

# SHADOWSFALL FAVORED CLASS OPTIONS

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ENTERPRISES**

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**PSIONICS  
UNLEASHED  
COMPATIBLE**



*Luis Solas*



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## Introduction

Anytime a character takes a level in her favored class, she gains a bonus. The Pathfinder Core Rulebook lists this bonus as either an additional skill point or an extra hit point. The Advanced Player's Guide and the Advanced Race Guide present rules for additional options depending on the character's race/class combination. The major races of the Material Plane each possess a favored class option for every class. The same is true with the major races of the Plane of Shadows.

Below are options for all base classes detailed in the **Pathfinder Roleplaying Game Core Rulebook**, **Pathfinder Roleplaying Game: Advanced Player's Guide**, **Pathfinder Roleplaying Game: Ultimate Magic** and **Pathfinder Roleplaying Game: Ultimate Combat**. Additionally, favored class options are presented for the time thief, time warden, psion, psychic warrior, soulnife, wilder, and malefactor published by our friends at **The Genius Guide to the Time War** by Super Genius Games, in **Psionics Unleashed** from Dreamscarred Press and **The Malefactor Base Class** by TPK Games.

The Shadowfall races presented herein are the dhampir, drow, duergar, fetchling, hobgoblin, orc, ratfolk, tiefling, umbral kobold, wayang and wanderer. See the **Pathfinder Roleplaying Game: Advanced Race Guide** for favored class options for races listed in the **Pathfinder Core Rulebook**.

## Shadowfall

Shadowfall is the name the denizens of the Plane of Shadows call their world. Its wan sun and blood red moon leave the bleak world cold and create unease in its visitors. Even at midday, stars can easily be seen in the purple sky. This land of eternal night is filled with the ruins of lost civilizations and the flotsam and jetsam of other planes. Living creatures find the plane arduous to survive, yet undead flourish here.

Several strongholds and their native heroes protect the inhabitants of the cities from the multitudes of undead, maddened creatures, and deadly terrors that stalk the darkness. Mushroom farmers, moss gatherers and miners exchange food and raw materials with cities, barbarian tribes and adventurers for protection. In the ever-shifting Outlands, nightmare landscapes, grotesque folk and cruel spirits abound. Countless tribes, outposts and lost souls live and die in the tortured grayness, having fallen prey to the creatures of Shadow. Among them are those brave enough to stand against the dangers that go bump in the night.

For more information on the Shadowfall setting, buy **Shadowfall: Shadow Plane Player's Companion** and **Book of Beasts: Monsters of the Shadow Plane**, available today at your local game store, **JonBrazier.com**, or your favorite gaming website.

## Favored Class Options

Instead of receiving an additional skill rank or hit point whenever she gains a level in a favored class, the character

has the option of choosing the corresponding bonus for her race. Unless otherwise stated, this bonus stacks with bonuses from other character options, such as feats, and for every favored class level gained.

### DHAMPIR

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

**Barbarian:** Add +1/4 to the damage of a bite attack.

**Bard:** Add a +1/3 bonus to the DC of the fascinate ability.

**Cavalier:** Add +1/4 to the damage to one of the mount's natural weapon attacks.

**Cleric:** Add +1 to the caster level of any channeling feat used to affect undead.

**Druid:** Add +1/4 to the damage of a bite attack.

**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.

**Inquisitor:** Add a +1/2 bonus on Intimidate checks to demoralize humanoids.

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

**Malefactor:** Add a +1/4 dodge bonus to your AC in any round in which you perform a harrowing strike.

**Monk:** Add +1/4 to the damage of an unarmed strike.

**Oracle:** Add +1 on concentration checks made when casting oracle spells with the curse descriptor.

**Paladin:** Add a +1/3 bonus on saving throws against death effects.

**Psion:** Add +1/4 to the psion's manifester level when manifesting powers of the charm subdiscipline.

**Psychic Warrior:** Add +1/4 to the psychic warrior's manifester level when manifesting a path power.

**Ranger:** Add +1/4 to the damage of one of the animal companion's natural weapon attacks.

**Rogue:** Add a +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.

**Sorcerer:** Add +1/2 point of negative energy damage to sorcerer spells that deal negative energy damage.

**Soulnife:** Add +1/3 on critical hit confirmation rolls when using mind blade (maximum bonus of +5). This bonus does not stack with Critical Focus.

**Summoner:** Add +1/4 point to the damage of one of the eidolon's natural weapon attacks.

**Time Thief:** Add +1/6 of an additional d4 to one damage roll when the time thief spends a mote to boost her damage roll.

**Time Warden:** Add +1/6 of an additional d4 to one damage roll when the time warden spends a mote to boost her



damage roll.

**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 +1/4 to the witch's caster level when casting spells of the necromancy school.

**Wizard:** Add +1/4 to the wizard's caster level when casting spells of the necromancy school.

## DROW

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

**Barbarian:** The duration of the guarded stance rage power increases by +1/3 round.

**Bard:** Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

**Cavalier:** Add +1/4 to the cavalier's bonus on damage against targets of his challenge.

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

**Druid:** Add a +1/2 bonus on Stealth checks when using wild shape.

**Fighter:** Choose the disarm or reposition combat maneuver. Add +1/3 to the fighter's CMD when attempting this maneuver (maximum bonus of +4).

**Gunslinger:** Add +1/6 to the dodge bonus granted by the gunslinger's nimble class feature (maximum increase of +2).

**Inquisitor:** Add +1/3 to the number of rounds per day the inquisitor can use the bane ability. The inquisitor must be 5th level before selecting this ability.

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

**Malefactor:** Add a +1/2 bonus to the malefactor's CMD against dirty trick attempts.

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

**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 adds +1/4 to the number of mercies he can use.

**Psion:** When manifesting psion powers of the telepathy discipline, add +1/3 to the effective manifester level of the power, but only to determine the power's duration.

**Psychic Warrior:** Add 1 power point to the psychic warrior's power points per day.

**Ranger:** Add +1/4 to a single existing favored terrain bonus (maximum increase of +1 per favored terrain). The ranger must be 3rd level before selecting this ability.

**Rogue:** Add a +1/2 bonus on Bluff checks to feint and pass secret messages.

**Sorcerer:** Add one spell known from the sorcerer spell list. This spell must have the curse, evil, or pain descriptor, and be at least one level below the highest spell level the sorcerer can cast.

**Soulknife:** Add +1 foot to the range increment to the soulknife's throw mind blade ability. This option has no effect unless the soulknife 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.

**Summoner:** The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.

**Time Thief:** When using the steal time temporal talent, add +1/2 to the effective class level of the time thief, but only to determine the ability's duration.

**Time Warden:** Add +1/4 to the number of motes of time changes the time warden can have in effect at the same time.

**Wilder:** When manifesting wilder powers of the telepathy discipline, add +1/3 to the effective manifester level of the power, but only to determine the power's duration.

**Witch:** Add +1/4 hours to the duration of the witch's disguise hex. This option has no effect unless the witch has selected it 4 times (or another increment of 4); an increase of 45 minutes is effectively the same as no increase in hours of the witch's disguise hex, for example.

**Wizard:** Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

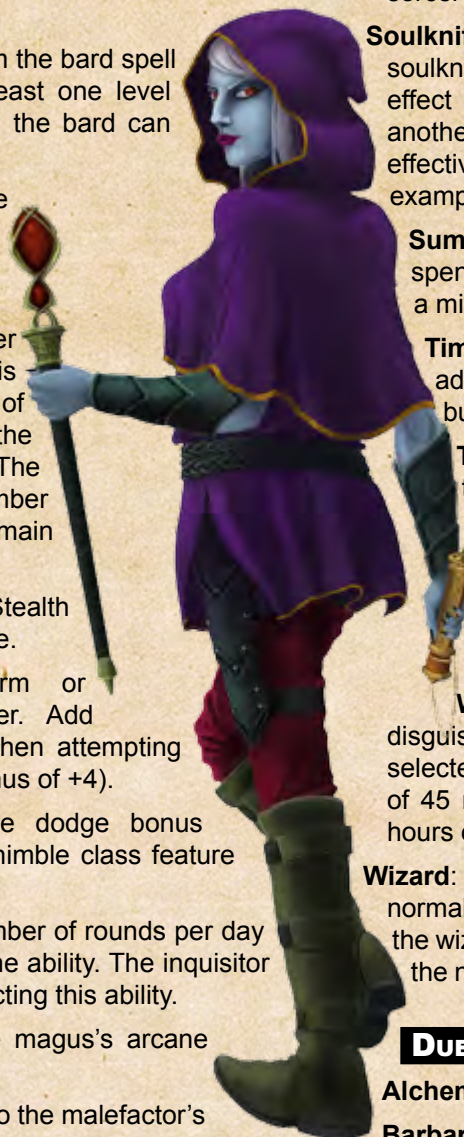
## DUERGAR

**Alchemist:** Add +1/2 to the alchemist's acid bomb damage.

**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 reduction in chance reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

**Cavalier:** Add +1/2 to the cavalier's bonus to damage against targets of his challenge.





**Cleric:** Add a +1/2 bonus on checks made to craft magic items.

**Druid:** Add a +1/2 bonus on wild empathy checks made against burrowing animals and gain a +1/2 bonus on Handle Animal skill checks.

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

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

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

**Magus:** Add a +1/4 circumstance bonus on critical hit confirmation rolls when using spell combat (to a maximum of +4). This bonus does not stack with Critical Focus.

**Malefactor:** Add a +1/4 bonus to your malefactor level when attempting to break the curse of another creature. The malefactor must be 4th level before selecting this ability.

**Monk:** Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).

**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 +1/2 point of acid damage to the paladin's lay on hands ability when used to deal damage.

**Psion:** Add a +1/2 bonus on checks made to craft psionic items.

**Psychic Warrior:** Gain 1/3 additional daily usage of the psychic warrior's daily *expansion* psi-like ability.

**Ranger:** Choose one ranged weapon. Add +1 foot to the range increment of that weapon. This option has no effect unless the ranger 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.

**Rogue:** Add a +1/2 bonus on Bluff checks to feint and Intimidate checks.

**Sorcerer:** Add +1/2 damage of any acid and earth sorcerer spells or spell-like abilities.

**Soulknife:** The soulknife reduces the amount of time to reshape her mindblade by 15 minutes. The soulknife cannot reduce this below 4 hours.

**Summoner:** Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the summoner's eidolon's natural weapons.

**Time Thief:** Add +1 to the fighter's CMD when resisting a bull rush or steal attempt.

**Time Warden:** When casting time warden spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

**Wilder:** Add +1/4 to the damage of a wilder's surge blast.

**Witch:** Add a +1/2 bonus on checks made to craft magic items.

**Wizard:** Add a +1/2 bonus on checks made to craft magic items.

## FETCHLING

**Alchemist:** Add +1/2 to either cold or electricity resistance (to a maximum increase of +10).

**Barbarian:** Add +1 foot to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

**Bard:** Add +1/6 to the number of people the bard can affect with the fascinate bardic performance.

**Cavalier:** Add 5 feet to your mount's darkvision (to a maximum of 30 feet). If your mount does not have darkvision, the mount gains darkvision 5 feet. If the cavalier ever replaces his mount, the new mount gains this bonus to its darkvision distance.

**Cleric:** Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Shadows and creatures with the shadow subtype.

**Druid:** Add a +1/2 bonus on Knowledge (nature) checks relating to plants and animals native to the Plane of Shadows.

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

**Gunslinger:** Reduce the miss chance due to dim light or darkness by 1% when using a fire arm. The miss chance cannot be reduced by more than 10%.

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

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

**Malefactor:** Add +1/4 bonus to your aura of misfortune ability.

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

**Oracle:** Treat the oracle's level as +1/3 higher for the purposes of determining which of her racial spell-like abilities she can use.

**Paladin:** Add +1 to the paladin's cold resistance (to a maximum increase of 10).

**Psion:** Add 1/4 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 +1/2 to the psychic warrior's manifester level when manifesting a path power.

**Ranger:** Add a +1/2 bonus on Perception and Survival checks made in dim light and darkness.

**Rogue:** Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.



**Sorcerer:** Add +1/2 to either cold or electricity resistance (to a maximum increase of 10).

**Soulknife:** Add a +1/4 circumstance bonus on critical hit confirmation rolls with the mind blade (to a maximum of +4). This bonus does not stack with Critical Focus.

**Summoner:** The summoner's eidolon gains resistance 1 against either cold or electricity. Each time the summoner selects this reward, he increases his eidolon's resistance to one of those energy types by 1 (to a maximum of 10 for any one energy type).

**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.

**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:** The witch's familiar gains resistance 1 against either cold or electricity. Each time the witch selects this reward, he increases his familiar's resistance to one of those energy types by 1 (to a maximum of 10 for any one energy type).

**Wizard:** Add one spell from the wizard spell list to the wizard's spellbook. The spell must be at or below the highest level he can cast and either be of the illusion (shadow) subschool or have the darkness descriptor.

## HOBGOBLIN

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

**Barbarian:** Add +1/6 the number of attacks of opportunity per round. This does not stack with the Combat Reflexes feat.

**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.

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

**Cleric:** Add +1/2 damage to cleric spells that deal negative energy damage, including *inflict* spells.

**Druid:** Add a +1/2 circumstance bonus on critical hit confirmation rolls with one of the druid's natural weapons

(maximum bonus +4). This bonus does not stack with Critical Focus.

**Fighter:** Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the fighter's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

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

**Inquisitor:** Add a +1 bonus on concentration checks made to cast inquisitor spells.

**Magus:** Add a +1/2 circumstance bonus on critical hit confirmation rolls when using spellstrike (maximum bonus +4). This bonus does not stack with Critical Focus.

**Malefactor:** Choose one malediction. The DC to resist this power increases by +1/3.

**Monk:** Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

**Oracle:** Add +1/2 damage to oracle spells that deal negative energy damage, including *inflict* spells.

**Paladin:** Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the paladin's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

**Psion:** Add +1/3 to the psion's saving throws versus mind-affecting effects.

**Psychic Warrior:** Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the psychic warrior's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

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

**Rogue:** Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0

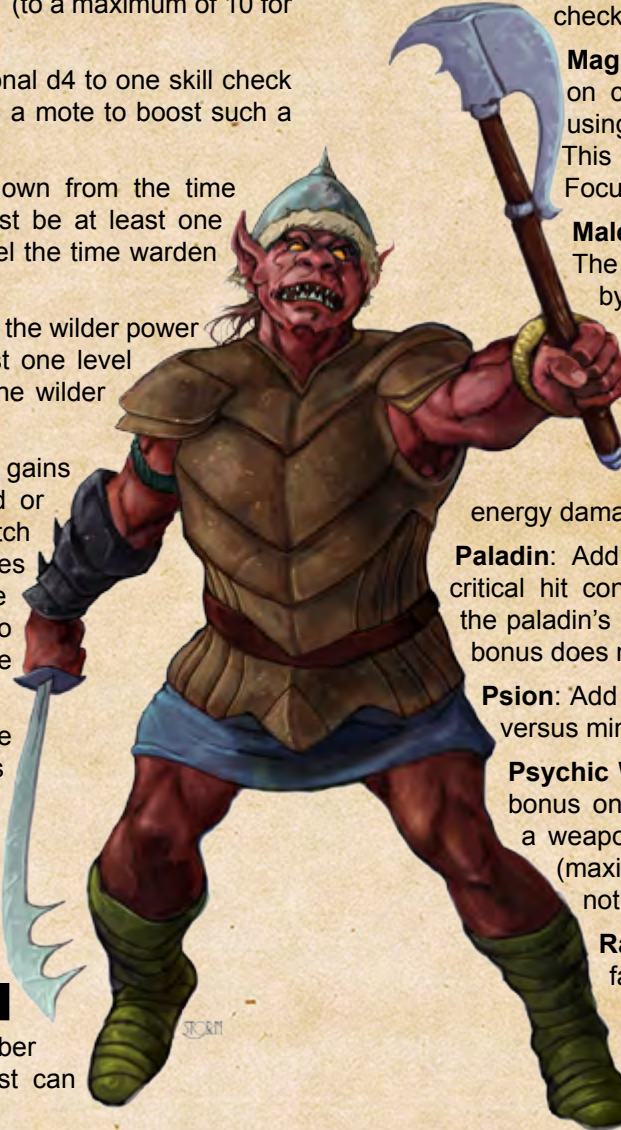
because of this ability, the rogue is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

**Sorcerer:** When casting sorcerer spells with the fear descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

**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 hit point to the summoner's eidolon.

**Time Thief:** Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the time thief's choice (maximum bonus +4). This bonus does not stack with





Critical Focus.

**Time Warden:** Add a +1 bonus on concentration checks made to cast time warden spells.

**Wilder:** Add +1 to the wilder's power points per day.

**Witch:** When casting witch spells with the fear descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

**Wizard:** When casting wizard spells with the fear descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

## ORC

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

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

**Bard:** The bard gains a +1/6 bonus to his inspire competence ability.

**Cavalier:** Add +1 to the cavalier's CMB when making bull rush or overrun combat maneuvers against a challenged target.

**Cleric:** Add +1/2 point of fire damage to cleric spells cast that deal fire damage.

**Druid:** Add +1/2 to the damage dealt by the druid's animal companion's natural attacks.

**Fighter:** Add +2 to the fighter's Constitution score for the purpose of determining when he dies from negative hit points.

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

**Inquisitor:** Add +1/2 to the attack roll bonus when the inquisitor is at or below 0 hit points.

**Magus:** Add +1/2 point of fire damage to magus spells cast that deal fire damage.

**Malefactor:** Add a +1/4 bonus to your aura of misfortune ability.

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

**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 +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

**Psion:** Reduce the cost to augment a psion power with the fire descriptor or that deals fire damage by 1/3 power points.

**Psychic Warrior:** Add a +1 bonus on concentration checks made due to taking damage while manifesting psychic

warrior powers.

**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 +1/2 to damage rolls when the rogue is at or below 0 hit points.

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

**Soulknife:** Add +1/2 to the soulknife's CMB when making a steal or sunder attempt.

**Summoner:** Add +1 hit point to the summoner's eidolon.

**Time Thief:** Add +1/6 of an additional d4 to one damage roll when you spend a mote to boost damage.

**Time Warden:** Add a +1 bonus on concentration checks made due to taking damage while casting time warden spells.

**Wilder:** Reduce the cost to augment a wilder power when at or below 0 hit points by 1/3 point.

**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 on concentration checks made due to taking damage while casting wizard spells.

## RATFOLK

**Alchemist:** The alchemist gains +1/6 of a new discovery.

**Barbarian:** When raging, add +1/4 to the barbarian's swarming trait's flanking bonus on attack rolls.

**Bard:** Add a +1 bonus on concentration checks when casting bard spells and within 5 feet of an ally.

**Cavalier:** Add +1 foot to the size of all the cavalier's tactician class features. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); an increase of 14 feet is effectively the same as +10 feet to the tactician class feature, for example.

**Cleric:** Add a +1 bonus on concentration checks when casting cleric spells and within 5 feet of an ally.

**Druid:** Add a +1 bonus on wild empathy checks made to influence animals and magical beasts that live underground.

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

**Gunslinger:** Add a +1/2 bonus on initiative checks when the gunslinger has at least 1 grit point.

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

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

**Malefactor:** Add +1/3 point to the malefactor's strife pool.

**Monk:** Add +1 feet to the speed the monk can move while



making a Stealth check without taking a penalty. This has no effect unless the monk has selected this reward five times (or another increment of five). This does not allow the monk to use Stealth while running or charging.

**Oracle:** Add a +1 bonus on concentration checks when casting oracle spells and within 5 feet of an ally.

**Paladin:** Add +5 minutes to the amount of time before a condition returns when using one of your mercies (to a maximum of 1 additional hour).

**Psion:** Add a +1 bonus on concentration checks when using psion powers and within 5 feet of an ally.

**Psychic Warrior:** Add +1 to the psychic warrior's CMD when resisting a grapple or steal attempt.

**Ranger:** Add +1 to an animal companion's CMD when adjacent to the ranger. If the ranger ever replaces his animal companion, the new animal companion gains this bonus.

**Rogue:** Add a +1/2 bonus on Escape Artist checks.

**Sorcerer:** Add a +1/2 bonus on Use Magic Device checks.

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

**Summoner:** Add a +1 bonus on saving throws against poison produced by the summoner's eidolon with the poison evolution.

**Time Thief:** Add a +1/2 bonus on Escape Artist checks.

**Time Warden:** Add a +1 bonus on concentration checks when casting time warden spells and within 5 feet of an ally.

**Wilder:** Add a +1/6 to the dodge bonus to AC granted by the wilder's elude attack ability.

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

**Wizard:** When casting wizard spells with the disease descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

## TIEFLING

**Alchemist:** Add +1/2 to the alchemist's bomb damage.

**Barbarian:** Add +1/6 to the barbarian's damage reduction ability. The barbarian must be 7th level before selecting this ability. This does not stack with the increased damage reduction rage power.

**Bard:** Treat the bard as +1/2 level higher when determining the duration of a *suggestion* bardic performance.

**Cavalier:** The cavalier's mount gains resistance 1 against cold, electricity, or fire. Each time the cavalier selects this reward, increase the mount's resistance to one of these energy types by 1 (to a maximum of 5 for any one type). If the cavalier ever replaces her mount, the new mount has these resistances.

**Cleric:** Add a +1 bonus on caster level checks of cleric spells made to overcome the spell resistance of outsiders.

**Druid:** Add a +1 bonus on wild empathy checks made to

improve the attitude of fiendish animals.

**Fighter:** Add a +1/2 bonus to your bravery ability to resist fear effects from outsiders.

**Gunslinger:** Add +1/2 to the gunslinger's CMB when attempting a dirty trick or trip.

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

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

**Malefactor:** The malefactor gains +1/6 of a new malefactor feat.

**Monk:** Add +1/4 to the number of times per day the monk can use Stunning Fist.

**Oracle:** Add a +1 bonus on caster level checks of oracle spells made to overcome the spell resistance of outsiders.

**Paladin:** Add +1 to the amount of damage the paladin heals with lay on hands, but only when the paladin uses that ability on herself.

**Psion:** Add a +1 bonus on manifester level checks of psion powers made to overcome the power resistance of outsiders.

**Psychic Warrior:** Add +1/2 to the psychic warrior's CMB when attempting a dirty trick or trip.

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

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

**Sorcerer:** Add +1/2 to the number of times per day a sorcerer can use the corrupting touch infernal bloodline power, or +1 to the total number of rounds per day the sorcerer can use the claws abyssal bloodline power. The sorcerer must possess the applicable power to select these bonuses.

**Soulknife:** Add +1/2 on critical hit confirmation rolls made with a mind blade (maximum bonus of +5) when the mind blade possesses the unholy enhancement. This bonus does not stack with Critical Focus.

**Summoner:** Add +1 hit point or +1 skill rank to the summoner's eidolon.

**Time Thief:** Add +1/2 bonus to damage dealt to creatures with the outsider type when spending a mote to increase damage.

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

**Wilder:** Add a +1 bonus on manifester level checks of wilder powers made to overcome the power resistance of outsiders.

**Witch:** The witch's familiar gains resistance 1 against cold, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (to a maximum of 5 for any one type). If the witch ever replaces her familiar, the new familiar has these resistances.



**Wizard:** Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

## UMBRAL KOBOLD

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

**Barbarian:** Add +1/6 to the barbarian's natural armor bonus.

**Bard:** Treat the bard's level as +1/2 level higher when determining the effect of the *fascinate* bardic performance ability.

**Cavalier:** Add 1 foot (up to 15 feet maximum) to the cavalier's mount's base land speed. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively a speed of 50 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed 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).

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

**Fighter:** Add +1/3 to the fighter's saving throws versus fear effects.

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

**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.

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

**Malefactor:** Add +1/3 point to the malefactor's strife pool.

**Monk:** Add +1 foot to the monk's slow fall ability. This option has no effect unless the monk has selected it 5 times (or another increment of 5).

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

**Paladin:** Add +1 hit point to the paladin's mount. A paladin must be at least 5th level to select this benefit.

**Psion:** Add +1/4 to the psion's manifester level when manifesting powers of the psychokinesis discipline.

**Psychic Warrior:** Add 1 to the psychic warrior's power points per day.

**Ranger:** Add +1/6 to the character's effective druid level for determining animal companion statistics.

**Rogue:** Add +1/2 to the rogue's trap sense bonus to AC.

**Sorcerer:** Add +1/4 to the DC of sorcerer spells with either the cold or the shadow descriptor.

**Soulknife:** Add +1/3 on critical hit confirmation rolls made with a mind blade (maximum bonus of +5). This bonus does not stack with Critical Focus.

**Summoner:** Add +1/4 to the summoner's shield ally bonus (maximum +2).

**Time Thief:** Add +1/6 of an additional d4 to one attack roll when you spend a mote to boost an attack roll.

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

**Wilder:** Add +1/2 to the wilder's manifester level when manifesting a psychokinesis power, but only for the purpose of determining the power's duration.

**Witch:** Add +5 feet to the distance at which her familiar grants the Alertness feat (to a maximum of +30 feet).

**Wizard:** Add +1/4 to the DC of wizard spells with either the cold or the shadow descriptor.

## WAYANG

**Alchemist:** Add +1/2 to the alchemist's frost bomb damage.

**Barbarian:** Add a +1/2 bonus to the barbarian's trap sense.

**Bard:** Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the bard can cast. The spell is treated as being one level higher, unless it is also on the bard spell list.

**Cavalier:** Add 5 feet to your mount's darkvision (to a maximum of 30 feet). If your mount does not have darkvision, the mount gains darkvision 5 feet. If the cavalier ever replaces his mount, the new mount gains this bonus to its darkvision distance.

**Cleric:** Add +1/4 to the character's channel resistance. If the cleric does not possess channel resistance, add channel resistance +1/4.

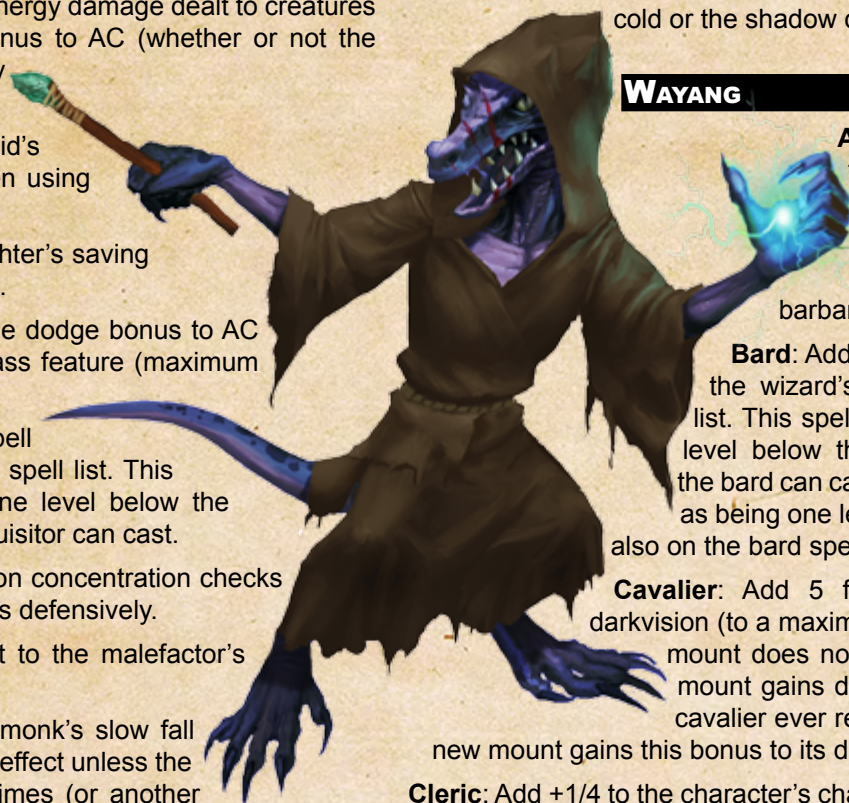
**Druids:** Add +1/2 to the damage dealt by the druid's animal companion's natural attacks.

**Fighter:** Add +1 to the fighter's CMD when resisting a dirty trick or steal attempt.

**Gunslinger:** Add a +1/4 bonus on attack rolls when using the pistol whip deed.

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

**Magus:** Add +1/2 point of cold damage to magus spells that deal cold damage.





**Malefactor:** Add a +1/4 bonus to your aura of misfortune ability.

**Monk:** Add a +1/6 bonus to the DC of a Stunning Fist attempt.

**Oracle:** Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the oracle can cast. The spell is treated as being one level higher, unless it is also on the oracle spell list.

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

**Psion:** Add +1/3 to the psion's saving throws versus mind-affecting effects.

**Psychic Warrior:** Add +1 to the psychic warrior's CMD when resisting a dirty trick or steal attempt.

**Ranger:** Add 5 feet to the ranger's animal companion's darkvision (to a maximum of 30 feet). If the animal companion does not have darkvision, the animal companion gains darkvision 5 feet. If the ranger ever replaces his animal companion, the new animal companion gains this bonus to its darkvision distance.

**Rogue:** Add +1 to the rogue's CMD when resisting a disarm or steal attempt.

**Sorcerer:** Add +1/2 point of damage to any sorcerer illusion spells of the shadow subschool.

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

**Summoner:** Add +5 feet to the eidolon's darkvision. If the eidolon does not have darkvision, the eidolon gains darkvision 5 feet.

**Time Thief:** The time thief gains +1/6 of a new temporal talent.

**Time Warden:** Add +1/4 to the number of motes of time changes the time warden can have in effect at the same time.

**Wilder:** Add +1/4 to your manifester level when using a wild surge.

**Witch:** Add +5 feet to the witch's familiar's darkvision (to a maximum of +30 feet). If the familiar does not have darkvision, the familiar gains darkvision 5 feet. If the witch ever replaces her familiar, the new familiar gains this bonus to its darkvision distance.

**Wizard:** When casting wizard spells with the shadow descriptor, add +1/3 to the effective caster level of the spell.

## WANDERER

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

**Barbarian:** Add +1/2 to the barbarian's total number of rage rounds per day.

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

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

**Cleric:** Add +1/3 to the DC of cleric spells with an alignment descriptor.

**Druid:** Add +1/2 to the druid's saving throws when resisting electricity or petrification.

**Fighter:** Add +1 to the fighter's CMD when resisting a dirty trick or steal attempt.

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

**Inquisitor:** Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgment.

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

**Malefactor:** Add +1 foot to the radius of your aura of misfortune (to a maximum of 20 feet). This option has no effect unless the malefactor has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as an aura of 10 feet, for example.

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

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

**Paladin:** Add +1/3 to the DC of paladin spells with the good descriptor.

**Psion:** Add a +1/2 bonus on Autohypnosis checks.

**Psychic Warrior:** Add a +1/6 bonus to the warrior path's Trance ability.

**Ranger:** Add +1/2 to the druid's saving throws when resisting electricity or petrification.

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

**Sorcerer:** Add +1/3 to the DC of sorcerer spells with an alignment descriptor.

**Soulknife:** Add +1/2 to the soulknife's CMB when attempting a bull rush or sunder.

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

**Time Thief:** Add +1/4 to the number of motes in the time thief's mote pool.

**Time Warden:** Add +1/4 to the number of motes in the time warden's mote pool.

**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 +1/2 to the druid's saving throws when resisting electricity or petrification.

**Wizard:** Add +1/3 to the DC of wizard spells with an alignment descriptor.





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