time Thief: Add +1/2 bonus to any skill check made on the skill check made when using the steady hand temporal talent.

Vitalist: Add +1/4 to your vitalist level when determining the effects of your method's pulse. The vitalist must be 6th level before choosing this option.

Warpriest: Add +1/3 on critical hit confirmation rolls made with the weapon the warpriest choose with the Favored Weapon ability (maximum bonus of +5). This bonus does not stack with Critical Focus.

Wilder: Add 1/4 round to the duration of the wilder's surging euphoria.

Witch: Add +1/4 natural armor bonus to the AC of the witch's familiar.

Wizard: Add a +1 bonus on concentration checks when casting wizard spells.

Wyvaran

Aegis: Add +1/5 to the aegis's damage reduction.

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Antipaladin: Increase the penalty caused by the antipaladin's aura of cowardice and aura of despair special abilities by 1/4.

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level she can cast.

Barbarian: Add +1 foot to the barbarian's fly speed when raging. In combat this option has no effect unless the barbarian has selected it 5 times (or another increment of 5); a fly speed of 34 feet is effectively the same as 30 feet, for example.



Bard: Add +5 feet to the range of one of the bard's bardic performances (max +30 feet to any one performance).

Bloodrager: Add +1 foot to the bloodrager's fly speed when in a blood rage. In combat this option has no effect unless the bloodrager has selected it 5 times (or another increment of 5); a fly speed of 34 feet is effectively the same as 30 feet, for example.

Brawler: Add 1/4 to the brawler's effective level to determine her unarmed strike damage.

Cavalier: Add a +1/2 bonus on Intimidate checks and Ride checks.

Cleric: The cleric can reduce the number of level increase required to use a metamagic feat by 1/4 (to a minimum of +0). You must select this ability 4 times to reduce the level increase required by 1.

Cryptic: Add +1/5 to the cryptic's damage reduction when using the absorb altered defense.

Dread: Add +1/2 to the dread's daily uses of terrors.

Druid: The druid can use her wild empathy ability to improve the attitude of dragons with a -6 penalty. Each additional time this option is selected, this penalty is reduced by 1/3 per level.

Fighter: Add +1/2 to damage rolls the fighter makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Gunslinger: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +4).

Hunter: The hunter can use her wild empathy ability to improve the attitude of dragons with a -6 penalty. Each additional time this option is selected, this penalty is reduced by 1/3 per level.

Inquisitor: Add +1/6 to the number of times per day the inquisitor can use the judgment class feature.

Investigator: Add one formula from the investigator's formula list to the character's formulae book. This formula must be at least one level below the highest formulae level the investigator can create.

Magus: Add a +1/2 bonus on concentration checks made to cast defensively.

Marksman: Add a +1/2 bonus to the marksman's Intimidate and Perception skills.

Monk: Add +1/4 point to the monk's ki pool.

Ninja: Add +1/4 point to the ninja's ki pool.

Oracle: Add +1/4 to the armor or natural armor bonus granted by oracle spells she casts on herself.

Paladin: Add +1/4 to the bonus the paladin grants her allies with her aura of courage and aura of resolve special abilities.

Psion: Gain +1/6 of a metapsionic feat.

Psychic Warrior: Add a +1/2 bonus to two of the psychic warrior's path skills.

Ranger: Add +1/2 round to the duration of the bonus granted to the companions of the ranger using his hunter's bond ability.

Rogue: Add +1 foot to the rogue's fly speed. In combat this option has no effect unless the rogue has selected it 5 times (or another increment of 5); a fly speed of 34 feet is effectively the same as 30 feet, for example.

Samurai: Add +1/4 number of times per day the samurai can use his resolve ability.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: The slayer gains +1/6 of a new slayer talent.

Sorcerer: Choose a bloodline power from the aberrant or draconic bloodline that the sorcerer can use. The sorcerer treats her class level as though it were +1/2 higher (to a maximum of +4) when determining the effects of that power.

Soulknife: Add +1/2 damage when the mind blade has either conductive, corrosive, flaming, or frost blade skills.

Summoner: Add +1/2 to the summoner's eidolon's spell resistance. The eidolon must have the spell resistance evolution to benefit from this option.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by +1/4.

Tactician: Add +1/3 willing targets to the tactician's collective.

Time Thief: A time thief with the steal fate temporal talent increases the penalty given to its target by 1/6.

Vitalist: Add +1/3 willing targets to the vitalist's collective.

Warpriest: Gain 1/6 of a new bonus combat feat.

Wilder: Add 1/4 round to the duration of the wilder's surging euphoria.

Witch: Add +1/4 natural armor bonus to the AC of the witch's familiar.

Wizard: The wizard can reduce the number of level increase required to use a metamagic feat by 1/4 (to a minimum of +0). You must select this ability 4 times to reduce the level increase required by 1.

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