

New Paths

COMPENDIUM



PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

**MARC
RADLE**

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NEW PATHS COMPENDIUM

EXPANDED EDITION

CREDITS

LEAD DESIGNER Marc Radle

ADDITIONAL DESIGN Ryan Costello, Jr.,
Crystal Frasier, Michael Kortez, John Ling, Jr.,
Ben McFarland, Brian Suskind, and Jerall Toi

LEAD EDITOR & DEVELOPER Kim Mohan

ADDITIONAL EDITING Eytan Bernstein,
BJ Hensley, Jason Keeley, Amanda Hamon
Kunz, Joe Pasini

COVER ART Claudio Pozas

INTERIOR ART Josh Hass, Marcel Mercado,
Corwin Paradinha, Jason Rainville,
Florian Stitz, Brian Syme, Damon Westenhofer

ART DIRECTOR & GRAPHIC DESIGN Marc Radle

PUBLISHER Wolfgang Baur

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INTRODUCTION

This book has been in the works for many years, even though I didn't know it at first. It started from humble enough beginnings. Back in 2009, the spell-less ranger appeared in *Kobold Quarterly* issue 11, and to my delight, the class was well received. This was followed by additional classes of mine appearing in *Kobold Quarterly*, including the shaman and the white necromancer, as well as a number of other class-oriented articles. Sometime in 2012, Wolfgang asked me to expand the spell-less ranger so he could release it as the first installment in a new stand-alone PDF series called *New Paths*. *New Paths #1: The Expanded Spell-Less Ranger* debuted in April 2012, and was followed by additional *New Paths* volumes featuring expanded versions of other classes from the pages of *Kobold Quarterly*, as well as *New Paths* volumes featuring all-new classes, such as the battle scion.

In 2013, we decided to gamble and release the original *New Paths Compendium*, which collected the various *New Paths* classes into a single print and PDF product. In addition to collecting and reorganizing the existing classes, I also wrote a new spell-less ranger variant class, the skin-changer, and a brand-new class available only in the new book: the theurge. The *New Paths Compendium* proved to be very popular and received numerous great reviews, and we were of course justifiably thrilled and proud.

As good as that book was, however, in the intervening years I found myself wishing the *New Paths Compendium* was even better. While the cover sported fantastic art,

it was a softcover book, and the dreamer in me longed for a hardcover version. And, while the PDF was color throughout, the interior of the standard print version was black and white (there was a limited-edition color version, but I digress). Now, while there is absolutely nothing wrong with a black-and-white print book, the art director and artist part of me longed for a hardcover version of the *New Paths Compendium* that was full color throughout, and featured loads of brand-new, amazing art. What's more, since the original book had come out, I'd written new classes, such as the priest and the trickster, which had been released as more recent installments in the *New Paths* line, as well as the mystic archer, the tinkerer, and the warlock, none of which had yet seen the light of day; I also had new archetypes, new feats, and new spells. So, Wolfgang and I began discussing the possibility of doing a brand-new edition of the *New Paths Compendium*. We dreamed big—such a new edition should be a hardcover book, it should be full color throughout and feature plenty of great new art by top artists, it should feature the current classes plus a ton of new material, including those new classes. It should also be better organized and get an updated layout.

Well, all of those dreams came true, and this book is the result. I sincerely hope you get as much enjoyment out of reading and using it as we did making it!

Marc Radle
June 2017

A NOTE ABOUT REFERENCES

Throughout this book, you will find a variety of references to material found in other publications. Most of these references take the form of abbreviations that appear in superscripts, although some abbreviations have regular formatting.

Abbreviations found in this book are listed here as superscripts after the following Paizo Publishing publications: *Advanced Class Guide*^{ACG}, *Advanced Race Guide*^{ARG}, *Advanced Player's Guide*^{APG}, *Occult Adventures*^{OA}, *Ultimate Combat*^{UC}, and *Ultimate Magic*^{UM}.

Abbreviations found in this book are listed here as superscripts after the following Kobold Press publications: *Deep Magic*^{DM} and the *Advanced Races Compendium*^{ARC}.

References to material found in this book are indicated by asterisks.

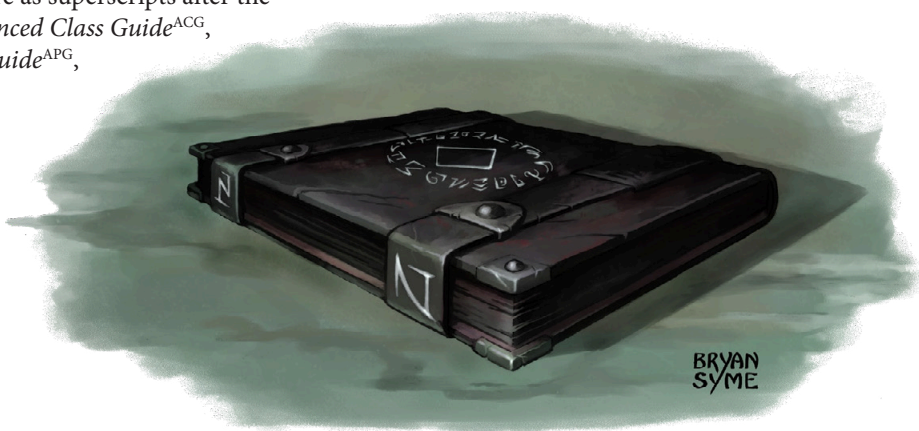




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They say no one is an island, and that was certainly true in making this book! Although I created much of the content within, a number of other extremely talented and creative people also contributed in one way or another, and I would be terribly remiss if I didn't thank them.

So, I want to say a big, sincere *thank you* to . . .

Wolfgang Baur, for believing in this project and in me. If not for Wolfgang, none of this would have been possible!

Kim Mohan, for making the *New Paths Compendium* so much better than the sum of its parts. Working with Kim was truly an amazing experience.

The many other writers who contributed additional material and ideas.

The amazing artists who helped make this book look great.

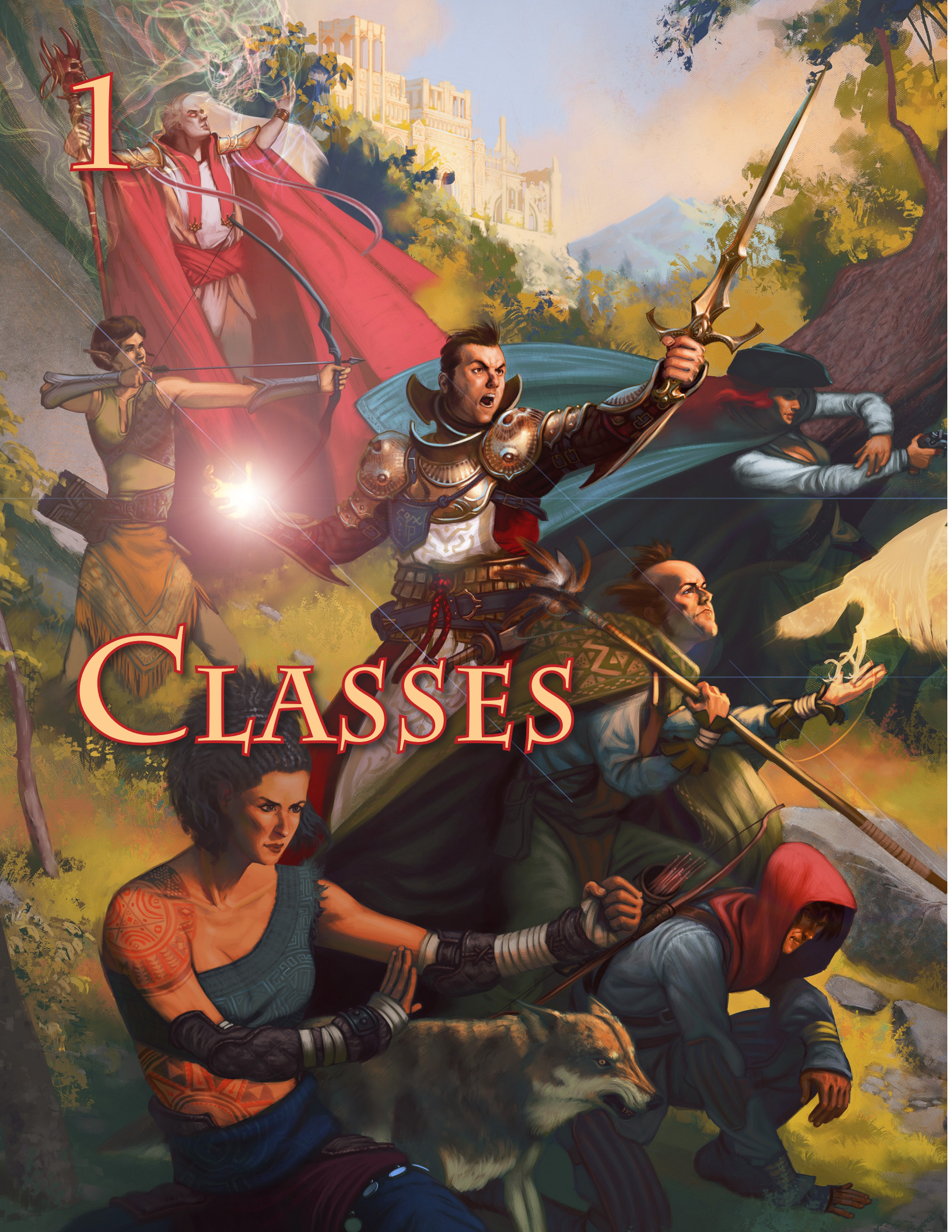
My mom and dad, for always encouraging my creativity and love of RPGs.

Grandma and Grandpa ... wish you were here.

Mitch, for invaluable ideas and advice while I was writing this, as well as for being a great son and an awesome young man.

And finally, Missy, for always supporting me, having my back, and tolerating my many idiosyncrasies—being married to an eccentric, slightly messy, workaholic geek can't always be the easiest thing in the world!

CLASSES



BATTLE SCION

Often referred to as arcane paladins, battle scions are highly trained, dedicated, and supremely disciplined warriors and spellcasters. Battle scions spend countless hours engaged in combat training. They are also tireless in their search for arcane knowledge that can enhance their battle prowess. Because of their determination to master both arms and the arcane, battle scions feel equally at home on the field of battle or in musty, long-forgotten libraries.

ROLE: Battle scions are highly competent warriors, skilled in a wide variety of weapons and martial tactics. They also spend significant time on magical study and research in order to master a handful of spells and other arcane abilities that aid them both in and out of combat.

ALIGNMENT: Any.

HIT DIE: d10.

Class Skills

The battle scion's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

SKILL RANKS PER LEVEL: 2 + Int modifier.

STARTING WEALTH: 4d6 × 10 gp (average 140 gp).

Class Features

All of the following are class features of the battle scion.

WEAPON AND ARMOR PROFICIENCY: Battle scions are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields). Due to their highly specialized training, battle scions can cast arcane spells while wearing any type of armor (heavy, medium, and light), and with shields without incurring the normal arcane spell failure chance. A multiclass battle scion incurs the normal arcane spell failure chance for arcane spells received from other classes.

FORCE BLAST (Sp): A battle scion can unleash a single bolt of arcane force targeting a foe within 60 feet as a ranged touch attack. This force blast deals 2d4 hp damage at 1st level plus an additional 1d4 hp damage for every three battle scion levels beyond 1st (3d4 at 4th, 4d4 at 7th, 5d4 at 10th, and so on). This is a force effect. For purposes of overcoming spell resistance with his *force blast*, the battle scion's caster level is equal to his full battle scion level. A battle scion can use this ability a number of times per day

equal to 3 + his Intelligence modifier. Using *force blast* is a standard action.

ARCANE AURA (Su): Beginning at 2nd level, a battle scion gains a +1 deflection bonus to his AC and a +1 insight bonus to hit with his *force blast*. These bonuses increase by +1 for every four battle scion levels beyond 2nd.

COMBAT CASTING (Ex): At 3rd level, the battle scion gains Combat Casting as a bonus feat.

SPELLS: Beginning at 4th level, a battle scion gains the ability to cast a small number of arcane spells which are drawn from the sorcerer/wizard spell list. A battle scion must choose and prepare his spells in advance. To prepare





Table 1: Battle Scion

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY				
						0	1ST	2ND	3RD	4TH
1st	+1	+2	+0	+2	<i>Force blast</i> 2d4	—	—	—	—	—
2nd	+2	+3	+0	+3	Arcane aura	—	—	—	—	—
3rd	+3	+3	+1	+3	Combat Casting	—	—	—	—	—
4th	+4	+4	+1	+4	Fighter training, <i>force blast</i> 3d4	2	0	—	—	—
5th	+5	+4	+1	+4	Dweomer weapon	3	1	—	—	—
6th	+6/+1	+5	+2	+5	Bonus feat	4	1	—	—	—
7th	+7/+2	+5	+2	+5	Spell tactician, <i>force blast</i> 4d4	4	1	0	—	—
8th	+8/+3	+6	+2	+6	Armored maneuvers	4	1	1	—	—
9th	+9/+4	+6	+3	+6	Spell tactician	4	2	1	—	—
10th	+10/+5	+7	+3	+7	Bonus feat, <i>force blast</i> 5d4	4	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Spell tactician	4	2	1	1	—
12th	+11/+6/+1	+8	+4	+8		4	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Spell tactician, <i>force blast</i> 6d4	4	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Bonus feat	4	3	2	1	1
15th	+15/+10/+5	+9	+5	+9		4	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	<i>Force blast</i> 7d4	4	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10		4	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Bonus feat	4	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	<i>Force blast</i> 8d4	4	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Master scion	4	4	4	3	3

or cast a spell, a battle scion must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a battle scion's spell is 10 + the spell level + the battle scion's Intelligence modifier. A battle scion can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1: Battle Scion. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–3: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

A battle scion may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the battle scion decides which spells to prepare. Through 3rd level, a battle scion has no caster level. At 4th level and higher, his caster level is equal to his battle scion level – 3.

FIGHTER TRAINING: Beginning at 4th level, a battle scion gains the ability to choose feats normally reserved for the fighter class (for example, Greater Weapon Focus or Weapon Specialization). The battle scion may choose a

fighter-only feat whenever he can normally choose a new feat. He must meet all other prerequisites of the feat.

Through 3rd level, a battle scion has no effective fighter level and may not select feats reserved for fighters. At 4th level and higher, the battle scion has an effective fighter level equal to his battle scion level – 3 for purposes of determining eligibility for fighter-only feats. If he also has levels in fighter, these levels stack.

CANTRIPS: Battle scions can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 1: Battle Scion under Spells per Day. These spells are cast normally, but they are not expended when cast and may be used again.

SPELLBOOKS: Beginning at 4th level, a battle scion's prior arcane research allows him to create a spellbook. A battle scion must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for *read magic*, which all battle scions learn to prepare from memory at 4th level. The battle scion's new spellbook initially contains all 0-level cantrips plus two 1st-level arcane spells of his choice. The battle scion also selects a number of additional 1st-level spells

equal to his Intelligence modifier to add to the spellbook. At each new battle scion level after 4th, he gains two new spells of any spell level or levels that he can cast (based on his new battle scion level) for his spellbook. At any time, a battle scion can also add spells found in a wizard's or another battle scion's spellbook to his own (see Chapter 9: Magic in the *Pathfinder Roleplaying Game Core Rulebook*).

DWEOMER WEAPON (Su): Upon reaching 5th level, the battle scion may enhance his weapon as a standard action by focusing innate arcane power into the weapon. A dweomered weapon sheds light as a torch. The weapon also gains a +1 enhancement bonus, which lasts for 1 minute per battle scion level. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *anarchic*, *axiomatic*, *brilliant energy*, *defending*, *disruption*, *flaming*, *flaming burst*, *frost*, *ghost touch*, *icy burst*, *keen*, *merciful*, *mighty cleaving*, *shock*, *shocking burst*, *speed*, *thundering*, *vicious*, and *wounding*. Adding these properties consumes an amount of bonus equal to the property's cost (see Melee Weapon Special Abilities in the *Pathfinder Roleplaying Game Core Rulebook*). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon itself is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted are determined when the weapon is dweomered and cannot be changed until it is dweomered again. The dweomer imparts no bonuses and exhibits no properties if the weapon is held by anyone other than the battle scion but resumes giving bonuses if returned to the battle scion. These bonuses apply to only one end of a double weapon.

A battle scion can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level. Beginning at 10th level, a battle scion can dweomer a weapon as a move action instead of a standard action. At 15th level, he can dweomer a weapon as a swift action.

BONUS FEATS: At 6th, 10th, 14th, and 18th level, a battle scion gains a bonus feat. At each such opportunity, he must choose either a metamagic feat or a combat feat. The battle scion must still meet all prerequisites for one of these bonus feats. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The battle scion is not limited to metamagic or combat feats when choosing those other feats.

SPELL TACTICIAN (Su): Beginning at 7th level, a battle scion knows how to use spells more effectively in combat. The bonus to concentration checks a battle scion receives from the Combat Casting feat increases to +6. At 11th

level, this bonus increases to +8. Beginning at 9th level, a battle scion may cast one prepared arcane spell per round as a swift action. Only spells with a casting time of 1 standard action or less and a range of personal may be cast in this way. A battle scion can use this ability a number of times per day equal to 3 + his Intelligence modifier. At 11th level, the battle scion may add his Intelligence bonus as well as his Dexterity bonus to attack rolls when casting ray spells or spell-like abilities. This bonus lasts for 1 full round. A battle scion can use this ability a number of times per day equal to 3 + his Intelligence modifier.

At 13th level, the battle scion may apply any one metamagic feat he knows to a spell he is about to cast without using a higher-level spell slot. The battle scion can use this ability once per day at 13th level and one additional time per day for every two battle scion levels beyond 13th.

ARMORED MANEUVERS (Ex): At 8th level, a battle scion learns eldritch tricks to improve his ability to maneuver while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (12th, 16th, and 20th), these benefits improve by 1, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed. In addition, a battle scion can move at his normal speed while wearing medium or heavy armor.

MASTER SCION (Su): At 20th level, the battle scion's caster level and effective fighter level becomes equal to his full battle scion level instead of his battle scion level – 3. In addition, whenever a battle scion successfully confirms a critical hit, he may also cast any one spell he has prepared as an immediate action. The spell must include the target of the critical hit as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity. The battle scion must still meet all of the spell's requirements.

BATTLE SCIONS IN MIDGARD

Battle scions were common in the magocracies before the collapse, and they are still found in Bemmea and Bourgund, trained and armored against the threat of the Elder Walkers and the various goblin hordes that summon creatures of darkness in the Wastes. Battle scions were also relatively common in the elvish Valeran Empire, and their students and followers are sometimes found in the Seven Cities and in the Grand Duchy of Dornig, places that maintain some of the Valeran traditions. The city of Valera operates the only widely known school of battle magic in the Seven Cities.



MYSTIC ARCHER

Dedicated to mastery of the bow, a mystic archer seamlessly blends the damage-dealing potential of the arcane with the deadly skills of an archer, using spells to enhance her natural abilities.

A mystic archer excels at ranged combat, able to strike distant targets with amazing accuracy and enchant her bow with a host of magical powers. Arrows fired by a mystic archer can be imbued with spells, can produce unique and startling effects on impact, and can even pass through solid objects.

ROLE: Mystic archers are formidable combatants, using spell and bow to overcome virtually any obstacle. With their ability to rain magic arrows upon the enemy, they stand at the pinnacle of arcane archery.

ALIGNMENT: Any.

HIT DIE: d8.

Class Skills

The mystic archer's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

SKILL RANKS PER LEVEL: 2 + Int modifier.

STARTING WEALTH: 5d6 × 10 gp (average 175 gp).

Class Features

All of the following are class features of the mystic archer.

WEAPON AND ARMOR PROFICIENCY: A mystic archer is proficient with all simple and martial weapons, light armor, and bucklers. A mystic archer can cast arcane spells while wearing light armor and can use a buckler without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a mystic archer wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass mystic archer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

HAWKEYE (Ex): A mystic archer gains a +1 bonus on Perception checks, and the range increment for any bow she uses increases by 5 feet. At 5th level and every four levels thereafter, these bonuses increase by +1 and by 5 additional feet.

SPELLS: A mystic archer casts arcane spells drawn primarily from the sorcerer/wizard spell list, also including a selection of new spells detailed in Chapter 4 of this book.



A mystic archer must choose and prepare her spells ahead of time. A mystic archer can cast a spell requiring a somatic component even while she is holding her bow or nocking an arrow.

To learn or cast a spell, a mystic archer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mystic archer's spell is 10 + the spell level + the mystic archer's Intelligence modifier.

A mystic archer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 2: Mystic Archer. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1–3 of the *Pathfinder Roleplaying Game Core Rulebook*).

A mystic archer may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the archer decides which spells to prepare.

Table 2: Mystic Archer

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY				
						0	1ST	2ND	3RD	4TH
1st	+1	+2	+2	+0	Hawkeye, weapon focus	3	1	—	—	—
2nd	+2	+3	+3	+0	Enhance arrows	4	2	—	—	—
3rd	+3	+3	+3	+1	Bonus feat	4	3	—	—	—
4th	+4	+4	+4	+1	Dweomer bow	4	3	1	—	—
5th	+5	+4	+4	+1	Archer's trick	4	4	2	—	—
6th	+6/+1	+5	+5	+2	Bonus feat	4	4	3	—	—
7th	+7/+2	+5	+5	+2	Imbue arrow	4	4	3	1	—
8th	+8/+3	+6	+6	+2	Hail of arrows	4	4	4	2	—
9th	+9/+4	+6	+6	+3	Archer's trick, bonus feat	4	5	4	3	—
10th	+10/+5	+7	+7	+3	Devastating critical	4	5	4	3	1
11th	+11/+6/+1	+7	+7	+3	Deliberate aim	4	5	4	4	2
12th	+11/+6/+1	+8	+8	+4	Bonus feat	4	5	4	4	3
13th	+13/+8/+3	+8	+8	+4	Archer's trick	4	5	4	4	3
14th	+14/+9/+4	+9	+9	+4	Phase arrow	4	5	4	4	4
15th	+15/+10/+5	+9	+9	+5	Bonus feat	4	5	5	4	4
16th	+16/+11/+6/+1	+10	+10	+5	Arcane accuracy	4	5	5	4	4
17th	+17/+12/+7/+2	+10	+10	+5	Archer's trick	4	5	5	4	4
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat	4	5	5	5	5
19th	+19/+14/+9/+4	+11	+11	+6	Penetrating shot	4	5	5	5	5
20th	+20/+15/+10/+5	+12	+12	+6	Master bowman	4	5	5	5	5

SPELLBOOKS: A mystic archer must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook except for *read magic*, which all mystic archers can prepare from memory.

A mystic archer begins play with a spellbook containing all 0-level sorcerer/wizard spells plus three 1st-level sorcerer/wizard spells of her choice. The mystic archer also selects a number of additional 1st-level sorcerer/wizard spells equal to her Intelligence modifier to add to her spellbook. At each new mystic archer level, she gains two new sorcerer/wizard spells of any spell level or levels that she can cast (based on her new mystic archer level) for her spellbook. At any time, a mystic archer can also add spells found in other spellbooks to her own (see Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*).

WEAPON FOCUS (Ex): At 1st level, a mystic archer gains Weapon Focus with a specific kind of bow as a bonus feat.

ENHANCE ARROWS (Su): At 2nd level, every nonmagical arrow a mystic archer shoots is considered to be both magic and silver for the purpose of overcoming damage reduction.

At 10th level, the archer's nonmagical arrows are also treated as the alignment of the mystic archer for the purpose of overcoming damage reduction.

A mystic archer's enhanced arrows function only for her.

BONUS FEAT: At 3rd level, and every three levels thereafter, a mystic archer receives a bonus feat in addition to those gained from normal advancement. Except as noted below, the mystic archer must meet the prerequisites of the feat as normal. The archer may select these bonus feats from the following list: Deadly Aim, Far Shot, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Precise Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, and Weapon Specialization. The list includes three feats normally available only to fighters: Greater Weapon Focus, Weapon Specialization, and Greater Weapon Specialization. For these feats, the mystic archer is considered to have a fighter level equal to her mystic archer level –3. (For example, a 7th-level mystic archer qualifies for Weapon Specialization because her equivalent fighter level is 4th.) A mystic



archer must specify a longbow or a shortbow as her chosen weapon when selecting any of those three feats or Improved Critical.

DWEOMER BOW (Su): Upon reaching 4th level, a mystic archer may enhance her bow as a standard action by focusing innate arcane power into the weapon. Glowing, arcane symbols appear across the surface of a dweomered bow, causing it to shed light as a torch. The bow also gains a +1 enhancement bonus, which lasts for 1 minute per mystic archer level. For every four levels beyond 4th, the bow gains another +1 enhancement bonus, to a maximum of +5 at 20th level. These bonuses can be added to the bow, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties, either to the bow or its ammunition: *anarchic*, *axiomatic*, *bane*, *brilliant energy*, *flaming*, *flaming burst*, *frost*, *ghost touch*, *holy*, *icy burst*, *merciful*, *shock*, *seeking*, *shocking burst*, *speed*, *thundering*, and *unholy*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15–10 in the *Pathfinder Roleplaying Game Core Rulebook*). These bonuses are added to any properties the bow already has, but duplicate abilities do not stack. If the bow itself is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted are determined when the bow is dweomered and cannot be changed until it is dweomered again. The dweomer imparts no bonuses and exhibits no properties if the bow is held by anyone other than the mystic archer but resumes giving bonuses if returned to the mystic archer.

A mystic archer can use this ability once per day at 4th level, and one additional time per day for every four levels beyond 4th, to a total of five times per day at 20th level. Beginning at 9th level, a mystic archer can dweomer her

bow as a move action instead of a standard action. At 14th level, she can dweomer her bow as a swift action.

ARCHER'S TRICK: At 5th level, and every four levels thereafter, the mystic archer can select one of the tricks listed below. Once she makes a selection, it cannot be changed.

Close Combat Shot (Ex): You no longer provoke attacks of opportunity when making a ranged attack with your bow. In addition, you threaten squares within 30 feet of yourself and can make attacks of opportunity with your bow, as long as it is ready to be fired. You can still make only one attack of opportunity per round. Finally, you can flank a target with an attack using your bow from a distance of up to 15 feet. The space between you and the flanked target must be unoccupied. You still suffer the normal –4 penalty to hit for firing into melee unless you have the Precise Shot feat. This ability otherwise follows the normal melee flanking rules. You must be at least 13th level to select this trick.

Dispelling Arrow (Sp): You can subject an enemy to a targeted *dispel magic* spell, using your mystic archer level as your caster level. You must first score a hit on the target with your bow in order to use this ability. If the attack is a confirmed critical hit, you add 4 to your caster level when making the dispel check. You can use this ability once per day at 9th level, plus one additional time per day for every four levels above 9th. You must be at least 9th level to select this trick.

Disarming Arrow (Ex): You can fire an arrow to disarm an opponent by attempting a disarm combat maneuver using your Dexterity modifier instead of your Strength modifier. This ability can be used on an opponent that is at least 5 feet, and no more than 60 feet, away from you. If the disarm attempt is successful, the target drops one item of your choice that it is carrying, even if the item was being held with two hands. If the disarm attempt exceeds the CMD of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). Unlike a disarm attempt with a melee weapon, this attempt does not provoke attacks of opportunity, failing the attempt by 10 or more does not cause you to drop your bow, and you can't automatically pick up the item(s) dropped.

Marksmanship Resolve (Ex): When making a ranged attack with your bow, you may reroll an attack roll, a critical hit confirmation roll, or a miss chance check as an immediate action. You can use this ability twice per day at 5th level, plus one additional time per day for every four levels beyond 5th.



MYSTIC ARCHERS IN MIDGARD

Mystic archers are common among the Amazons of Perun, among the elves and elf-marked of the Arbonesse, and among the archers of Morreg in the Southlands. In each of these places, the tradition is passed on from teachers to students at a young age, and the skill is prized for its own sake, as a way to demonstrating prowess when courting a mate and as a sign of divine favor.

Mystic archers can occasionally be found among the archers of the Dragon Empire, who see themselves as pious devotees of the dragon god Azuran, lord of winds and war. Some kobold tribes in the Mharoti Empire are entirely fanatical in their devotion to archery, though few of them ever acquire any great understanding of mystic archery.

Painful Shot (Ex): You are capable of causing great pain with your shots. If you make a successful ranged attack with your bow, you can choose to forgo rolling damage and instead inflict any one of the following effects on the target:

- Target takes 2 points of ability damage to either Strength, Dexterity or Constitution (your choice)
- Target's base speed is reduced by half (minimum 10 feet)
- Target is staggered

Each of these effects lasts for 1d4+1 rounds. You can use this ability a number of times per day equal to your Dexterity bonus. You must be at least 9th level to select this trick.

Repelling Arrow (Ex): Your powerful shots have the potential to push a creature backward and knock it

prone. If you hit a creature with an arrow, the attack deals damage as normal. In addition, if your attack roll beats the creature's AC by 5 or more, the creature must make a successful Fortitude save (DC 10 + 1/2 your mystic archer level) or it is also pushed backward in a straight line up to 5 feet for every five mystic archer levels you have and knocked prone. For every size category of the target larger than Medium, reduce the distance pushed by 5 feet (–5 feet for Large, –10 feet for Huge, –15 for Gargantuan, and –20 feet for Colossal), to a minimum of 0 feet. If the target succeeds on its Fortitude save, it still takes the normal arrow damage, but is not pushed backward or knocked prone.

Stealthy Sniper (Ex): When you use the Stealth skill for sniping, you take only a –10 penalty on the Stealth check, instead of –20.





IMBUE ARROW (Su): At 7th level, a mystic archer gains the ability to place certain touch spells upon an arrow and fire it as a full-round action, using the bow's range rather than the spell's range. The spell must be an evocation spell with a range of touch, must have a casting time of 1 standard action or less, and must be cast by the mystic archer from her allotment of spells per day (it cannot come from a scroll or some other source). The arrow must be fired during the round when the casting is completed, or the spell is wasted. If the arrow hits its target, it does normal damage and the spell goes off. If the arrow misses, the spell is wasted. The spell may not be modified by metamagic feats.

At 12th level, a mystic archer can also place select area spells (any evocation spell with a casting time of 1 standard action or less and an area expressed as an emanation or a spread) upon an arrow and fire it as a full-round action. If the arrow hits its target, the spell's area is centered on the target, even if the spell could normally be centered only on the caster.

HAIL OF ARROWS (Su): In lieu of her regular attacks, a mystic archer of 8th level or higher can, as a full-round action, fire arrows at multiple targets within a 60-foot radius, to a maximum of one target for every three mystic archer levels she has. Each attack uses the archer's full attack bonus, and each enemy may be targeted by only a single arrow. The mystic archer can use this ability once per day at 8th level, plus one additional time per day for every four levels above 8th.

DEVASTATING CRITICAL (Ex): Beginning at 10th level, a mystic archer's critical threat range when wielding a bow increases by 1 (for instance, 20 becomes 19–20). This threat range increases by an additional 1 for every three mystic archer levels beyond 10th (18–20 at 13th level; 17–20 at 16th level; 16–20 at 19th level). If the mystic archer has the Improved Critical feat or any other means of increasing her bow's threat range, this feature replaces that other benefit.



MYSTIC CROSSBOWYERS AND MYSTIC SLINGERS

Although the mystic archer is designed around traditional archery, there is no reason why the class couldn't focus on a type of ranged weapon other than the bow. Such a modified version of the class would require a bit of adjustment on the part of the GM and player, of course—bonus feats would pertain to the crossbow or the sling, for example. A few archer's tricks might also require a bit of tweaking to work with a different ranged weapon. But with a little bit of effort, a mystic crossbowyer or a mystic slinger is well within the realm of possibility.

In addition, when the mystic archer confirms a critical hit with her bow, she can increase the bow's damage multiplier by 1 as an immediate action. The mystic archer can use this ability once per day at 10th level, plus one additional time per day for every five levels above 10th.

DELIBERATE AIM (Ex): At 11th level and higher, a mystic archer who takes extra time to line up a shot greatly improves her chance of hitting the target. As a full-round action, the mystic archer may fire a single arrow using her highest attack bonus and add half her class level to the attack roll.

Beginning at 16th level, when using this ability, the mystic archer may ignore any armor or shield bonuses the target may have to its Armor Class.

PHASE ARROW (Su): Beginning at 14th level, a mystic archer can launch an arrow at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, armor, and shield modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). A mystic archer can use this ability once per day at 14th level, and one additional time per day for every three levels beyond 14th, to a maximum of three times per day at 20th level.

ARCANE ACCURACY (Su): A mystic archer of 16th level or higher can improve her accuracy with a bow by drawing upon her innate arcane power. As an immediate action, the archer may sacrifice a prepared spell in order to grant herself an insight bonus equal to the level of the spell sacrificed on all attack rolls with her bow until the end of her turn.

PENETRATING SHOT (Ex): At 19th level, when a mystic archer confirms a critical hit with a bow, her arrow pierces the target and can strike another creature in line behind it. The archer must be able to trace a line starting at her space and passing through both targets to make this additional attack. The secondary attack is made at a –4 penalty, in addition to any modifiers for added range. If this attack is also a critical hit, the arrow can continue to hit another target, but the penalties stack.

MASTER ARCHER (Ex): At 20th level, a mystic archer automatically confirms all critical hits when using a bow. In addition, once per day as a full-round action, she can fire an arrow wreathed with deadly arcane energy. If this arrow hits its target, the target must immediately make a Fortitude save (DC 23 + the mystic archer's Intelligence modifier) or take 100 hp damage. This arrow affects creatures that are normally exempt from Fortitude saves (such as undead and constructs). When used against a living creature, this is considered a death effect.

PRIEST

A priest is called to serve a divine power, much in the manner of a cleric. A priest's connection to her deity forms the very core of her being—it is through this unwavering reverence that she receives her power and her strength. Unlike a cleric, however, a priest isn't called to fight with force of arms. A priest enters the field of battle equipped only with the divine might of her god.

A true champion of her faith, a priest is utterly devoted to the teachings of her god, and tireless in the quest to expand her deity's influence in all things. Although most priests adhere to the hierarchy of their religion, every priest ultimately answers only to her god.

ROLE: A priest uses spells and divine abilities in combat, rather than weapons and armor. Perhaps even more so than with a cleric, a priest's power derives from her faith. As such, all priests must focus their worship upon a specific divine source.

Although most priests are associated with a church or a temple, many are called to actively spread their faith and thus spend more time out in the world than they do within the safety of church or temple walls.

ALIGNMENT: A priest's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

HIT DIE: d6.

Class Skills

The priest's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

SKILL RANKS PER LEVEL: 4 + Int modifier.

STARTING WEALTH: 2d6 × 10 gp (average 70 gp).

Class Features

All of the following are class features of the priest.

WEAPON AND ARMOR PROFICIENCY: Priests are proficient with all simple weapons, but not with any type of armor or shield.

AURA (Ex): A priest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* for details).

SPELLS: A priest casts divine spells drawn from the cleric spell list. A priest must prepare her spells ahead of time, but unlike a cleric, her spells

are not expended when they're cast. Instead, she can cast any spell that she has prepared, consuming a spell slot of the appropriate level, assuming she hasn't yet used up her spell slots per day for that level.

To prepare or cast a spell, the priest must have a Wisdom score equal to at least 10 + the spell's level. The saving throw DC against a priest's spell is 10 + the spell's level + the priest's Wisdom modifier.

A priest can cast only a certain number of spells of each spell level per day as indicated on Table 3: Priest. In





Table 3: Priest

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY								
						1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+0	+0	+0	+2	Aura, divine gift 1/day, domains, orisons, <i>bonded symbol</i>	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Channel energy 1d6	3	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		3	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Divine gift 2/day	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Channel energy 2d6	3	3	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Bonus feat	4	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Divine gift 3/day	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Channel energy 3d6	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	3	3	1	—	—	—	—
10th	+5	+3	+3	+7	Divine gift 4/day	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Channel energy 4d6	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Bonus feat	4	4	4	3	2	2	—	—	—
13th	+6/+1	+4	+4	+8	Divine gift 5/day	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Channel energy 5d6	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Divine gift 6/day	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Channel energy 6d6	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Bonus feat	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Divine gift 7/day	4	4	4	4	4	4	4	4	3
20th	+10/+5	+6	+6	+12	Hallowed vessel, channel energy 7d6	4	4	4	4	4	4	4	4	4

addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–3: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*). Priests meditate or pray for their spells. Each priest must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. A priest can prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

At 1st level, a priest can prepare four 0-level spells and two 1st-level spells (one of which is a domain spell) each day. At each new priest level, the number of spells she can prepare each day increases, adding new spell levels as indicated on Table 4: Priest Spells Prepared. Unlike the number of spells she can cast per day, the number of spells a priest can prepare each day is not affected by her Wisdom score. Feats and other effects that modify the number of spells a spellcaster knows instead affect the number of spells a priest can prepare.

In addition to the normal spells a priest prepares at each level, a good priest (or a neutral priest of a good deity) is treated as having prepared the cure spell of the appropriate level as a bonus spell. (A cure spell is any spell with “cure” in its name.)

An evil priest (or a neutral priest who worships an evil deity) is treated as having prepared the inflict spell of the appropriate level. (An inflict spell is any spell with “inflict” in its name.)

A priest who is neither good nor evil (and whose deity is neither good nor evil) is treated as having prepared either the cure or inflict spell of the appropriate level (player’s choice). Once the player makes this choice, it cannot be changed. These bonus cure spells or inflict spells do not count against the priest’s daily allotment of spells prepared for each level, but can be cast like any other spell she has prepared, consuming a spell slot of the appropriate level. A priest can choose to apply any metamagic feats she knows to a prepared spell as she casts it, with the typical increase in casting time.



CHAOTIC, EVIL, GOOD, AND LAWFUL SPELLS: A priest can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

ORISONS: Priests can prepare a number of orisons, or 0-level spells, each day, as noted on Table 4: Priest Spells Prepared. These spells are cast like any other spell, but they are not expended when cast and can be used again.

BONUS LANGUAGES: A priest's bonus language options include Abyssal, Celestial, and Infernal (the languages of chaotic evil, good, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of her race.

DIVINE GIFT: A priest can beseech her deity to grant a sacred blessing upon her or her allies. Unless otherwise specified, using a divine gift is a swift action. The priest can select from following benefits each time she requests a divine gift, assuming she is of the appropriate level.

A priest can use her divine gift ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. Only cleric spells can be enhanced by a divine gift. A spell can benefit from the effects of only a single divine gift when cast.

Anointed Spell (Su): You add half your Wisdom modifier (minimum +1) to the caster level and DC of the next divine spell you cast.

As the Spirits (Su): You become invisible (as per *invisibility*). Starting at 7th level, this gift is treated as *greater invisibility* instead. You can remain unseen in this way for a number of rounds equal to your priest level. You must be at least 3rd level to request this divine gift.

Ascetic's Blessing (Ex): You may apply any one metamagic feat that you know to a divine spell you are about to cast. Using this gift does not alter the level of the spell or the casting time.

Defensive Blessing (Su): You can place a protective blessing over one creature. The protected creature receives a sacred (or profane) bonus to AC and a morale bonus on saving throws equal to your Wisdom bonus. This protection lasts for a number of rounds equal to half your priest level. You can have only one blessing active at a time. If you use this divine gift while a previous defensive blessing is still active, the previous blessing immediately ends. You can't use this divine gift on yourself.

Divine Intervention (Su): As an immediate action, you or one ally within 30 feet of you can reroll any single d20 roll, adding half your priest level to the result (minimum +1), and use the higher result.

Divine Surge (Su): All damage dealt by your next spell is charged with divine energy. The spell is treated as

Table 4: Priest Spells Prepared

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	4	1+1	—	—	—	—	—	—	—	—
2nd	4	2+1	—	—	—	—	—	—	—	—
3rd	4	2+1	1+1	—	—	—	—	—	—	—
4th	4	3+1	2+1	—	—	—	—	—	—	—
5th	4	3+2	2+1	1+1	—	—	—	—	—	—
6th	4	3+2	3+1	2+1	—	—	—	—	—	—
7th	5	4+2	3+2	2+1	1+1	—	—	—	—	—
8th	5	4+2	3+2	3+1	2+1	—	—	—	—	—
9th	5	4+2	4+2	3+2	2+1	1+1	—	—	—	—
10th	5	4+2	4+2	3+2	3+1	2+1	—	—	—	—
11th	5	4+2	4+2	4+2	3+2	2+1	1+1	—	—	—
12th	5	4+2	4+2	4+2	3+2	3+1	2+1	—	—	—
13th	6	4+2	4+2	4+2	4+2	3+2	2+1	1+1	—	—
14th	6	4+2	4+2	4+2	4+2	3+2	3+1	2+1	—	—
15th	6	4+2	4+2	4+2	4+2	4+2	3+2	2+1	1+1	—
16th	6	4+2	4+2	4+2	4+2	4+2	3+2	3+1	2+1	—
17th	6	4+2	4+2	4+2	4+2	4+2	4+2	3+2	2+1	1+1
18th	6	4+2	4+2	4+2	4+2	4+2	4+2	3+2	3+1	2+1
19th	6	4+2	4+2	4+2	4+2	4+2	4+2	4+2	4+2	3+1
20th	6	4+2	4+2	4+2	4+2	4+2	4+2	4+2	4+2	4+1

"+1" and "+2" represent domain spells.

if it were modified by the Empower Spell metamagic feat. Doing this does not increase the casting time of the spell. In addition, you gain a bonus equal to your Wisdom modifier on caster level checks to overcome spell resistance.

Divine Wings (Su): You can manifest a pair of feathered or fiery wings that grants you a fly speed of 60 feet with average maneuverability. You can use these wings for a number of rounds equal to your priest level. You must be at least 5th level to request this divine gift.

Hallowed Bulwark (Su): You gain a +2 sacred (or profane) bonus to your AC and saving throws; DR 5/—; and spell resistance equal to 7 + your priest level. These protections last for a number of rounds equal to your priest level.

Smiting Burst (Su): All enemies within a 20-foot-radius burst take an amount of damage equal to 2d8 hp + an additional 1d8 hp per two priest levels and become shaken for 1d4 rounds. You can instead choose to cause a single enemy within 30 feet to take 1d8 hp damage per your priest level and become shaken for 2d4 rounds. In either case, a successful Will save (DC 10 + 1/2 your



priest level + your Wisdom modifier) halves the damage and negates the shaken effect.

Supplant Spell (Su): You can swap out any one of your prepared divine spells for a different spell of the same level. This new spell is treated in all ways as if you had prepared it when you initially meditated or prayed for your spells that day.

DOMAINS: A priest's deity influences her alignment, what magic she can perform, her values, and how others see her. A priest chooses three domains from among those belonging to her deity. A priest can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. If a priest is not devoted to a particular deity, she still selects three domains to represent her spiritual inclinations and abilities (subject to GM approval). The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent upon the level of the priest, as well as a number of bonus spells. A priest can prepare one or two of these domain spells for each level of priest spell she can cast, from 1st level on up. The specific number of domain spells is given on Table 4: Priest Spells Prepared. Each day, a priest can prepare one of the spells from her three domains if she has a single domain spell slot available, and two of her three domain spells if she has two domain spell slots available.

A priest gains the listed powers from each of her three domains, if she is of a high enough level. Unless otherwise noted, using a domain power is a standard action. Domains are described in the cleric section of Chapter 3 in the *Pathfinder Roleplaying Game Core Rulebook*.

BONDED SYMBOL (Sp): A priest becomes bonded with her holy (or unholy) symbol. If a priest attempts to cast a spell without her bonded holy symbol worn or in hand, she must succeed at a concentration check (DC 20 + the spell's level) or lose the spell.

A priest can use her bonded symbol to cast a prepared cure spell (any spell with "cure" in its name) or inflict spell (any spell with "inflict" in its name) at a distance by focusing the spell through her holy symbol. This spell is treated like any other spell cast by the priest, including casting time, duration, and other effects dependent on the priest's level, with the following exception: the spell's target changes from "creature touched" to "one creature" with a range of close (25 ft. + 5 ft./2 levels). Only single-target cure or inflict spells (not "mass" versions) can be cast in this way.

If a priest's bonded symbol is damaged, it is restored to full hit points the next time the priest prays for her spells. If the symbol is lost or destroyed, it can be replaced after 1 week by the use of a ritual that costs 200 gp per priest level plus the cost of the holy symbol. This ritual takes 8 hours to complete. A priest can designate an existing magic item as her bonded symbol, as long as the item is appropriate to be the priest's holy symbol (subject to GM approval). This process functions in the same way as replacing a lost or destroyed item, except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded symbol.

CHANNEL ENERGY (Su): Starting at 2nd level, a priest can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol, regardless of alignment. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good priest (or one who worships a good deity) channels positive energy that deals damage to undead creatures or heals living creatures. An evil priest (or one who worships an evil deity) channels negative energy that deals damage to living creatures or heals undead creatures. A neutral priest who worships a neutral deity (or one who is not devoted to a particular deity) channels positive energy if she has chosen to prepare cure spells, or negative energy if she has chosen to prepare inflict spells. Once this choice is made, it cannot be changed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the priest. The amount of damage dealt or healed is equal to 1d6 hp plus 1d6 for every three priest levels beyond 2nd, as shown on Table 3: Priest. Creatures that take damage from channeled energy can attempt a Will save to halve the damage. The DC of this save is 10 + 1/2 the priest's level + her Wisdom modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A priest can channel energy a number of times per day equal to 3 + her Wisdom modifier.

Channeling energy is a standard action that does not provoke an attack of opportunity. A priest can choose whether or not to include herself in this effect. She must



PRIESTS IN MIDGARD

Priests in Midgard follow the various regional pantheons, and they are especially prevalent in the Dragon Empire and the Southlands, though common enough in the Crossroads, the Blood Kingdom, and the Rothenian Plain. Great religious temples and cathedrals are usually served by at least one and often several priests.

Followers of the various Midgard gods of war are never priests, but always clerics. For this reason, priests are extremely rare in the Seven Cities and the Northlands, where all the devout must display some martial skill or be ignored for their lack of vigor.

be able to present her holy symbol to use this ability. At 7th level, a priest can channel energy as a move action instead of a standard action. At 14th level, a priest can channel energy as a swift action.

BONUS FEATS: At 6th, 12th, and 18th level, a priest gains a bonus feat. At each such opportunity, she must choose either Alignment Channel, Elemental Channel, Extra Channel, Improved Channel, Powerful Channel*, or Selective Channeling. The priest must still meet all prerequisites for one of these bonus feats. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The priest is not limited to the feats mentioned above when choosing those other feats.

HALLOWED VESSEL (Su): At 20th level, a priest truly becomes a hallowed vessel of her god. She becomes immune to death attacks and gaining negative levels. Ability damage or ability drain cannot reduce the priest below 1 in any ability score. When the priest is below 0 hit points, she does not die until her negative hit point total is in excess of twice her Constitution score.

Ex-Priests

A priest who grossly violates the code of conduct required by her god loses all spells and class features, except for proficiency with simple weapons. She cannot thereafter gain levels as a priest of that god until she atones for her deeds (see the *atonement* spell description).





SAVANT

Not every adventurer must study martial combat or the mystic arts to fight masterfully or cast magic, nor need they be born with such talents. A certain segment of seemingly ordinary people have an uncanny ability to profoundly understand the mechanisms underlying any action. They see the shape of sword swings and somatic components, and need only recreate the movements to perform these great feats. They don't retain mastery of talents they learn in this way, but savants instinctually grasp these abilities for short periods of time.

ROLE: A savant learns to adapt to the situation he is in, adopting the abilities on display around him. He can fill a variety of roles at different times.

ALIGNMENT: Any.

HIT DIE: d8.

CLASS SKILLS

The savant's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all, taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 4 + Int modifier.

STARTING WEALTH: 2d6 × 10 gp (70 gp average).

CLASS FEATURES

The following are the class features of the savant.

WEAPON AND ARMOR PROFICIENCY: Savants are proficient with all simple weapons. They are proficient with light armor but not with shields.

AREAS OF INTEREST (Ex): A savant has a prodigious ability to learn, particularly in their areas of interest. At 1st level, a savant picks one of four areas of interest listed below. Each area of interest is associated with a variety of knacks (see below). When a savant gains a knack in one of his areas of interest, he retains the benefits of the knack for longer.

Arcane: Arcane spell, astute skill, Charisma, feat (metamagic or item creation), Intelligence, Will.

Combat: Base attack, feat (combat), Fortitude, hit points, powerful skill, Strength, weapon proficiency.

Divine: Armor Class, armor proficiency, canny skill, divine spell, feat (metamagic or item creation), Wisdom.

Expertise: Captivating skill, Dexterity, feat (general), nimble skill, Reflex, skill points.

A savant gains additional areas of interest at 6th, 11th, and 16th level.

KNACKS: When a savant scrutinizes a target (see page 21), he better understands how the target's abilities operate. Acquiring this understanding is called gaining a knack.

Below is a list of the basic knacks a savant can gain by scrutinizing a target. The savant has access to all the basic knacks listed below, but can gain their benefits only by scrutinizing a target, and then only with knacks based on the target's abilities that the savant focuses on.

Some knacks grant benefits based on the savant's knack bonus. This bonus is equal to +1 at 1st level and increases by +1 every four levels thereafter until it reaches +6 at



Table 5: Savant

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ACTIVE KNACKS	MAXIMUM SPELL LEVEL
1st	+0	+0	+0	+2	1st area of interest, knack +1, scrutinize	3	1st
2nd	+1	+0	+0	+3	Take note	3	1st
3rd	+2	+1	+1	+3	Advanced knack	3	1st
4th	+3	+1	+1	+4	Knack +2	4	1st
5th	+3	+1	+1	+4	—	4	2nd
6th	+4	+2	+2	+5	2nd area of interest, advanced knack	4	2nd
7th	+5	+2	+2	+5	Knack +3	4	2nd
8th	+6/+1	+2	+2	+6	Adaptive aid	5	2nd
9th	+6/+1	+3	+3	+6	Advanced knack	5	3rd
10th	+7/+2	+3	+3	+7	Knack +4	5	3rd
11th	+8/+3	+3	+3	+7	3rd area of interest	5	3rd
12th	+9/+4	+4	+4	+8	Advanced knack	6	3rd
13th	+9/+4	+4	+4	+8	—	6	4th
14th	+10/+5	+4	+4	+9	Unconscious trait	6	4th
15th	+11/+6/+1	+5	+5	+9	Advanced knack, knack +5	6	4th
16th	+12/+6/+1	+5	+5	+10	4th area of interest	7	4th
17th	+12/+7/+2	+5	+5	+10	—	7	5th
18th	+13/+8/+3	+6	+6	+11	Advanced knack	7	5th
19th	+14/+9/+4	+6	+6	+11	Knack +6	7	5th
20th	+15/+10/+5	+6	+6	+12	Genius savant	8	5th

19th level. The number of knacks a savant can have active at one time is listed on Table 5: Savant. Gaining a knack or changing the knacks a savant currently has active is a free action when scrutinizing or a standard action when used with a savant's notebook. Knacks (or advanced knacks; see page 22) marked with an asterisk (*) can be gained multiple times at once. For example, a savant could gain the arcane spell knack twice, gaining the use of two different arcane spells for the duration of the knack.

Arcane Spell* (Su): When a savant scrutinizes a target's arcane spell list, he can cast an arcane spell the target can cast for the duration of the knack, up to the savant's maximum spell level (see Table 5: Savant). This knack lasts for 1 round or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest. A spell a savant gains through the arcane spell knack requires the standard components, including expensive material components, and it can't benefit from any metamagic feats the target had applied to it. The savant can apply metamagic feats that he knows to the spell in the same way a spontaneous spellcaster does. The savant's caster

level is equal to his class level. The save DCs of a savant's arcane spells are based on the savant's Intelligence or Charisma score, chosen by the savant when he gains the arcane spells knack.

Armor Class (Ex): When a savant scrutinizes a target's AC and the target's current AC is greater than the savant's current AC, the savant can gain a dodge bonus to AC equal to his knack bonus. This knack lasts for 1 round or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Armor Proficiency (Ex): When a savant scrutinizes a target's armor and shield proficiencies, he can gain those armor and shield proficiencies for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Astute Skill* (Ex): When a savant scrutinizes a target's ranks in Intelligence-based skills, he can treat one of those skills as a class skill and gain a competence bonus



to checks with that skill equal to his knack bonus. If the target has ranks in more than one Intelligence-based skill, the savant chooses which one this knack applies to. If the savant uses this knack to gain a skill that is already a class skill for him but that he does not have any ranks in, he is considered to have ranks in this skill for the purposes of trained-only skills and the bonus for having ranks in a class skill. This knack lasts for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Base Attack (Ex): When a savant scrutinizes a target's base attack and its bonus is greater than the savant's current base attack bonus, the savant can gain a competence bonus to attack rolls equal to his knack bonus. The savant's effective base attack bonus for determining the number of attacks he can make as part of a full attack action is equal to his base attack bonus plus his knack bonus. This knack lasts for 1 round, or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Canny Skill* (Ex): When a savant scrutinizes a target's ranks in Wisdom-based skills, he can treat one of those skills as a class skill and gain a competence bonus to checks with that skill equal to his knack bonus. If the target has ranks in more than one Wisdom-based skill, the savant chooses which one this knack applies to. If the savant uses this knack to gain a skill that is already a class skill for him but that he does not have any ranks in, he is considered to have ranks in this skill for the purposes of trained-only skills and the bonus for having ranks in a class skill. This knack lasts for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Captivating Skill* (Ex): When a savant scrutinizes a target's ranks in Charisma-based skills, he can treat one of those skills as a class skill and gain a competence bonus to checks with that skill equal to his knack bonus. If the target has ranks in more than one Charisma-based skill, the savant chooses which one this knack applies to. If the savant uses this knack to gain a skill that is already

a class skill for him but that he does not have any ranks in, he is considered to have ranks in this skill for the purposes of trained-only skills and the bonus for having ranks in a class skill. This knack lasts for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Charisma (Ex): When a savant scrutinizes a target's Charisma score and it is greater than the savant's current Charisma score, the savant can gain an enhancement bonus to his Charisma score equal to his knack bonus. This knack lasts for 1 round or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Dexterity (Ex): When a savant scrutinizes a target's Dexterity score and it is greater than the savant's current Dexterity score, the savant can gain an enhancement bonus to his Dexterity score equal to his knack bonus. This knack lasts for 1 round or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Divine Spell* (Su): When a savant scrutinizes a target's divine spell list, he can cast a divine spell the target can cast for the duration of the knack, up to the savant's maximum spell level (see Table 5: Savant). This knack lasts for 1 round or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest. A spell a savant gains through the divine spell knack requires the standard components, including expensive material components, and it can't benefit from any metamagic feats the target had applied to it. The savant can apply metamagic feats that he knows to the spell in the same way a spontaneous spellcaster does. The savant's caster level is equal to his class level. The save DCs of a savant's arcane spells are based on the savant's Wisdom or Charisma score, chosen by the savant when he gains the divine spells knack.

Feat* (Ex): When a savant scrutinizes a target's feats, he can gain one of the target's feats for which he meets the prerequisites (taking into account all of the savant's currently active knacks). If the target's HD or class level influences the feat, the savant uses his class level instead. This knack lasts for 1 round, or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if the type of feat is in one of his areas of interest. The save DCs of a savant's feats gained in this way, if any, are based on the savant's Constitution score.

Fortitude (Ex): When a savant scrutinizes a target's Fortitude saving throw bonus and it is greater than



SAVANTS IN MIDGARD

The savant is a rare path, but found among the scholars of Friula and sometimes among followers of Khespotan or Azuran in the Dragon Empire.



CLASSES 1

the savant's current Fortitude saving throw bonus, the savant can gain a competence bonus to his Fortitude saving throw equal to his knack bonus. This knack lasts for 1 round, or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Hit Points (Ex): When a savant scrutinizes a target's current hit points and the total is greater than the savant's current hit-point total, the savant can gain temporary hit points per Hit Die equal to his knack bonus. This knack lasts for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier, or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Intelligence (Ex): When a savant scrutinizes a target's Intelligence score and it is greater than the savant's current Intelligence score, the savant can gain an enhancement bonus to his Intelligence score equal to his knack bonus. This knack lasts for 1 round, or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Nimble Skill* (Ex): When a savant scrutinizes a target's ranks in Dexterity-based skills, he can treat one of those skills as a class skill and gain a competence bonus to checks with that skill equal to his knack bonus. If the target has ranks in more than one Dexterity-based skill, the savant chooses which one this knack applies to. If the savant uses this knack to gain a skill that is already a class skill for him but that he does not have any ranks in, he is considered to have ranks in this skill for the purposes of trained-only skills and the bonus for having ranks in a class skill. This knack lasts for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier, or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Powerful Skill* (Ex): When a savant scrutinizes a target's ranks in Strength-based skills, he can treat one of those skills as a class skill and gain a competence bonus to checks with that skill equal to his knack bonus. If the target has ranks in more than one Strength-based skill, the savant chooses which one this knack applies to. If the savant uses this knack to gain a skill that is already a class skill for him but that he does not have any ranks in, he is considered to have ranks in this skill for the purposes of trained-only skills and the bonus for having ranks in a class skill. This knack lasts for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Reflex (Ex): When a savant scrutinizes a target's Reflex saving throw bonus and it is greater than the savant's current Reflex saving throw bonus, the savant can gain a competence bonus to his Reflex saving throw equal to his knack bonus. This knack lasts for 1 round, or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Skill Points (Ex): When a savant scrutinizes a target's skill points and the target has more skill points than the savant, the savant can gain temporary skill points per HD equal to his knack bonus. This knack lasts for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier, or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Strength (Ex): When a savant scrutinizes a target's Strength score and it is greater than the savant's current Strength score, the savant can gain an enhancement bonus to his Strength score equal to his knack bonus. This knack lasts for 1 round, or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Weapon Proficiency (Ex): When a savant scrutinizes a target's weapon proficiencies, he can gain the target's weapon proficiencies for a number of minutes equal to half the savant's level (minimum 1) + his Intelligence modifier, or a number of hours equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Will (Ex): When a savant scrutinizes a target's Will saving throw bonus and it is greater than the savant's current Will saving throw bonus, the savant can gain a competence bonus to his Will saving throw equal to his knack bonus. This knack lasts for 1 round, or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

Wisdom (Ex): When a savant scrutinizes a target's Wisdom score and it is greater than the savant's current Wisdom score, the savant can gain an enhancement bonus to his Wisdom score equal to his knack bonus. This knack lasts for 1 round, or a number of rounds equal to half the savant's level (minimum 1) + his Intelligence modifier if this knack is in one of his areas of interest.

SCRUTINIZE (Ex): A savant learns as much from a glance as most learn from careful study. As a standard action, a savant can attempt a Perception check to identify a target instead of a Knowledge check. A savant considers all creatures common, meaning that the DC to gather useful information is always 5 + the creature's CR.



In addition to recalling useful information, the savant can scrutinize one aspect of the target's statistics, and one additional aspect for every 5 by which his check exceeds the DC. These aspects relate directly to knacks he can use, regardless of whether the knack is in the savant's areas of interest. For example, a 1st-level savant with AC 14, Dex 12, Int 14, 10 hp, a Swim skill bonus of +1, and combat as an area of interest scrutinizes a CR 1 octopus and rolls a 26 on his Perception check. For the five aspects of the octopus he can scrutinize, the savant chooses armor class (15), base attack bonus (+1), Dexterity score (17), hit points (13), and Strength-based skills (Swim +9). The savant can choose to gain three (the maximum number of knacks he can have active at one time at 1st level) of the following benefits: +1 bonus to attack rolls for 3 rounds (because it's in his area of interest), a +1 bonus to AC for 3 rounds (because it's in his areas of interests), a +1 bonus to Dexterity checks for 1 round (because it is outside his areas of interest), 1 temporary hp for 3 hours (because it's in his areas of interests), or a +1 bonus to Swim skill checks for 3 hours (because it's in his areas of interests). If he had any knacks currently active (for example, if he scrutinized the fighter in his party to gain proficiency with a shield less than 3 hours ago), he could choose two knacks based on his scrutinizing questions or end the benefits of the armor proficiency knack as a free action to choose three new knacks.

TAKE NOTE (Ex): Although a savant's strength is in learning on the fly rather than through study, he can write down detailed explanations reminding him of how to recreate abilities. At 2nd level, when a savant loses the use of a knack, he has 1 hour to take note of that knack in a notebook. A savant can use a knack from his notebook as though he had used scrutinize. For example, if a savant scrutinized a bard's weapon proficiencies, he can take note of this information when the duration of his weapon proficiency knack ends. As long as this note is in his notebook, he can scrutinize the note to gain the same weapon proficiencies.

A savant regularly changes the meanings of his shorthand and loses track of important details when he takes too many notes. A savant can keep a number of notes equal to his Intelligence modifier. If he is at the maximum number of notes and he wants to take note of another knack, he must choose which note to remove. He no longer can gain the benefits of that note unless he scrutinizes a new target and takes the note again.

A savant gains his notebook when he gains this ability. Adding a note takes 10 minutes and uses up 1 page. Because a note takes up fewer pages than the arcane iconography of true magic, and because a savant makes liberal use of page edges for footnotes and addendums, one notebook has enough pages for a savant's entire career, assuming it is never lost or destroyed. A savant's notebook uses the same cost and statistics as a wizard's spellbook.

ADVANCED KNACK: At 3rd level and every three levels thereafter, a savant understands the operation of specific, more complicated actions. Unlike the basic knacks, a savant can use only the advanced knacks he knows. Some advanced knacks have prerequisites. Advanced knacks last for a number of rounds equal to the savant's Intelligence modifier (minimum 1). They count as two knacks for the purpose of the maximum number of knacks a savant can have active at once and the number of knacks he can take note of. Advanced knacks marked with two asterisks modify other savant abilities and do not count against the number of knacks a savant can use at once. Otherwise, advanced knacks work exactly like standard knacks.

Arcane Spell List (Su): When a savant scrutinizes a target's arcane spell list, he can cast any spell from the target's list of prepared spells or spells known up to the savant's maximum spell level (see Table 5: Savant) for the duration of the knack. This functions like casting a spell using the arcane spell knack. The savant's caster level is equal to his class level. The save DCs of a savant's arcane spells are based on the savant's Intelligence or Charisma, chosen by the savant when he gains the arcane spell list knack. A savant must have the arcane area of interest to select this advanced knack.

Conjure Arms and Armor (Su):* When a savant scrutinizes a target's equipment, he can conjure an identical weapon or shield in his hand or identical armor on his person, designed for a creature of his size. If the scrutinized item has any magical properties, the conjured item has identical properties, except if the weapon is intelligent. A savant must have the arcane and combat areas of interest to select this advanced knack.

Divine Spell List (Su): When a savant scrutinizes a target's divine spell list, he can cast any spell from the target's list of prepared spells or spells known up to the savant's maximum spell level (see Table 5: Savant) for the duration of the knack. This functions like casting a spell using the divine spell knack. The savant's caster level is equal to his class level. The save DCs of a savant's arcane spells are based on the savant's Wisdom or Charisma, chosen by the savant when he gains the divine spell list knack. A savant must have the divine area of interest to select this advanced knack.

Exploit Understanding (Su):* When a savant scrutinizes a target with special abilities and attacks, he can choose one special ability or attack that allows a saving throw. The savant adds his knack bonus to saving throws against that special ability.

Extraordinary Ability (Ex):* When a savant scrutinizes a target's extraordinary abilities, the savant can gain the use of one of them, as long as the target has a number of HD no greater than half the savant's class level (minimum 1) + his Intelligence modifier. The

savant must have the appropriate limbs to perform this ability. For example, a savant cannot gain extraordinary flight unless he has wings or some other means of flight. If the target's HD or class level influences the extraordinary ability, the savant uses his class level instead. The save DCs of a savant's extraordinary abilities are based on the savant's Constitution.

Natural Weapons* (Su): When a savant scrutinizes a target's natural weapons, he can polymorph his own body to gain either one primary natural weapon or two secondary natural weapons the target has. If significant shapechanging is required to gain the natural weapon, such as growing a tail for a tail slap or a set of wings for a set of wing attacks, the savant polymorphs accordingly but the new limbs serve no function other than to make natural attacks. The savant does count as having those limbs for the purposes of other knacks, however, such as having wings to gain extraordinary flight with the extraordinary ability knack. The damage a savant's natural attacks deal is based on his size (see *Pathfinder Roleplaying Game Bestiary*). A savant must have the combat and divine areas of interest to select this advanced knack.

Quick Scrutiny (Ex):** A savant can scrutinize as an immediate action. Scrutinizing in this way only allows him to gain one knack as part of the action to scrutinize.

Rote Recall (Ex):** A savant permanently adds a skill from a knack associated with one of his areas of interest (such as a Charisma-based captivating skill from the expertise area of interest) to his list of class skills. This advanced knack can be chosen multiple times, adding a different skill from his areas of interest to his list of class skills.

Spell-Like Ability (Sp): When a savant scrutinizes a target's spell-like abilities, the savant can gain the use of one of them, as long as the target has a number of HD

no greater than half the savant's class level (minimum 1) + his Intelligence modifier. If the target's HD or class level influences the spell-like ability, the savant uses his class level instead. The save DCs of a savant's spell-like abilities are based on the savant's Charisma. To select this advanced knack, a savant must have arcane or divine as an area of interest, must have the extraordinary ability advanced knack, and must be at least 11th level.

Supernatural Ability (Su): When a savant scrutinizes a target's supernatural abilities, the savant can gain the use of one of them, as long as the target has a number of HD no greater than half the savant's class level (minimum 1) + his Intelligence modifier. If the target's HD or class level influences the supernatural ability, the savant uses his class level instead. The save DCs of a savant's extraordinary abilities are based on the savant's Constitution. To take this advanced knack, a savant must have arcane or divine as an area of interest, must have the extraordinary ability and spell-like ability advanced knacks, and must be at least 15th level.

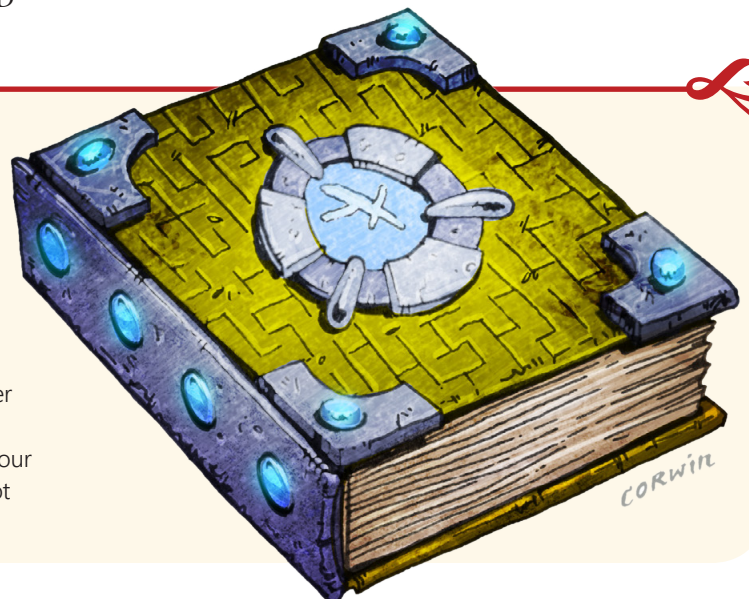
ADAPTIVE AID (Ex): At 8th level, when a savant successfully uses aid another to help someone with a skill from a knack associated with one of his areas of interest, he adds his knack bonus to the bonus he provides.

UNCONSCIOUS TRAIT (Ex): Once per day at 14th level, a savant can gain the benefits of a basic knack without scrutinizing a target or consulting his notebook. For a knack like arcane spell, the savant can choose the spell (subject to the GM's discretion).

GENIUS SAVANT (Ex): At 20th level, a savant masters one of his areas of interest. When the savant gains a knack associated with this area of interest, he doubles his knack bonus and the duration of the knack. Notes about knacks associated with this area of interest do not count against the maximum number of notes he can have.

TAKING NOTES

Some notes are easier to define than others. If you take note of the base attack knack, you add your knack bonus to your attack rolls, regardless of whether you scrutinized an ancient dragon or a fighter of approximately your level. Others, like weapon proficiencies, can be more complex. When you play a savant, it's up to you to make your notes clear. If you ever forget what the note you wrote allows your character to do, it's perfectly reasonable for the GM to declare that your character has forgotten the meaning of this note and not allow you to use it.





SKIN-CHANGER

While most rangers are at home in the wilderness, a skin-changer truly embraces the untamed, animalistic aspects of nature. Rather than bonding with an animal companion, the skin-changer can instead actually assume the form of animals himself.

ROLE: Skin-changers are truly at home in the natural world. They excel in combat, particularly when in animal form, when their animal combat skills make them a force to be reckoned with. The skin-changer is an alternative class for the spell-less ranger class.

ALIGNMENT: Any.

HIT DIE: d10.

Class Skills

The skin-changer's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

SKILL RANKS PER LEVEL: 6 + Int modifier.

STARTING WEALTH: 5d6 × 10 gp
(average 175 gp).

Class Features

All of the following are class features of the skin-changer.

WEAPON AND ARMOR PROFICIENCY: A skin-changer is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

ANIMAL SHAPE (MINOR) (SU): At 1st level, a skin-changer gains the ability to turn into any Small or Medium animal and back again once per day. His options for new forms include all creatures with the animal type. This ability functions like *beast shape I*, except as noted here. The effect lasts for 10 minutes per skin-changer level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal with which the skin-changer is familiar.

A skin-changer loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)



Table 6: Skin-Changer

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+2	+0	Animal shape (minor), track, wild empathy
2nd	+2	+3	+3	+0	Animal combat
3rd	+3	+3	+3	+1	Animal speech, 1st favored terrain, nature's healing
4th	+4	+4	+4	+1	Animal shape, ranger talent
5th	+5	+4	+4	+1	Fast movement +10 ft.
6th	+6/+1	+5	+5	+2	Animal shape 2/day, stealth attack 2d6
7th	+7/+2	+5	+5	+2	Ranger talent, woodland stride
8th	+8/+3	+6	+6	+2	Animal shape 3/day, 2nd favored terrain, swift tracker
9th	+9/+4	+6	+6	+3	Evasion, ranger talent
10th	+10/+5	+7	+7	+3	Animal shape 4/day, stealth attack 3d6
11th	+11/+6/+1	+7	+7	+3	Quarry, ranger talent
12th	+11/+6/+1	+8	+8	+4	Animal shape 5/day, camouflage, fast movement +20 ft.
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain, ranger talent
14th	+14/+9/+4	+9	+9	+4	Animal shape 6/day, stealth attack 4d6
15th	+15/+10/+5	+9	+9	+5	Thick skin
16th	+16/+11/+6/+1	+10	+10	+5	Animal shape 7/day, improved evasion, ranger talent
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	Animal shape 8/day, 4th favored terrain, stealth attack 5d6
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry, ranger talent
20th	+20/+15/+10/+5	+12	+12	+6	Animal shape (at will), master hunter

TRACK (Ex): A skin-changer adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

WILD EMPATHY (Ex): A skin-changer can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*). The skin-changer rolls 1d20 and adds his skin-changer level and Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the skin-changer and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

A skin-changer can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but takes a –4 penalty on the check.

ANIMAL COMBAT (Ex): At 2nd level, the skin-changer receives a +1 competence bonus to all attack and damage rolls when using natural attacks. He also receives a +1 initiative bonus when in animal form.

At 5th level, the competence bonus to all attack and damage rolls from natural attacks increases to +2. His initiative bonus when in animal form also increases to +2. In addition, the skin-changer's natural attacks are considered silver for the purpose of overcoming damage reduction.

At 8th level, the skin-changer is treated as having the Critical Focus feat whenever he is in animal form. The skin-changer's natural attacks are also considered magic weapons for the purpose of overcoming damage reduction. The competence bonus to attack and damage rolls from natural attacks increases to +3.

At 11th level, the skin-changer is treated as having the Bleeding Critical feat whenever he is in animal form. In addition, the competence bonus to attack and damage rolls from natural attacks increases to +4. His initiative bonus when in animal form increases to +3.



At 14th level, a skin-changer is treated as having the Improved Natural Attack feat (see the *Pathfinder Roleplaying Game Bestiary*) whenever he is in animal form. He may choose which of the creature's natural attack forms is affected by this feat each time he assumes animal form. In addition, his competence bonus to attack and damage rolls from natural attacks increases to +4.

At 17th level, the save DCs of any effects caused by a critical hit with a skin-changer's natural weapons increase by +4. The competence bonus to attack and damage rolls from natural attacks increases to +5. His initiative bonus when in animal form increases to +4.

ANIMAL SPEECH (Su): At 3rd level, a skin-changer can communicate with animals as if using *Speak with Animals* when he is in a favored terrain.

NATURE'S HEALING (Ex): Beginning at 3rd level, a skin-changer's extensive knowledge of the flora and fauna of his favored terrains gives him a +2 bonus to all Heal skill checks made when in one of those favored terrains. In addition, as long as he is in one of his favored terrains when using the Heal skill, a skin-changer also gains the following benefits:

Long-Term Care: If the skin-changer's Heal check is successful, the patient recovers hit points or ability score points lost to ability damage at three times the normal rate: 3 hp per character level for a full eight hours of rest in a day, or 6 hp per character level for each full day of complete rest; 3 ability score points for a full eight hours of rest in a day, or 6 ability score points for each full day of complete rest.

The various items and supplies necessary (bandages, salves, and so on) are easy to come by in the skin-changer's favored terrains.

Treat Deadly Wounds: When treating deadly wounds in any of his favored terrains, the skin-changer can restore an additional 1d6 hp plus 1 hp for every three skin-changer levels he possesses.

The skin-changer does not need a healer's kit to treat wounds when in one of his favored terrains and receives no penalties for not having such an item.

Treat Poison: If the skin-changer's Heal check exceeds the DC of the poison by 5 or more, the patient receives a +8 competence bonus on his saving throw against the poison.

Treat Disease: If the skin-changer's Heal check exceeds the DC of the disease by 5 or more, the patient receives a +8 competence bonus on his saving throw against the disease.

FAVORED TERRAIN (Ex): At 3rd level, a skin-changer may select a terrain from the Favored Terrains table.

A skin-changer gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in this terrain. A skin-changer traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

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

If a specific terrain falls into more than one category of favored terrain, the skin-changer's bonuses do not stack; he uses whichever bonus is higher.

ANIMAL SHAPE (Su): At 4th level, a skin-changer's animal shape ability now lasts for 1 hour per skin-changer level, or until he changes back.

At 6th level and every two levels thereafter, he can use animal shape one additional time per day, for a total of eight times per day at 18th level.

At 20th level, a skin-changer can use his animal shape ability at will.

As a skin-changer gains levels, this ability allows the skin-changer to take on the form of larger and smaller animals. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level, a skin-changer can also use animal shape to change into a Large or Tiny animal. When he takes the form of an animal, a skin-changer's animal shape now functions as *beast shape II*.

At 8th level, a skin-changer can also use animal shape to change into a Huge or Diminutive animal. When he takes the form of an animal, a skin-changer's animal shape now functions as *beast shape III*.

At 10th level, a skin-changer's body heals itself each time he changes form using animal shape. The amount of damage healed is equal to 5d8 plus an additional 1d8 for every two skin-changer levels beyond 10th (6d8 at 12th, 7d8 at 14th, and so on). A skin-changer adds his Constitution bonus, if any, to this total. In addition, a skin-changer can now change form as a move action instead of a standard action.



SKIN-CHANGERS IN MIDGARD

Skin-changers are common enough to be unremarkable in the Northlands, especially in the Kingdom of the Bear and the Kingdom of the Wolf, where skin-changing of several kinds is a mark of honor and favor. In the Southlands, the N'kosi werelions are friendly with similarly leonine skin-changers. In old elven forests, swan-like and owl-like skin-changers are sometimes found, the remnants of a fading tradition. Dwarven reavers are often bear, wolf, or raven skin-changers.



At 12th level, the skin-changer gains DR/— equal to half his skin-changer level when in animal form. In addition, he can now change form as a swift action.

RANGER TALENTS: As a skin-changer gains experience, he learns a number of talents that aid him in combat and help him survive in the wilds. At 4th level, he gains one ranger talent. He gains additional ranger talents as he increases in level. Except where specified, he cannot select an individual talent more than once.

Cat's Fall (Ex): With this talent you ignore the first 20 feet of any fall when calculating falling damage. If you take no damage from the fall, you do not fall prone.

Cheetah's Stride (Ex): You can move up to twice your speed as a move action. You don't suffer any penalty on Stealth checks for this move, although it provokes attacks of opportunity as normal. You may use this talent a number of rounds per day equal to your skin-changer level. These rounds need not be consecutive.

Combat Trick: You gain a bonus combat feat.

Deadly Range (Ex): The range at which you can deal stealth attack damage increases by 10 feet. You may take this talent more than once. Its effects stack.

Eagle Eyed: You gain Eagle Eyes as a bonus feat. You do not need to meet the feat's prerequisites.

Fast Stealth (Ex): You can move at full speed while using the Stealth skill without penalty.

Favored Attack (Ex): When you make an attack in a favored terrain, the critical threat range of your weapon is doubled. This benefit does not stack with any other ability that doubles critical threat ranges.

Favored Step: While in a favored terrain, you ignore the effects of difficult terrain, treating it as normal terrain instead.

Hawk's Eyes (Ex): As a standard action, you can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover. You may also apply stealth attack damage, if applicable, to such a target.

Improved Stealth Attack (Ex): You add an additional 1d6 to your total stealth attack damage.

Low-Light Vision (Ex): You gain low-light vision. If you already have low-light vision, this ability has no additional effect.

Monster Feat: You may choose a monster feat you qualify for from the *Pathfinder Roleplaying Game Bestiaries*.

Ranger Feat: You may choose a feat you qualify for from the following list: Additional Favored Terrain*, Animal Affinity, Athletic, Dodge, Diehard, Favored Terrain Expert*, Favored Terrain Master*, Improved Nature's

Favored Terrains

Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Planes (pick one, other than Material Plane)

Swamp

Underground (caves and dungeons)

Urban (buildings, streets, and sewers)

Water (above and below the surface)

Healing*, Natural Tracker*, Nimble Moves, Run, Self-Sufficient, Stealthy, Sudden Strike*, Toughness.

Scent (Ex): You gain the scent special ability.

Skirmishing Attack (Ex): Whenever you move at least 10 feet and attack in the same round, you can also apply stealth attack damage, if applicable, to the target, as though it were flat-footed.

If you make more than one attack during the round, this ability applies only to the first attack. Foes with uncanny dodge are immune to this ability.

Skilled Climber (Ex): You can climb at up to your full speed as a move action without penalty. If you fail a Climb check by 5 or more, you can immediately make another Climb check at the surface's base DC +10 (or at the surface's base DC +5 if in a favored terrain). If successful, you stop your fall by clinging to the surface. You do not take any falling damage when stopping your fall in this manner.

Skilled Swimmer (Ex): With a successful Swim check, you may swim at up to your full speed (as a full-round action) or at half your speed (as a move action). If you fail a Swim check by 5 or more, you can immediately make another Swim check at the water's base DC +10 (or at the water's base DC +5 if one of your favored terrains is swamp or water). If successful, you do not go underwater. When underwater, you may add +4 to the total number of rounds you can hold your breath.

Stag's Leap (Ex): You can attempt a running jump without moving 10 feet before the jump.

Stealthy Sniper (Ex): When you use the Stealth skill to snipe, you take only a –15 penalty (or –10 when in a favored terrain) on your second Stealth check instead of the normal –20.



Trapfinding (Ex): When in a favored terrain, you can add half your level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1).

Trackless Step (Ex): When desired, you leave no trail in natural surroundings and cannot be tracked. You can track others possessing the trackless step ability when in one of your favored terrains, but you take a –10 penalty to the check.

Uncanny Senses (Ex): As a standard action, you gain a +5 insight bonus (or a +10 insight bonus when in a favored terrain) to Perception checks for 1 round.

FAST MOVEMENT (Ex): Beginning at 5th level, when a skin-changer is in a favored terrain and not wearing heavy armor, his base speed increases by +10 feet. At 12th level, this bonus increases to +20 feet.

STEALTH ATTACK: If a skin-changer of 6th level or higher can catch an opponent when he is unable to defend himself effectively, the skin-changer can deal extra damage. A stealth attack is possible only when the skin-changer is in a favored terrain and is not wearing heavy armor.

This attack deals extra damage any time the target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the skin-changer flanks the target. This extra damage is 2d6 at 6th level, and it increases by 1d6 every four skin-changer levels thereafter. Should the skin-changer score a critical hit with a stealth attack, this extra damage is not multiplied. Ranged attacks can count as stealth attacks only if the target is within 30 feet.

WOODLAND STRIDE (Ex): Starting at 7th level, a skin-changer can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect the skin-changer.

SWIFT TRACKER (Ex): Beginning at 8th level, a skin-changer can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

EVASION (Ex): At 9th level and higher, a skin-changer can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the skin-changer is wearing light armor or no armor. A helpless skin-changer does not gain the benefit of evasion.

QUARRY (Ex): At 11th level, a skin-changer can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, he can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A skin-changer can have no more than one quarry at a time, and the creature must be in one of his favored terrains. He can dismiss this effect at any time as a free action, but then cannot select a new quarry for 24 hours. If a skin-changer sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

CAMOUFLAGE (Ex): A skin-changer of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

THICK SKIN (Ex): At 15th level, a skin-changer receives a +3 bonus to his natural armor when in animal form. This bonus increases to +5 at 17th level and +7 at 19th level.

IMPROVED EVASION (Ex): At 16th level, a skin-changer's evasion improves. This ability works like evasion, except that while the skin-changer still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless skin-changer does not gain the benefit of improved evasion.

HIDE IN PLAIN SIGHT (Ex): While in any of his favored terrains, a skin-changer of 17th level or higher can use the Stealth skill even when being observed.

IMPROVED QUARRY (Ex): At 19th level, the skin-changer's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

MASTER HUNTER (Ex): A skin-changer of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack at his full attack bonus against a foe in one of his favored terrains. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the skin-changer's level + the skin-changer's Wisdom modifier. A skin-changer can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A skin-changer can use this ability three times per day.

SPELL-LESS RANGER

A skilled tracker and a deft skirmisher, the spell-less ranger is a master of weapon styles and a skilled hunter of all manner of prey. He is a cunning scout with an unparalleled knowledge of his environment.

Instead of spells, the spell-less ranger relies on a host of specialized abilities, including ranger talents, nature's healing, and a deadly stealth attack that can be used in any of the spell-less ranger's various favored terrains or against his many favored enemies.

ROLE: Spell-less rangers are adaptable, self-sufficient masters of survival, both in and out of combat. Their abilities allow them to deal impressive damage to specific types of foes, but their skills are valuable against all

manner of enemies. The spell-less ranger is an alternative class for the ranger class in the *Pathfinder Roleplaying Game Core Rulebook*.

ALIGNMENT: Any.

HIT DIE: d10.

Class Skills

The spell-less ranger's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

SKILL RANKS PER LEVEL: 6 + Int modifier.

STARTING WEALTH: 5d6 × 10 gp (average 175 gp).

Class Features

All of the following are class features of the spell-less ranger.

WEAPON AND ARMOR PROFICIENCY: Spell-less rangers are proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).





Table 7: Spell-Less Ranger

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy
2nd	+2	+3	+3	+0	Combat style feat, stealth attack 1d6
3rd	+3	+3	+3	+1	1st favored terrain, endurance, nature's healing
4th	+4	+4	+4	+1	Hunter's bond, ranger talent
5th	+5	+4	+4	+1	2nd favored enemy, fast movement +10 ft.
6th	+6/+1	+5	+5	+2	Combat style feat, stealth attack 2d6
7th	+7/+2	+5	+5	+2	Ranger talent, woodland stride
8th	+8/+3	+6	+6	+2	2nd favored terrain, swift tracker
9th	+9/+4	+6	+6	+3	Evasion, ranger talent
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat, stealth attack 3d6
11th	+11/+6/+1	+7	+7	+3	Quarry, ranger talent
12th	+11/+6/+1	+8	+8	+4	Camouflage, fast movement +20 ft.
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain, ranger talent
14th	+14/+9/+4	+9	+9	+4	Combat style feat, stealth attack 4d6
15th	+15/+10/+5	+9	+9	+5	4th favored enemy
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion, ranger talent
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	4th favored terrain, combat style feat, stealth attack 5d6
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry, ranger talent
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, master hunter

FAVORED ENEMY (Ex): At 1st level, a spell-less ranger can select a creature type from the Favored Enemies table (on the next page). He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. He can make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), a spell-less ranger can select an additional favored enemy.

In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If a spell-less ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, these bonuses do not stack; simply use whichever bonus is higher.

TRACK (Ex): A spell-less ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

WILD EMPATHY (Ex): A spell-less ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*). The spell-less ranger rolls 1d20 and adds his spell-less ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the spell-less ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

A spell-less ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but takes a –4 penalty on the check.

STEALTH ATTACK: If a spell-less ranger of 2nd level or higher can catch an opponent when he is unable to defend himself effectively, the spell-less ranger can deal extra damage. A stealth attack is possible only when a spell-less ranger is wearing medium, light, or no armor. He may use this ability only while in a favored terrain or against a favored enemy.

This attack deals extra damage any time the target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the spell-less ranger flanks the target. This extra damage is 1d6 at 2nd level, and it increases by 1d6 every four spell-less ranger levels thereafter. Should the spell-less ranger score a critical hit with a stealth attack, this extra damage is not multiplied. Ranged attacks can count as stealth attacks only if the target is within 30 feet.

COMBAT STYLE FEAT (Ex): At 2nd level, a spell-less ranger must select one of two combat styles to pursue: archery or two-weapon combat. His expertise in this style manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. A spell-less ranger can choose feats from his selected combat style even if he doesn't meet the normal prerequisites.

If the spell-less ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

If the spell-less ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The spell-less ranger loses all benefits of his combat style feats when wearing heavy armor. Once a spell-less ranger selects a combat style, it cannot be changed.

With the GM's permission, a spell-less ranger may also choose from any of the additional combat styles for rangers detailed in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*: crossbow, mounted combat, natural weapon, two-handed weapon, or weapon and shield. The feat choices for these styles are as given for the ranger in the *Advanced Player's Guide*.

ENDURANCE: The spell-less ranger gains Endurance as a bonus feat at 3rd level.

NATURE'S HEALING (Ex): Beginning at 3rd level, a spell-less ranger's extensive knowledge regarding the flora and fauna of his favored terrains gives him a +2 bonus to all Heal skill checks made when in one of those favored terrains.

Favored Enemies

TYPE (SUBTYPE)	TYPE (SUBTYPE)
Aberration	Humanoid (other subtype)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

In addition, as long as he is in one of his favored terrains when using the Heal skill, he also gains the following benefits:

Long-Term Care: If the spell-less ranger's Heal check is successful, the patient recovers hit points or ability score points lost to ability damage at three times the normal rate: 3 hp per character level for a full 8 hours of rest in a day, or 6 hp per character level for each full day of complete rest; 3 ability score points for a full 8 hours of rest in a day, or 6 ability score points for each full day of complete rest.

The various items and supplies necessary (bandages, salves, and so on) are easy to come by in the spell-less ranger's favored terrains.

Treat Deadly Wounds: When treating deadly wounds in any of his favored terrains, a spell-less ranger can restore an additional 1d6 hp, plus 1 hp for every three spell-less ranger levels he possesses.

A spell-less ranger does not need a healer's kit to treat wounds when in one of his favored terrains and receive no penalties for not having such an item.

Treat Poison: If a spell-less ranger's Heal check exceeds the DC of the poison by 5 or more, the patient receives a +8 competence bonus on his saving throw against the poison.

Treat Disease: If a spell-less ranger's Heal check exceeds the DC of the disease by 5 or more, the patient receives a +8 competence bonus on his saving throw against the disease.



FAVORED TERRAIN (Ex): At 3rd level, a spell-less ranger may select a type of terrain from the Favored Terrains table below. He gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in this terrain. A spell-less ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

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

If a specific terrain falls into more than one category of favored terrain, these bonuses do not stack; simply use whichever bonus is higher.

HUNTER'S BOND (Ex): At 4th level, the spell-less ranger becomes bonded with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first option is a bond with his allies. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the spell-less ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is a close bond with an animal companion. A spell-less ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, he can choose shark instead. This animal is a loyal companion that accompanies the spell-less ranger on his adventures as appropriate for its kind.

Favored Terrains

Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Planes (pick one, other than Material Plane)

Swamp

Underground (caves and dungeons)

Urban (buildings, streets, and sewers)

Water (above and below the surface)

The animal companion shares the spell-less ranger's favored enemy and favored terrain bonuses. This ability functions like the druid animal companion ability (part of the nature bond class feature). The spell-less ranger's effective druid level is equal to his spell-less ranger level.

RANGER TALENTS: As a spell-less ranger gains experience, he learns a number of talents that aid him in combat and help him survive in the wilds. At 4th level, he gains one ranger talent. He gains additional ranger talents as he increases in level. Except where specified, he cannot select an individual talent more than once.

Additional Animal Companion (Ex): With this ability you may select an additional animal companion. Your effective druid level is equal to your full spell-less ranger level. This second companion can be the same animal type as your first animal companion, or you may select a different animal.

Cat's Fall (Ex): You ignore the first 20 feet of any fall when calculating falling damage. If you take no damage from the fall, you do not fall prone.

Cheetah's Stride (Ex): You can move up to twice your speed as a move action. You don't suffer any penalty on Stealth checks for this move, although it provokes attacks of opportunity as normal. You may do this a number of rounds per day equal to your spell-less ranger level. These rounds need not be consecutive.

Combat Trick: You gain a bonus combat feat.

Deadly Range (Ex): The range at which you can deal stealth attack damage increases by 10 feet. You may take this talent more than once. Its effects stack.

Eagle Eyed: You gain Eagle Eyes as a bonus feat. You do not need to meet the feat's prerequisites.

Fast Stealth (Ex): You can move at full speed while using the Stealth skill without penalty.

Favored Attack (Ex): When you make an attack against a favored enemy or in a favored terrain, the critical threat range of your weapon is doubled. This ability does not stack with any other ability that doubles critical threat ranges.

Favored Defender: You gain Favored Defense as a bonus feat.

Favored Step: While in a favored terrain, you treat any difficult terrain encountered as normal terrain.

Favored Enemy Critical (Ex): When you score a critical threat on one of your favored enemies, you gain a +4 bonus to the roll made to confirm the critical hit.

Hawk's Eyes (Ex): As a standard action, you can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover. You may also apply stealth attack damage, if applicable, to such a target.

Heel (Ex): You may use this talent as an immediate action when your animal companion moves. When you do so, the square in which your animal companion starts its move is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The animal companion must end this movement in a square adjacent to you and must be able to see and hear you in order to take this movement.

Improved Stealth Attack (Ex): You add an additional 1d6 to your total stealth attack damage.

Low-Light Vision (Ex): You gain low-light vision. If you already have low-light vision, this ability has no additional effect.

Ranger Feat: You may choose a feat you qualify for from your chosen combat style or from the following list: Additional Favored Enemy*, Additional Favored Terrain*, Animal Affinity, Athletic, Coordinated Companion*, Dodge, Diehard, Favored Defense^{APG}, Favored Terrain Expert*, Favored Terrain Master*, Greater Animal Companion*, Improved Animal Companion*, Improved Nature's Healing*, Increased Devotion*, Invulnerable Animal Companion*, Natural Tracker*, Nimble Moves, Run, Self-Sufficient, Slayer's Knack^{UC}, Stealthy, Sudden Strike*, Toughness.

Scent (Ex): You gain the scent special ability.

Skirmishing Attack (Ex): Whenever you move at least 10 feet and attack in the same round, you can also apply stealth attack damage, if applicable, to the target, as though it were flat-footed.

If you make more than one attack during the round, this ability applies only to the first attack. Foes with uncanny dodge are immune to this ability.

Skilled Climber (Ex): You can climb at up to your full speed as a move action without penalty. If you fail a Climb check by 5 or more, you can immediately make another Climb check at the surface's base DC +10 (or at the surface's base DC +5 if in a favored terrain). If successful, you stop your fall by clinging to the surface. You do not take any falling damage when stopping your fall in this manner.

Skilled Swimmer (Ex): With a successful Swim check, you may swim at up to your full speed (as a full-round action) or at half your speed (as a move action). If you fail a Swim check by 5 or more, you can immediately make another Swim check at the water's base DC +10 (or at the water's base DC +5 if one of your favored terrains is swamp or water). If successful, you do not go underwater. When underwater, you may add +4 to the total number of rounds you can hold your breath.



Stag's Leap (Ex): You can attempt a running jump without moving 10 feet before the jump.

Stealthy Sniper (Ex): When you use the Stealth skill to snipe, you take only a -15 penalty (or -10 when in a favored terrain) on your second Stealth check instead of the normal -20.

Trapfinding (Ex): When in a favored terrain, you can add half your level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1).

Trackless Step (Ex): When desired, you leave no trail in natural surroundings and cannot be tracked. You can



track others possessing the trackless step ability when in one of your favored terrains, but you take a –10 penalty to the check.

Uncanny Senses (Ex): As a standard action, you may gain a +5 insight bonus (or a +10 insight bonus when in a favored terrain) to Perception checks for 1 round.

FAST MOVEMENT (Ex): Beginning at 5th level, when a spell-less ranger is in a favored terrain and not wearing heavy armor, his base speed increases by +10 feet. At 12th level, this bonus increases to +20 feet.

WOODLAND STRIDE (Ex): Starting at 7th level, a spell-less ranger can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect the spell-less ranger.

SWIFT TRACKER (Ex): Beginning at 8th level, a spell-less ranger can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

EVASION (Ex): At 9th level and higher, a spell-less ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a

successful save, he instead takes no damage. Evasion can be used only if the spell-less ranger is wearing light armor, medium armor, or no armor. A helpless spell-less ranger does not gain the benefit of evasion.

QUARRY (Ex): At 11th level, a spell-less ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, he can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A spell-less ranger can have no more than one quarry at a time, and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but then cannot select a new quarry for 24 hours. If he sees proof that his quarry is dead, the spell-less ranger can select a new quarry after waiting 1 hour.

CAMOUFLAGE (Ex): A spell-less ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

IMPROVED EVASION (Ex): At 16th level, a spell-less ranger's evasion improves. This ability works like evasion, except that while the spell-less ranger still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless spell-less ranger does not gain the benefit of improved evasion.

HIDE IN PLAIN SIGHT (Ex): While in any of his favored terrains, a spell-less ranger of 17th level or higher can use the Stealth skill even when being observed.

IMPROVED QUARRY (Ex): At 19th level, the spell-less ranger's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

MASTER HUNTER (Ex): A spell-less ranger of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack at his full attack bonus against a favored enemy. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the spell-less ranger's level + the spell-less ranger's Wisdom modifier. A spell-less ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A spell-less ranger can use this ability once per day against each favored enemy type, but not against the same creature more than once in a 24-hour period.



SPELL-LESS RANGERS IN MIDGARD

Spell-less rangers are extremely common in the Midgard Campaign Setting, where they are sometimes referred to as "hunters" or "guides." They are found in every culture and region of the world, from the frozen Northlands through the Crossroads forests and out on the sweeping Rothenian Plains. Their formal orders and groups of various alignments serve as scouts and wilderness explorers from Verrayne to the Arbonesse forest, but also in the Crescent Desert and the jungles of Kush.

The spell-less rangers of Midgard are especially celebrated as guides for pilgrims visiting the Seat of Mavros in the Western Wastes, as caravan and mule train scouts in the Crossroads, as giant hunters in the North, and as vampire hunters in the Blood Kingdom. First and foremost, they are valued for their ability to dispatch any nation's greatest foes, and to help hold the line in regions under frequent threat of raids and invasion. In all such places, their path may be rough and their nights solitary, but they are always granted a warm welcome in the towns and villages they protect.

SPIRIT SHAMAN

Spirit shamans understand that everything in nature carries a living spirit—every animal, plant, and rock. Even the very sky and the earth each have a spirit. Spirit shamans form deep connections with these spirits and draw strength and knowledge from them. Sometimes feared and misunderstood, spirit shamans have unparalleled understanding of both the natural and spirit world that grants them shapeshifting abilities, the guidance and aid of animal spirit guides, and the ability to serve as intermediaries and messengers between mortals and spirits. The greatest spirit shamans separate their spirits from their bodies to undertake vision quests.

Spirit shamans are also skilled healers, calling on other spirits to soothe the wounds of those around them.

ROLE: Spirit shamans tend to be recluses, since they seek knowledge in a realm beyond the natural world. They are just as resourceful in the natural world as druids are, though, and can serve a similar role in a group.

ALIGNMENT: Any neutral.

HIT DIE: d8.

Class Skills

The spirit shaman's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

SKILL RANKS PER LEVEL: 4 + Int modifier.

STARTING WEALTH: 2d6 × 10 gp (average 70 gp).

Class Features

All of the following are class features of the spirit shaman.

WEAPON AND ARMOR PROFICIENCY: Spirit shamans are proficient with all simple weapons and with all natural attacks (claw, bite, and so on) of any form they assume with wild shape (see Wild Shape).

Spirit shamans are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they can wear only padded, leather, hide, or other

nonmetal armor. A spirit shaman can wear wooden armor altered by the *ironwood* spell to function like steel. Spirit shamans are proficient with shields (except tower shields) but must use only those crafted from wood or other nonmetal materials. A shaman who wears prohibited armor or uses a prohibited shield cannot cast spells or use any supernatural or spell-like class abilities while doing so and for 24 hours thereafter.





Table 8: Spirit Shaman

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY								
						1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+0	+2	+0	+2	Animal spirit guide, totem spell, totem secret, nature lore, wild empathy, orisons	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland step	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	<i>Shaman's touch</i> , totem secret	5	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Wild shape 1/day	6	3	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		6	4	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape 2/day	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+5	Totem secret	6	6	4	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild shape 3/day	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Spirit dance 1/day	6	6	6	4	—	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild shape 4/day	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+3	+7	Totem secret	6	6	6	6	4	—	—	—	—
12th	+9/+4	+8	+4	+8	Spirit dance 2/day, wild shape 5/day	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+4	+8	Spirit step	6	6	6	6	6	4	—	—	—
14th	+10/+5	+9	+4	+9	Wild shape 6/day	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+5	+9	Spirit dance 3/day, totem secret	6	6	6	6	6	6	4	—	—
16th	+12/+6/+1	+10	+5	+10	Wild shape 7/day	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+5	+10	<i>Vision quest</i>	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+6	+11	Spirit dance 4/day, wild shape 8/day	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+6	+11	Totem secret	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+6	+12	One with the spirits	6	6	6	6	6	6	6	6	6

SPELLS: Spirit shamans cast divine spells drawn from the druid spell list. They can cast any spell they know without preparing it ahead of time. A spirit shaman's alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs (see Chaotic, Evil, Good, and Lawful Spells, below). To learn or cast a spell, a spirit shaman must have a Charisma score equal to at least 10 + the spell level. The saving throw DC against a spirit shaman's spell is 10 + the spell's level + the shaman's Charisma modifier.

Spirit shamans can cast only a few spells of each level per day. Their base daily spell allotment appears on Table 8: Spirit Shaman. In addition, they receive bonus spells per day if they have a high Charisma score (see Table 1–3: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

Unlike other divine spellcasters, a spirit shaman's selection of spells is extremely limited. Spirit shamans begin play knowing four 0-level spells and two 1st-level spells of their choice. At each new spirit shaman level, they

gain one or more new spells, as indicated on Table 9: Spirit Shaman Spells Known. Unlike spells per day, the number of spells a spirit shaman knows is not affected by her Charisma score; the numbers on Table 9 are fixed.

On reaching 4th level, and at every two spirit shaman levels thereafter, a spirit shaman can learn a new spell to replace one she already knows, losing the old spell in exchange for the new one. The new spell must be of the same level as the spell being replaced. A shaman can swap only one spell at any given level, and she must choose to swap the spell when she gains new spells known for that level. She cannot swap the totem spell that is gained from the bond with her animal spirit guide.

Unlike a druid or a cleric, a spirit shaman need not prepare spells in advance. She can cast any spell she knows at any time, assuming she has not yet cast all spells per day for that spell level.

A spirit shaman needs no divine focus to cast spells, even ones that have a divine focus (DF) indicated as a component.

CHAOTIC, EVIL, GOOD, AND LAWFUL SPELLS: A spirit shaman cannot cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

ORISONS: Spirit shamans can cast orisons, or 0-level spells, each day as noted on Table 8: Spirit Shaman under Spells per Day. Orisons are cast like any other spell, but they are not expended when cast and can be used again.

BONUS LANGUAGES: A spirit shaman's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

ANIMAL SPIRIT GUIDE (Su): A spirit shaman forms a bond with an animal spirit, a nature spirit that takes the physical form of an animal of the character's choosing (see Animal Spirit Guides, below).

An animal spirit guide's Hit Dice, abilities, skills, and feats improve as the spirit shaman advances. If a spirit shaman releases her spirit guide from its bond, the spirit shaman can gain a new one by performing a ceremony requiring 24 uninterrupted hours of fasting and solitary meditation in a natural environment. This ceremony requires materials and offerings worth 100 gp. Such a ceremony can also replace an spirit guide that has perished.

TOTEM SPELL: In addition to the number given on Table 9, a spirit shaman also receives a particular totem spell that derives from the bond that she has with her animal spirit guide (see below). This totem spell is added to the shaman's spells known when she is of sufficient level to cast the spell. This spell cannot be exchanged for a different spell at higher levels.

NATURE LORE (Ex): Spirit shamans gain a +2 bonus on Knowledge (nature) and Heal checks.

TOTEM SECRET: At 1st level, 3rd level, and every four levels thereafter (7th, 11th, and so on), a spirit shaman unlocks a new secret about the natural or spirit world that grants her additional powers and abilities. Each time, she selects a totem secret from the list below (some are not available until higher levels). If a totem secret is chosen at a level later than when it becomes available, the shaman gains all of the abilities and bonuses granted by that totem secret based on her current level. Unless otherwise noted, activating a totem secret is a standard action. The DC for saving throws against totem secrets is equal to 10 + 1/2 the shaman's level + the shaman's Charisma modifier.

Blood Divination (Ex): A spirit shaman can read the future in the entrails of a freshly killed animal or humanoid. If you spend 10 minutes studying the entrails of an animal or humanoid killed in the last hour, you gain an insight bonus equal to your Charisma modifier on one saving throw. At 10th level, you can study the

Table 9: Spirit Shaman Spells Known

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

entrails of any animal, regardless of the time dead, for the same effect. Alternatively, by observing and interpreting the flights of birds for 10 minutes, you can apply a +10 competence bonus on any one skill check. Finally, by spending 10 minutes charting marks in dirt or stone or observing the patterns of sand thrown into the wind, you can gain a +4 insight bonus on one initiative check. These bonuses must be used within 24 hours, and you must declare you are using a bonus before rolling the check or saving throw. You can use blood divination (in any form) once per day plus one more per day for every four spirit shaman levels.

Invisibility (Sp): You must be at least 3rd level to select this totem secret. As a standard action, you can become invisible (as the *invisibility* spell). You can remain invisible for a number of minutes each day equal to your spirit shaman level. These minutes need not be consecutive, but they must be spent in 1-minute increments. Starting at 9th level, this ability acts as the *greater invisibility* spell, though each round spent this way counts as 1 minute of the ability's normal duration.

Protective Spirits (Su): You can call spirits to form a shield around you that blocks attacks and grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 9th level, you



can apply armor, natural armor, and shield bonuses to your AC against incorporeal touch attacks. At 13th level, arrows, rays, and other ranged attacks that require an attack roll gain a 50% miss chance when targeting a spirit shaman. You can use this ability for a number of hours per day equal to your spirit shaman level. This time need not be consecutive, but it must be spent in 1-hour increments.

Spirit of Nature (Su): Whenever you drop to below 0 hit points while in a natural setting on your home plane, you automatically stabilize. At 5th level, you gain fast healing 3 for 1d4 rounds whenever you are reduced to below 0 hit points. When you reach 10th level, this ability works everywhere, even in urban or wholly artificial realms. At 15th level, you gain fast healing 5 for 1d6 rounds whenever you are reduced to below 0 hit points.

Speak with Animals (Sp): You can speak with animals of the same kind as your animal spirit guide's physical form, as if using a *speak with animals* spell, whenever you desire. You can communicate with an additional kind of animal for every three shaman levels you have beyond 1st.

Spirit Sight (Su): Your vision extends into the spirit realm, allowing you to see astral, ethereal, or incorporeal creatures as a supernatural ability. You can use spirit sight for a number of minutes each day equal to your spirit shaman level. These minutes need not be consecutive, but they must be spent in 1-minute increments.

Spirit Touch (Su): With a touch, you can empower a weapon so that it affects incorporeal creatures. A nonmagical weapon deals half damage to incorporeal creatures, and a magic weapon deals full damage (instead of the usual half damage). You can use this ability a number of times per day equal to 3 + your Charisma modifier. Each use lasts for a number of rounds equal to your spirit shaman level.

Spirit's Warning (Ex): The spirits constantly warn spirit shamans of danger. You can add your Charisma modifier, instead of your Dexterity modifier, to AC, Reflex saving throws, and CMD. Any condition that removes your Dexterity modifier to Armor Class instead removes your Charisma modifier to AC.

Summon Spirit (Sp): You can call a spirit to perform simple tasks for you, as if you had cast *unseen servant*. At 8th level, this spirit can fight for you, as if you had cast *spiritual ally*. The spirit resembles the physical form of your animal spirit guide. The spirit attacks with natural weapons, has a threat range of 19–20, and has a critical modifier of ×2. You can use this ability a number of times per day equal to your Charisma modifier.

Tempest of Spirits (Su): You must be at least 7th level to select this totem secret. You can summon the spirits

to attack in a ghostly barrage, and the fury of the spirits creates physical wounds on creatures in the area. The tempest of spirits has a range of 100 feet and is a 20-foot-radius burst. Objects and creatures in the area take 1d8 hp force damage for each of your spirit shaman levels. A successful Fortitude save halves the damage. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Trance (Su): You can enter a deep meditation, blocking out visual and auditory stimuli and allowing you to concentrate on a single problem, philosophical issue, or memory. This trance lasts for 1d6 rounds, during which time you must remain still and take no actions. When you come out of the trance, you can make a single Intelligence-based skill check with a +20 circumstance bonus. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Whispers of the Spirits (Sp): Spirit shamans are so attuned to the spirits' voices that they can use those sounds to communicate with allies. You can communicate with allies in this way, as if using *telepathic bond*, for a number of rounds per day equal to your spirit shaman level. These rounds need not be consecutive. You can designate a number of creatures equal to your Charisma modifier as allies for this purpose. Designating a creature is a standard action that requires a touch. Beginning at 10th level, you can use these whispers to cast a touch spell on a designated ally once per day.

WILD EMPATHY (Ex): A spirit shaman can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her shaman level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the spirit shaman and the animal must be within 30 feet of each other under normal conditions. Influencing an animal in this way generally takes 1 minute, but it might take more or less time. A spirit shaman using wild empathy on a creature of the same kind as her animal spirit can do so as a full-round action with a +4 bonus.

A spirit shaman can also use this ability to influence magical beasts with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

WOODLAND STEP (Ex): Starting at 2nd level, a spirit shaman can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas magically manipulated to impede



motion, however, still affect her. In addition, a spirit shaman leaves no trail in natural surroundings and cannot be tracked. She can choose to leave a trail if so desired.

SHAMAN'S TOUCH (Sp): Beginning at 3rd level, a spirit shaman can heal the wounds of those she touches. This effect acts as a *cure light wounds* spell. At 6th level, it improves to *cure moderate wounds*. At 9th level, it improves to *cure serious wounds*. At 12th level and higher, it acts like *cure critical wounds*. All such cure spells use the spirit shaman's caster level. A spirit shaman can use this ability a number of times per day equal to her Charisma modifier. Alternatively, a spirit shaman can use this healing ability to deal damage to undead creatures. Using the ability in this way requires a successful melee touch attack.

WILD SHAPE (Su): At 4th level, a spirit shaman gains the ability to turn into any Small or Medium animal and back again once per day. The options for new forms include all creatures of the animal type. This ability functions like the *beast shape I* spell, except as noted here.

The effect lasts for 1 hour per spirit shaman level, or until the spirit shaman changes back. Changing form is a standard action that does not provoke an attack of opportunity. A spirit shaman can only take the form of an animal she has seen.

A spirit shaman loses the ability to speak while in animal form, because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals similar to her new form. (A wild parrot normally squawks, so this form does not permit speech.)

A spirit shaman can use this ability an additional time per day at 6th level and at every two levels thereafter, up to eight times per day at 18th level. At 20th level, a spirit shaman can use wild shape at will.

As a spirit shaman gains levels, she can take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level and higher, a spirit shaman can use wild shape to change into a Large or Tiny animal or a Small elemental. When she takes animal form, a shaman's wild shape functions as *beast shape II*. When she takes an elemental form, the shaman's wild shape functions as *elemental body I*.

At 8th level and higher, a spirit shaman can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When she takes animal form, a shaman's wild shape now functions as *beast shape III*. When she takes an elemental form, the shaman's wild shape now functions as *elemental body II*. When she takes the form of a plant creature, the shaman's wild shape functions as *plant shape I*.

At 10th level and higher, a spirit shaman can use wild shape to change into a Large elemental or a Large plant

creature. When she takes elemental form, the shaman's wild shape now functions as *elemental body III*. When she takes the form of a plant, the shaman's wild shape now functions as *plant shape II*.

At 12th level and higher, a spirit shaman can use wild shape to change into a Huge elemental or a Huge plant creature. When she takes the form of an elemental, the shaman's wild shape now functions as *elemental body IV*. When she takes the form of a plant, the shaman's wild shape now functions as *plant shape III*.

SPIRIT DANCE (Su): At 9th level and higher, a spirit shaman can perform a ritual dance once per day to persuade the spirits to augment her magic. Performing a spirit dance requires 3 full rounds of stylized movements, chanting, and the beating of a small drum or the shaking of a totem bead rattle. If anything interrupts the spirit shaman during this time, including damage from an attack, she must make a concentration check or have the spirit dance disrupted. If the dance is disrupted, the shaman can start it again, requiring 3 new rounds of dancing to gain the desired benefit. If a spirit shaman has ranks in Perform (dance), she can add those ranks as a bonus to the concentration check.

A spirit shaman can perform a spirit dance one additional time per day for every three levels beyond 9th.

On completion of a spirit dance, any spells cast by the spirit shaman are augmented as described below. The benefits last for a number of rounds equal to half the shaman's level. These effects stack.

At 9th level, the shaman's caster level is treated as two higher when determining all spell effects and spell durations. In addition, all spell DCs receive a +2 bonus.

At 11th level, the shaman can apply any one metamagic feat she knows to any spell she is about to cast without altering the level of the spell or its casting time. The shaman cannot use this ability to cast a spell whose modified spell level would exceed the level of the highest-level spell that she can normally cast.

SPIRIT SHAMANS IN MIDGARD

Spirit shamans are primarily found in three locations in Midgard: among the trollkin, among the centaurs and khazzaki of the Rothenian Plains, and among the druids of Verrayne. Elsewhere the tradition exists, but it is far more obscure. An order of mountain spirit shamans is said to live in the Dragon Empire, but this group is hermetic and solitary to a fault; little is known about it. Stories from Khandiria and Sikkim also claim that some devotees of the tradition exist in the East, sometimes referred to as "river shamans" or "mountain hermits."



At 13th level, the shaman receives a +4 bonus to caster level checks made to overcome spell resistance. This bonus stacks with the benefit of feats such as Spell Penetration and Greater Spell Penetration.

At 15th level, the shaman can apply any two metamagic feats she knows to any spell she is about to cast without altering the level of the spell or its casting time.

SPIRIT STEP (Su): At 13th level, a spirit shaman can become ethereal as a standard action, as if using *ethereal jaunt*. She can remain ethereal for a number of rounds per day equal to her spirit shaman level. These rounds need not be consecutive.

VISION QUEST (Sp): Once per day, a spirit shaman of 17th level or higher can release the spirits from her body and embark on a spiritual quest for enlightenment and knowledge. After 24 uninterrupted hours of fasting and meditation, the shaman is treated as though under the effect of *astral projection*.

If desired, the shaman also gains the effect of a *legend lore* spell with a casting time of 24 hours, regardless of how much information is already known about the subject in question. The character uses her spirit shaman level as the caster level for both of these spell-like effects.

ONE WITH THE SPIRITS (Su): At 20th level, a spirit shaman becomes truly one with the spirit world. She can perform a spirit dance as often as desired. If the shaman dies, her spirit is immediately taken into the spirit realm, where it is healed and cleansed. The shaman is then reborn, whole and unharmed, 7 days later (treat as a *true resurrection* spell with no material component cost).

Ex-Spirit Shamans

A spirit shaman who ceases to revere nature and the spirit world or changes to a prohibited alignment loses all spells and spirit shaman abilities (including her animal spirit guide, but not including weapon, armor, and shield proficiencies). The character cannot thereafter gain levels as a spirit shaman until she atones (see the *atonement* spell description).

ANIMAL SPIRIT GUIDES

An animal spirit guide is a nature spirit manifested physically in the form of an animal. This spirit bonds with the spirit shaman, providing guidance, protection, and aid. It is a magical beast for all effects that depend on its type. An animal spirit guide's abilities are determined by the spirit shaman's level and the racial traits of the spirit's animal form. As the spirit shaman gains levels, her animal spirit guide improves as well, as noted on Table 10: Animal Spirit Guide Base Statistics. An animal spirit guide cannot function as a familiar or an animal companion.

An animal spirit guide looks like a normal animal, but it has an exceptional quality such as unblinking eyes,

pure white or black color, or a slight shimmer or glow to its body. In addition, its eyes reveal an unmistakable, otherworldly intelligence.

As a full-round action, a spirit shaman can summon her animal spirit guide from the spirit realm. This is a supernatural ability that causes the animal spirit guide to appear adjacent to the spirit shaman. A spirit shaman can use this ability once per day at 1st level, and one additional time per day for every four levels thereafter. A spirit shaman can return her animal spirit guide to the spirit realm as a swift action. If an animal spirit guide is ever lost or dies, it can be replaced after a full day through a ritual involving 24 uninterrupted hours of fasting and solitary meditation in a natural environment.

The information presented on Table 10 is explained below.

Class Level: This is the character's spirit shaman level.

HD: This is the total number of eight-sided (d8) Hit Dice the animal spirit guide possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the animal spirit guide's base attack bonus. Animal spirit guides do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the animal spirit guide's base saving throw bonuses. An animal spirit guide has good Fortitude and Reflex saves.

Skills: This lists the animal's total skill ranks. Animal spirit guides can assign skill ranks to any skill and receive bonus skill ranks for a high Intelligence as normal. An animal spirit guide cannot have more ranks in a skill than it has Hit Dice. Any skill an animal spirit guide has ranks in is considered a class skill.

Feats: This is the total number of feats possessed by an animal spirit guide. Animal spirit guides are free to select any feat, although they cannot utilize some feats (such as Martial Weapon Proficiency).

Natural Armor: The number noted here is an improvement to the animal spirit guide's existing natural armor bonus.

Special: This includes a number of abilities gained by spirit guides as they increase in power. Special abilities marked with an asterisk are available to a spirit shaman only when her animal spirit guide is conscious and within 120 feet.

Empathic Link (Su): A spirit shaman has an empathic link with her animal spirit guide to a distance of 120 feet. A spirit shaman can communicate emphatically with her spirit guide, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. A spirit shaman has the same connection to an item or place that her spirit guide does.

Share Spells (Ex): A spirit shaman can cast a spell with a target of "you" on her animal spirit guide (as a spell with a range of touch) instead of on herself. A spirit

Table 10: Animal Spirit Guide Base Statistics

CLASS LEVEL	HD	BAB	FORT SAVE	REF SAVE	WILL SAVE	SKILLS	FEATS	NATURAL ARMOR	SPECIAL
1st	2	+1	+3	+3	+0	2	1	+0	Empathic link*, share spells*
2nd	3	+2	+3	+3	+1	3	2	+0	Evasion
3rd	3	+2	+3	+3	+1	3	2	+2	<i>Commune with spirits*</i>
4th	4	+3	+4	+4	+1	4	2	+2	Deliver touch spells*
5th	5	+3	+4	+4	+1	5	3	+2	Speak with shaman*
6th	6	+4	+5	+5	+2	6	3	+4	Devotion
7th	6	+4	+5	+5	+2	6	3	+4	<i>Spell summons*</i>
8th	7	+5	+5	+5	+2	7	4	+4	<i>Invisibility</i>
9th	8	+6	+6	+6	+2	8	4	+6	—
10th	9	+6	+6	+6	+3	9	5	+6	Improved evasion
11th	9	+6	+6	+6	+3	9	5	+6	—
12th	10	+7	+7	+7	+3	10	5	+8	Spell resistance
13th	11	+8	+7	+7	+3	11	6	+8	—
14th	12	+9	+8	+8	+4	12	6	+8	<i>Scry on animal spirit guide*</i>
15th	12	+9	+8	+8	+4	12	6	+10	—
16th	13	+9	+8	+8	+4	13	7	+10	Incorporeal
17th	14	+10	+9	+9	+4	14	7	+10	—
18th	15	+11	+9	+9	+5	15	8	+12	Fast healing
19th	15	+11	+9	+9	+5	15	8	+12	—
20th	16	+12	+10	+10	+5	16	8	+12	—

shaman can cast spells on his animal spirit guide even if the spells normally do not affect creatures of the animal spirit guide's type (magical beast). This ability does not allow the animal spirit guide to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If the spirit shaman is 2nd level or higher and her animal spirit guide is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Commune with Spirits (Sp): If the spirit shaman is 3rd level or higher, her animal spirit guide can act as an intermediary between herself and the spirit realm a number of times per day equal to her Charisma modifier. The spirit shaman must enter a trance and take no other actions for 1 minute, after which she gains the benefits of an *augury* spell with 90% effectiveness. At 5th level, the spirit shaman gains the benefits of a *divination* spell with 90% effectiveness. At 9th level, the knowledge gained is equivalent to a *commune* spell. None of these spell effects require material components.

Deliver Touch Spells (Su): If the spirit shaman is 4th level or higher, her animal spirit guide can deliver touch spells for her. If the spirit shaman and the animal spirit guide are in contact at the time the spirit shaman casts a

touch spell, she can designate the animal spirit guide as the “toucher.” The animal spirit guide can then deliver the touch spell just as the spirit shaman would. As usual, if the spirit shaman casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Shaman (Ex): If the spirit shaman is 5th level or higher, her animal spirit guide and the spirit shaman can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Devotion (Ex): If the spirit shaman is 6th level or higher, her animal spirit guide gains a +4 morale bonus on Will saves against enchantment spells and effects.

Spell Summons (Sp): Her animal spirit guide acts as a direct conduit between a spirit shaman of 7th level or higher and the spirit world, granting the spirit shaman the ability to cast one additional spell per day from among those she is capable of casting. This can be any spell drawn from the full druid spell list—it does not need to be one of the spirit shaman's spells known. This spell is treated like any other spell cast by the spirit shaman, including casting time, duration, and other effects dependent on the caster's level. This spell cannot be modified by metamagic feats or other abilities. A



spirit shaman can summon a different druid spell in this way each time she uses this ability.

Invisibility (Sp): If the spirit shaman is 8th level or higher, her animal spirit guide can become invisible (as the *invisibility* spell) three times per day.

Improved Evasion (Ex): If the spirit shaman is 10th level or higher and her animal spirit guide is subjected to an attack that allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Spell Resistance (Ex): If the spirit shaman is 12th level or higher, her animal spirit guide gains spell resistance equal to the spirit shaman's level + 5. To affect the animal spirit guide with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the animal spirit guide's spell resistance.

Scry on Animal Spirit Guide (Sp): If the spirit shaman is 14th level or higher, she can scry on her animal spirit guide (as if casting *scrying*) once per day.

Incorporeal (Ex): If the spirit shaman is 16th level or higher, her animal spirit guide can take a standard action to become incorporeal for a number of rounds

per day equal to the spirit shaman's level. These rounds need not be consecutive. The animal spirit guide must become corporeal in order to deliver a touch spell for the spirit shaman.

Fast Healing (Ex): If the spirit shaman is 18th level or higher, her animal spirit guide gains fast healing 10.

Animal Spirit Guide Choices

Each kind of animal spirit guide has its own size, speed, attacks, ability scores, and special qualities. Each one provides a particular totem spell, which is given after the animal's statistics. All attacks are made using the creature's full base attack bonus unless otherwise noted. When it attacks, an animal spirit guide adds the creature's Strength modifier to the damage roll, unless it has only one attack, in which case it adds 1-1/2 times its Strength modifier.

BADGER/WOLVERINE

Size Small; **Speed** 30 ft., burrow 10 ft., climb 10 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 claws (1d6); **Ability Scores** Str 10, Dex 17, Con 15, Int 10, Wis 12, Cha 10; **Special Attacks** rage (as a barbarian, 6 rounds per day); **Special Qualities** low-light vision, scent.

Totem Spell Granted: *bloody claws*^{APG}.



CLASSES 1

BAT

Size Small; **Speed** 5 ft., fly 40 ft. (good); **AC** +1 natural armor; **Attack** bite (1d3), 2 talons (1d4); **Ability Scores** Str 8, Dex 15, Con 10, Int 12, Wis 14, Cha 8; **Special Qualities** blindsense 20 ft., low-light vision.

Totem Spell Granted: *echolocation*^{UM}.

BEAR

Size Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 18, Dex 13, Con 15, Int 12, Wis 12, Cha 10; **Special Qualities** low-light vision, scent.

Totem Spell Granted: *bear's endurance*.

BIRD OF PREY (EAGLE/FALCON/HAWK)

Size Small; **Speed** 10 ft., fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d6), 2 talons (1d4); **Ability Scores** Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 10; **Special Qualities** low-light vision.

Totem Spell Granted: *eagle's splendor* (eagle), *aspect of the falcon*^{APG} (falcon or hawk).

BOAR

Size Medium; **Speed** 40 ft.; **AC** +6 natural armor; **Attack** gore (1d6); **Ability Scores** Str 13, Dex 12, Con 15, Int 10, Wis 13, Cha 8; **Special Qualities** low-light vision, scent.

Totem Spell Granted: *rage*.

BUFFALO/BISON

Size Large; **Speed** 40 ft.; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str 19, Dex 10, Con 16, Int 11, Wis 11, Cha 8; **Special Qualities** low-light vision, scent, stampede, trample.

Totem Spell Granted: *bull's strength*.

CARP

Size Small; **Speed** swim 60 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 8, Dex 15, Con 15, Int 13, Wis 17, Cha 14; **Special Qualities** low-light vision.

Totem Spell Granted: *divination*.

CONDOR/VULTURE

Size Small; **Speed** 10 ft., fly 60 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores** Str 12, Dex 13, Con 12, Int 11, Wis 14, Cha 8; **Special Qualities** low-light vision, scent.

Totem Spell Granted: *remove disease*.

COUGAR/JAGUAR

Size Medium; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 13, Dex 17, Con 13, Int 12, Wis 15, Cha 12; **Special Attacks** rake (1d4); **Special Qualities** low-light vision, scent.

Totem Spell Granted: *cat's grace*.

COYOTE/WOLF

Size Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus trip); **Ability Scores** Str 13, Dex 15, Con 15, Int 12, Wis 12, Cha 10; **Special Qualities** scent.

Totem Spell Granted: *bloodhound*^{APG}.

FOX

Size Small; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 17, Con 15, Int 12, Wis 12, Cha 10; **Special Qualities** low-light vision, scent.

Totem Spell Granted: *fox's cunning*.

HORSE

Size Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** bite (1d4), 2 hooves* (1d6); **Ability Scores** Str 16, Dex 13, Con 15, Int 12, Wis 12, Cha 12; **Special Qualities** low-light vision, scent.

*secondary natural attack.

Totem Spell Granted: *communal mount*^{UC}.

MANTA RAY

Size Medium; **Speed** swim 60 ft.; **AC** +1 natural armor; **Attack** tail slap (1d4); **Ability Scores** Str 8, Dex 15, Con 11, Int 10, Wis 13, Cha 10; **Special Qualities** low-light vision, blindsense 30 ft.

Totem Spell Granted: *ride the waves*^{UM}.

OWL

Size Small; **Speed** 10 ft., fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores** Str 10, Dex 15, Con 12, Int 13, Wis 16, Cha 10; **Special Qualities** low-light vision.

Totem Spell Granted: *owl's wisdom*.

SNAKE

Size Small; **Speed** 20 ft., climb 20 ft., swim 20 ft.; **AC** +2 natural armor; **Attack** bite (1d3 plus poison); **Ability Scores** Str 8, Dex 17, Con 11, Int 12, Wis 12, Cha 6; **Special Attacks** poison (*Frequency* 1 round (6), *Effect* 1 Con damage, *Cure* 1 save, Con-based DC); **Special Qualities** low-light vision, scent.

Totem Spell Granted: *neutralize poison*.

STAG/ELK

Size Medium; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** gore (1d6), 2 hooves (1d3); **Ability Scores** Str 12, Dex 17, Con 15, Int 12, Wis 12, Cha 10; **Special Qualities** low-light vision, scent.

Totem Spell Granted: *aspect of the stag*^{APG}.

TURTLE

Size Small; **Speed** 10 ft., swim 20 ft.; **AC** +6 natural armor; **Attack** bite (1d4); **Ability Scores** Str 6, Dex 13, Con 15, Int 13, Wis 12, Cha 14; **Special Ability** shell (withdraw into shell as swift action, +4 bonus to existing natural armor; take no actions except emerge from shell as free action); **Special Qualities** low-light vision, scent.

Totem Spell Granted: *protection from arrows*.



THEURGE

Some spend their lives poring over ancient tomes and texts. Others devote their lives to the gods, acting as emissaries of the divine. The theurge seeks to achieve a perfect balance between the divine and the arcane, blending both kinds of magic into a powerful and cohesive whole. Theurges revel in the unbridled wonders of magic, regardless of its source. They strive to refine their magical abilities, and are often consumed by their quest to accomplish ever greater feats of spellcasting.

ROLE: Although many theurges worship a specific deity, typically a god or goddess of magic, others choose instead to venerate personifications of magical forces or perhaps even magic itself. Theurges are obsessed with an unquenchable thirst to further their understanding and mastery of spellcasting and magic. Their strength lies in the ability to draw upon, combine, and manipulate the powers of magic in all its forms to overcome any obstacle or danger.

ALIGNMENT: Any.

HIT DIE: d6.

Class Skills

The theurge's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

SKILL RANKS PER LEVEL: 2 + Int modifier.

STARTING WEALTH: 2d6 × 10 gp (average 70 gp).

Class Features

All of the following are class features of the theurge.

WEAPON AND ARMOR PROFICIENCY: A theurge is proficient with all simple weapons. A theurge is not proficient with any type of armor or shield. Armor interferes with a theurge's movements, which can cause his arcane spells with somatic components to fail.

SPELLS: A theurge casts divine spells drawn from the cleric spell list and arcane spells drawn from the sorcerer/wizard spell list. A theurge must choose and prepare his spells in advance.

To prepare or cast an arcane spell, a theurge must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a



theurge's arcane spell is 10 + the spell level + the theurge's Intelligence modifier.

To prepare or cast a divine spell, a theurge must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a theurge's divine spell is 10 + the spell level + the theurge's Wisdom modifier. A theurge can cast only a certain number of arcane spells and divine spells of each spell level per day. His base daily spell allotment is given on Table 11: Theurge. In addition, he receives bonus spells per day if he has a

Table 11: Theurge

LEVEL	BASE ATTACK	FORT	REF	WILL	SPECIAL	SPELLS PER DAY									
	BONUS	SAVE	SAVE	SAVE		0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+0	+0	+0	+2	Cantrips, orisons	2+1	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Scribe Scroll	2+2	1+1	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Focused caster	2+2	1+1	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Combined spell	2+2	2+1	1+1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Spell synthesis 1/day	2+2	2+1	1+1	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	<i>Innate spell</i>	2+2	2+1	2+1	1+1	—	—	—	—	—	—
7th	+3	+2	+2	+5	Combined spell (2nd)	2+2	2+2	2+1	1+1	1	—	—	—	—	—
8th	+4	+6	+2	+6	Bonus feat	2+2	2+2	2+1	2+1	1+1	—	—	—	—	—
9th	+4	+3	+3	+6	<i>Innate spell</i> (2nd), wand adept	2+2	2+2	2+2	2+1	1+1	1	—	—	—	—
10th	+5	+3	+3	+7	Combined spell (3rd)	2+2	2+2	2+2	2+1	2+1	1+1	—	—	—	—
11th	+5	+3	+3	+7	Spell synthesis 2/day	2+2	2+2	2+2	2+2	2+1	1+1	1	—	—	—
12th	+6/+1	+4	+4	+8	<i>Innate spell</i> (3rd)	2+2	2+2	2+2	2+2	2+1	2+1	1+1	—	—	—
13th	+6/+1	+4	+4	+8	Combined spell (4th)	2+2	2+2	2+2	2+2	2+2	2+1	1+1	1	—	—
14th	+7/+2	+4	+4	+9	Bonus feat	2+2	2+2	2+2	2+2	2+2	2+1	2+1	1+1	—	—
15th	+7/+2	+5	+5	+9	<i>Innate spell</i> (4th)	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	1	—
16th	+8/+3	+5	+5	+10	Combined spell (5th)	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1	1+1	—
17th	+8/+3	+5	+5	+10	Spell synthesis 3/day	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	1
18th	+9/+4	+6	+6	+11	<i>Innate spell</i> (5th)	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1	1+1
19th	+9/+4	+6	+6	+11	Combined spell (6th)	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1
20th	+10/+5	+6	+6	+12	Master theurge	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2

“1” indicates that the theurge may prepare either an arcane or divine spell of that level per day.

“1+1” indicates that the theurge may prepare one arcane and one divine spell of that level per day.

“2+1” indicates that the theurge has the choice of preparing either two arcane spells and one divine spell or two divine spells and one arcane spell of that level per day.

high Intelligence or Wisdom score (see Table 1–3: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*). A theurge receives bonus arcane spells for a high Intelligence score and bonus divine spells for a high Wisdom score.

A theurge does not know all divine spells of a given level, as a cleric does. Instead, he prepares divine spells from his prayer book, which contains his collection of written divine spells.

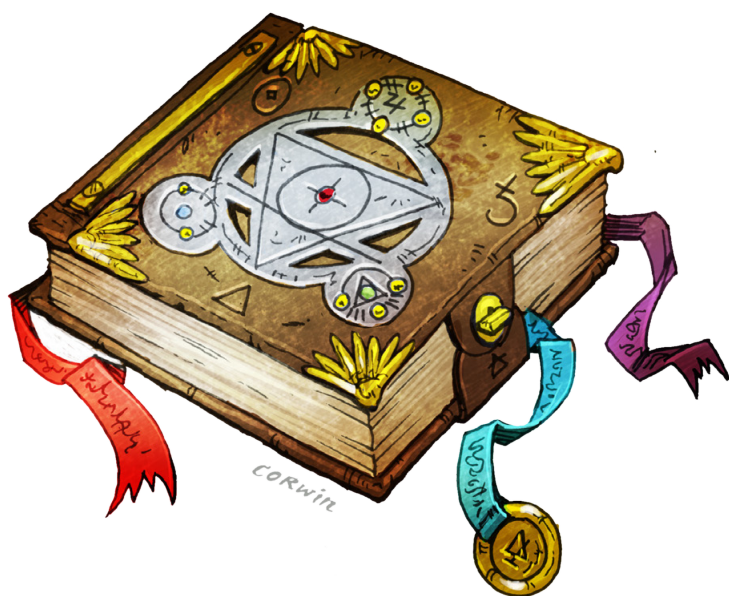
A theurge must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook (for arcane spells) and his prayer book (for divine spells) and deciding which spells to prepare.

CANTRIPS AND ORISONS: Theurges can prepare a number of cantrips (0-level arcane spells), and orisons (0-level divine spells) each day, as noted on Table 11: Theurge under Spells per Day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

SPELLBOOKS: A theurge must study his spellbook each day to prepare his arcane spells. He cannot prepare any spell not recorded in his spellbook, except for *read magic*, which all theurges can prepare from memory.

A theurge begins play with a spellbook containing all 0-level sorcerer/wizard spells plus three 1st-level sorcerer/wizard spells of his choice. The theurge also selects a number of additional 1st-level sorcerer/wizard spells equal to his Intelligence modifier to add to the spellbook. At each new theurge level, he gains two new sorcerer/wizard spells of any spell level or levels that he can cast (based on his new theurge level) for his spellbook. At any time, a theurge can also add spells from borrowed or captured spellbooks to his own.

PRAYER BOOK: A theurge does not receive his divine spells directly from the deity or other mystical force he venerates. Instead, he must search for and collect new divine spells to record in his prayer book, much the same as he does with arcane spells for his spellbook. These divine spells can come from divine scrolls, holy tablets,



or other magical writings. A theurge cannot prepare any divine spell not recorded in his prayer book.

A theurge begins play with a prayer book containing all 0-level cleric spells plus three 1st-level cleric spells of the player's choice. The theurge may also select a number of additional 1st-level cleric spells equal to his Wisdom modifier to add to his prayer book. At each new theurge level, he gains two new cleric spells of any spell level or levels that he can cast (based on his new theurge level). At any time, a theurge can also add divine spells found on scrolls or in other magical writings to his prayer book.

BONUS LANGUAGES: A theurge's bonus language options include Celestial, Abyssal, Draconic and Infernal. These choices are in addition to the bonus languages available to the character because of his race.

SCRIBE SCROLL: At 2nd level, a theurge gains Scribe Scroll as a bonus feat.



THEURGES IN MIDGARD

Theurges in Midgard are purveyors of a complex tradition, requiring both innate talent and careful cultivation and learning. As a result, they are found only in the greatest and most learned societies. Such places include the Valeran Empire before its fall, Ankeshel in its golden age, and Nuria Natal since its founding. Almost all Nurian theurges are followers of Thoth-Hermes, have studied for a decade or more in Laksor, and are devoted to the nation's interests and stability. In addition, theurges can be found in Khandirian temple-cities, where they are devoted to several of the Red Empire's gods.

FOCUSED CASTER (Ex): Beginning at 3rd level, a theurge may roll twice on any concentration check and take the higher result.

COMBINED SPELL (Su): Starting at 4th level, a theurge can prepare and cast arcane spells using available divine spell slots and vice versa. Spells prepared and cast in this way take up a slot one level higher than they otherwise would have occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both the cleric spell list and the sorcerer/wizard spell list.

At 4th level, a theurge can prepare 1st-level arcane spells using available 2nd-level divine spell slots or 1st-level divine spells using available 2nd-level arcane spell slots. Every three levels thereafter, the maximum level of spells that can be prepared in this way increases by one, to a maximum of 6th-level spells at 19th level. (Such spells would take up 7th-level spell slots.) Despite being prepared and cast using a higher-level spell slot, a combined spell is still treated in all ways like a spell of its actual level.

For example, a 7th-level theurge who has already prepared all his allotted 3rd-level arcane spells for the day could still prepare a *fireball* spell by using an available 4th-level divine spell slot. The fireball would still be considered in all ways a 3rd-level arcane spell.

SPELL SYNTHESIS (Su): At 5th level and higher, a theurge can cast two spells he has prepared, one arcane and one divine, using one action. Both of the spells must have the same casting time. The theurge can make any decisions concerning the spells independently of each other. Any target affected by both spells takes a –4 penalty on saving throws against each spell. A theurge receives a +4 bonus on caster level checks made to overcome spell resistance involving either of the two spells. A theurge can use this ability once per day at 5th level and one additional time per day at 11th and 17th levels.

INNATE SPELL (Sp): As a theurge's mastery of magic improves, he learns to cast a small number of spells spontaneously. Beginning at 6th level, a theurge may designate one 1st-level spell he knows. He can now cast this spell once per day as a spell-like ability, without needing to prepare it ahead of time. This innate spell is in addition to the theurge's normal allotment of spells and does not count against his spells per day. The caster level for this spell is equal to the theurge's caster level.

At 9th level and every three levels thereafter (12th, 15th, and 18th), the theurge may designate an additional spell that he can use once per day as a spell-like ability. Whenever he gains an additional spell, the maximum level of spells he can designate increases by one, to a maximum of a 5th-level innate spell at 18th level. A theurge cannot change an innate spell once it is designated and cannot designate the same spell more than once.

BONUS FEATS: At 8th and 14th levels, a theurge gains a bonus feat. At each such opportunity, he must choose a metamagic feat, an item creation feat, Spell Focus, Greater Spell Focus, Spell Penetration, or Greater Spell Penetration. The theurge must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The theurge is not limited to the categories or specific feats listed above when choosing those other feats.

WAND ADEPT (Su): A theurge of 9th level or higher can use his innate magic to power wands. When he wields a wand that contains a spell on one of his spell lists, the theurge uses his own ability score (Intelligence for arcane

spells, Wisdom for divine spells) to determine the wand's save DC. At 14th level, a theurge uses his caster level when activating the power of a wand if it's higher than the caster level of the wand.

MASTER THEURGE (Su): At 20th level, a theurge becomes a true master of arcane and divine magic. He no longer needs to expend a spell slot one level higher when using combined spells. In addition, he may apply any single metamagic feat that he knows to a spell he is about to cast. This does not alter the level of the spell or the casting time. The theurge can apply a metamagic feat in this way a number of times per day equal to his Intelligence or Wisdom modifier (whichever is higher).





TINKERER

Master inventors, builders and engineers, tinkers are experts with all manner of mechanical contraptions and devices. While some tinkers are content to spend their days happily putting away in shops or guildhalls, others seek lives of adventure and exploration. Driven by the thrill of creation, a thirst to learn new things, and an innate talent with anything involving clockwork, mechanical traps, gears, or explosives, such tinkers roam the land in search of new inspiration and knowledge.

ROLE: While sometimes seen as mad scientists, tinkers are still welcomed in most adventuring groups. They are competent combatants, whether firing a well-placed crossbow bolt or hurling their volatile grenades. With their clockwork companions always close by, tinkers are well suited, and well equipped, for almost every contingency.

ALIGNMENT: Any.

HIT DIE: d8.

Class Skills

The tinkerer's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Survival (Wis), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 6 + Int modifier.

STARTING WEALTH: 4d6 × 10 gp (average 140 gp).

Class Features

All of the following are class features of the tinkerer.

WEAPON AND ARMOR PROFICIENCY: A tinkerer is proficient with all simple weapons plus the hand crossbow, the repeating crossbow, and his grenades. He is also proficient with light and medium armor, but not with shields.

CLOCKWORK COMPANION (Ex): A tinkerer begins play with a small, clockwork creature that he has personally built. This clockwork companion is composed of tiny gears, belts, pistons, and other mechanical parts, all operating seamlessly beneath a carefully articulated, metallic exoskeleton. Tinkers typically create their companions to resemble an animal of some kind, though some companions bear little, if any, resemblance to anything from the natural world.

A clockwork companion's Hit Dice, saving throws, skills, feats, and abilities are tied to the tinkerer's class level and increase as the tinkerer gains levels. The tinkerer receives a number of resource points at each level that can be used to modify and upgrade the clockwork companion with new or enhanced abilities and functions. Resource

points represent time and energy spent, as well as funds and supplies expended to make such modifications. Whenever the tinkerer gains a level, he must decide how these points are spent, and they are set until he gains another level of tinkerer. See Clockwork Companions, below, for more information.

GRENADES (Ex): A tinkerer is skilled at building and arming small but powerful grenades that he can hurl at his enemies. He can use a number of grenades each day equal to his tinkerer level + his Intelligence modifier. Grenades are unstable—if one is not used in the round it is created, it explodes, dealing maximum damage. Their instability and intricate method of creation prevents large numbers of



Table 12: Tinkerer

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+2	+0	Clockwork companion, grenades 1d6
2nd	+1	+3	+3	+0	<i>Remarkable repairs</i>
3rd	+2	+3	+3	+1	Grenades 2d6
4th	+3	+4	+4	+1	Expertise
5th	+3	+4	+4	+1	Grenades 3d6, trapfinding
6th	+4	+5	+5	+2	Accomplished grenadier
7th	+5	+5	+5	+2	Grenades 4d6
8th	+6/+1	+6	+6	+2	Expertise, Master Craftsman
9th	+6/+1	+6	+6	+3	Grenades 5d6
10th	+7/+2	+7	+7	+3	Mechanical genius
11th	+8/+3	+7	+7	+3	Grenades 6d6
12th	+9/+4	+8	+8	+4	Expertise, trap builder
13th	+9/+4	+8	+8	+4	Grenades 7d6
14th	+10/+5	+9	+9	+4	Inspired expertise
15th	+11/+6/+1	+9	+9	+5	Grenades 8d6
16th	+12/+6/+1	+10	+10	+5	Expertise
17th	+12/+7/+2	+10	+10	+5	Grenades 9d6
18th	+13/+8/+3	+11	+11	+6	Exceptional expertise
19th	+14/+9/+4	+11	+11	+6	Grenades 10d6
20th	+15/+10/+5	+12	+12	+6	Master tinkerer

grenades from being created and stored. In order to create a grenade, a tinkerer must have the proper raw materials, including black powder, metal pellets, tiny gears, and other mechanical contraptions, which he assembles within a specially constructed hollow metal vessel fitted with a trigger, a fuse, and a detonator. A tinkerer can create the metal vessel from bits and pieces found in an alchemy lab or a typical metalsmith's shop, and these supplies can be easily refilled in the same manner as a spellcaster's component pouch. Most tinkerers create a number of these hollow metal vessels at the start of the day equal to the number of grenades they can create that day.

Drawing the materials of, assembling, and throwing a grenade is a standard action that provokes an attack of opportunity. Thrown grenades have a range of 20 feet and use the Throw Splash Weapon special attack (see Chapter 8 of the *Pathfinder Roleplaying Game Core Rulebook*). Grenades are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a tinkerer's grenade inflicts 1d6 hp damage + additional damage equal to the tinkerer's Intelligence modifier. Half of this damage is bludgeoning, and the other

half is piercing. The damage from a tinkerer's grenade increases by 1d6 points at every odd-numbered tinkerer level (this extra damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a tinkerer's grenade is always equal to the grenade's minimum damage (so if the grenade would deal 2d6+4 hp damage on a direct hit, its splash damage would be 6 hp, 3 of which are bludgeoning, and 3 of which are piercing). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the tinkerer's level + the tinkerer's Intelligence modifier.

REMARKABLE REPAIRS (Sp): At 2nd level, a tinkerer gains an almost preternatural ability to repair damaged objects. He can cast *mending* as a spell-like ability a number of times per day equal to 3 + his Int modifier. Doing this requires a full-round action, and the tinkerer must be in physical contact with the object to be repaired. Beginning at 6th level, this ability instead provides the effect of *make whole*. The tinkerer's level is the caster level for these spell-like abilities, and he uses Intelligence to determine his bonus on concentration checks.



EXPERTISE (Ex): At 4th level and higher, a tinkerer adds his Intelligence modifier to Disable Device and Use Magic Device skill checks. In addition, he may select a skill from the following list: Appraise, Craft (alchemy, armor, clockwork, locks, traps, or weapons), Disable Device, Knowledge (engineering), Profession (architect or engineer), or Use Magic Device. The tinkerer gains a +2 competence bonus to the skill, and a +2 insight bonus to Perception checks directly pertaining to that skill.

At 8th level and every four levels thereafter, the tinkerer can select a new skill from the above list. In addition, at each such interval, the skill bonus and Perception bonus in any one skill selected (including the one just selected, if so desired) increases by +2.

TRAPFINDING: Beginning at 5th level, a tinkerer adds half his level to Perception skill checks made to locate traps and to Disable Device skill checks. A tinkerer can use Disable Device to disarm magic traps.

ACCOMPLISHED GRENADE (Ex): Beginning at 6th level, a tinkerer learns to modify, add to, and otherwise enhance his grenades as he assembles them. The tinkerer may modify a number of grenades per day equal to 3 + his Intelligence modifier. These modifications do not stack—only one such modification can be made to an individual grenade.

Incendiary Grenade: When you assemble a grenade, you can increase its splash radius to 10 feet. In addition to the standard bludgeoning and piercing damage, a creature that takes a direct hit from an incendiary grenade also catches fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a successful Reflex save. Rolling on the ground provides the target with a +2 bonus to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Immolation Grenade: When you assemble an immolation grenade, it functions like an incendiary grenade. In addition, it creates a cloud of roiling smoke and white-hot embers that duplicates the effects of an *incendiary cloud* spell, filling a 20-foot radius for a number of rounds equal to your tinkerer level. You must be at least 16th level to make this modification.

Precision Grenade: Whenever you assemble and throw a precision grenade, you can select a number of squares

equal to your Intelligence modifier to not be affected by the splash damage from the grenade. If the grenade misses, this modification has no effect.

Specialized Grenade: When you assemble one of your grenades, you can pack it with pellets of silver, cold iron, or adamantite, instead of the standard iron pellets. Damage from a specialized grenade bypasses damage reduction as appropriate to that material type

Thundering Grenade: When you assemble a grenade, you can modify it to explode with a deafening bang, causing sonic damage. A thundering grenade deals 1d4 hp sonic damage, plus an additional 1d4 hp sonic damage for every odd-numbered tinkerer level you have, instead of the standard bludgeoning and piercing damage. In addition, each creature within a 10-foot-radius spread must make a Fortitude save (DC 10 + 1/2 your level + your Int modifier) or be deafened for a number of minutes equal to your tinkerer level. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Shock Grenade: When you create a grenade, you can choose to have it deal electricity damage instead of the standard bludgeoning and piercing damage. Creatures that take a direct hit from a shock grenade are also dazzled for 1d4 rounds.

Smoke Grenade: When you create a grenade, you can choose to have it produce a cloud of thick smoke when it detonates, in addition to the standard bludgeoning and piercing damage. The cloud functions as a *fog cloud* spell, filling an area equal to twice the grenade's splash radius for a number of rounds equal to your tinkerer level.

MASTER CRAFTSMAN (Ex): At 8th level, a tinkerer gains Master Craftsman as a bonus feat. He must meet the prerequisites for this feat.

MECHANICAL GENIUS (Ex): At 10th level, a tinkerer becomes particularly adept at modifying and manipulating all manner of mechanical traps. Whenever he attempts to disarm a mechanical trap using Disable Device, he does not spring the trap unless he fails by 10 or more. If he does set off a trap he was attempting to disarm, he adds his Intelligence bonus to the save to avoid the trap. The tinkerer can also bypass a mechanical trap even if his Disable Device check did not exceed the DC by 10 or more. If the tinkerer bypasses a mechanical trap without disarming it, he can also choose to suppress its trigger for up to 1 minute. If he does so, he can choose to end this suppression prematurely as a free action.



GUNSMITH

In campaigns that allow firearms and/or the gunslinger^{UC} class, it would be appropriate to allow tinkerers to apply their considerable skills to guns. In this case, a tinkerer can take Gunsmithing^{UC} instead of Master Craftsman as a bonus feat at 8th level.

TRAP BUILDER (Ex): At 12th level, a tinkerer becomes extremely skilled at building mechanical traps. He adds half his level to the DC for all Perception and Disable Device skill checks to find or disable traps he builds using the Craft (traps) skill. He also adds half his level to the DC for all saving throws against the effects of any such trap.

INSPIRED EXPERTISE (Ex): At 14th level and higher, when a tinkerer makes a skill check with any skill he has selected for his expertise class feature, he can roll twice and take the higher result. He can do this a number of times per day equal to his Intelligence modifier.

EXCEPTIONAL EXPERTISE (Ex): At 18th level, a tinkerer becomes so adept with certain skills that he can use them even under the most harrowing conditions. When making a skill check with any skill he has selected for his expertise class feature, he can take 10 even if stress and distractions would normally prevent him from doing so. Once per day, the tinkerer can instead take 20 on any such skill check as a standard action, instead of spending the normal amount of time that taking 20 requires.

MASTER TINKERER (Ex): At 20th level, a tinkerer is no longer limited in the number of grenades he can modify when he uses accomplished grenadier. In addition, he no longer has a daily limit to the number of times he can use inspired expertise.

CLOCKWORK COMPANIONS

A clockwork companion's abilities are determined by the tinkerer's level and by the modifications made using resource points. Table 13: Clockwork Companion Base Statistics provides many of the qualities of clockwork companions.

A clockwork companion is a special, advanced form of construct. It has the clockwork subtype and the following traits:

- No Constitution score. For any DCs or other statistics that rely on a Constitution score, a clockwork companion is treated as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or fewer.
- Cannot be raised or resurrected.

CRAFT (CLOCKWORK) SKILL

In societies rich with mechanical devices and automatons, many citizens may do nothing but wind keys, feed boilers, and repair gears all day long. Although most NPCs in such societies may know a thing or two about the technology that surrounds them, true expertise is required to make a lasting repair that goes beyond the simple restoration of fuel or resetting of a valve.

Craft (Clockwork)

This skill operates just like any other Craft skill, but because of the complexity of clockwork devices, the DCs start at 10 for the most basic items and skyrocket to 40 or higher to create a gearforged. (For complete information, see "Clockwork Skills" in the Advanced Races Compendium.) A clockworker can attempt to create a clockwork item in half the normal amount of time by adding +5 to the DC of the desired item. This skill may be used to repair clockworks in the following ways.

Quick Fix: You may use a full-round action to remove the broken condition from a clockwork item for a short time. Make a Craft (clockwork) check (DC 10 + hp of damage to be repaired). Success means you may use that item normally for a number of rounds equal to your ranks in Craft (clockwork).

Repair Clockwork Companion: A tinkerer is uniquely adept at repairing his clockwork companion, and can do so in much less time than necessary to make similar repairs on other clockwork creations. Repairing a clockwork companion takes 1 hour. Make a Craft (clockwork) skill check (DC 12 + companion's Hit Dice). If you are successful, restore 1d8 hp per tinkerer level to the companion. If you exceed the DC by 5 or more, add your Intelligence modifier (if positive) to this amount.

Repair Construct: Repairing a construct or a sentient clockwork (such as a gearforged) takes 4 hours. Make a Craft (clockwork) skill check (DC 15 + construct's Hit Dice). If you are successful, restore 1d4 hp to the construct. If you exceed the DC by 5 or more, add your Intelligence modifier (if positive) to this amount.

Treat Critical Damage: To treat critical damage, make a Craft (clockwork) skill check (DC 20) as a full-round action. Success restores 2 hp per level or Hit Dice of the creature. Success of 5 or more over the DC adds your Intelligence modifier (if positive) to this amount. A creature can only benefit from this ability once every 24 hours.



- Cannot normally heal damage on its own, but can be repaired through the use of the Craft (clockwork) skill. Can also be healed through spells such as *make whole* or the fast healing modification.
- Take 150% damage from electricity attacks.

If a clockwork companion is destroyed, a tinkerer can build a new one. To build a new clockwork companion, the tinkerer must spend $100 \text{ gp} \times \text{his tinkerer level}$ for parts and other supplies and spend a number of 8-hour days equal to his tinkerer level rebuilding it.

The information presented on Table 13 is explained below.

Class Level: This is the character's tinkerer level.



TINKERERS IN MIDGARD

Tinkerers in Midgard are associated with the goddess Rava and her creations, the gearforged. Humans, dwarves, and kobolds often take up the tinkerer's trade, and such folk can be found in the Cantons, in Zobeck, the Seven Cities, and occasionally elsewhere. Some say that the dust goblins have tinkerers as well, and certainly there is evidence to support this, though the race as a whole seems too enthralled with taking outrageous risks to have anything so formal as a tinkering tradition.

HD: This is the total number of 10-sided (d10) Hit Dice the clockwork companion possesses.

BAB: This is the clockwork companion's base attack bonus. A companion's base attack bonus is equal to its Hit Dice. Clockwork companions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the clockwork companion's base saving throw bonuses.

Skills: This lists the clockwork companion's total skill ranks. The tinkerer can assign skill ranks to any applicable skill, but the companion must possess the appropriate appendages to use some skills. A companion cannot have more ranks in a skill than it has Hit Dice. It also cannot use any skill based on Intelligence or Constitution. It can only use, or have ranks in, skills related to Charisma, Dexterity, Strength, or Wisdom. A companion's skill ranks are set once chosen, even if the companion changes when the tinkerer gains a new level. A clockwork companion does not have class skills.

Feats: This is the total number of feats possessed by a clockwork companion. The tinkerer can assign his companion any feat that it qualifies for, but it must possess the appropriate appendages to use some feats. A companion's feats are set once chosen, even if the companion is drastically modified as the tinkerer gains new levels. If, due to these changes, the companion no longer qualifies for a feat, the feat provides no benefit until the companion once again qualifies for the feat.

Armor Bonus: The number noted here is the clockwork companion's base total armor bonus. This bonus can be split between an armor bonus and a natural armor bonus, as decided by the tinkerer. This number is modified by the companion's base form and some options that are available through modifications. A clockwork companion cannot wear armor of any kind.

Resource Points: This value is the number of points in the clockwork companion's resource point pool. Resource points can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to a companion. Whenever a tinkerer gains a level, the number in this pool increases, and he can spend these points to change the abilities of his companion. These choices are not set. A tinkerer can change them whenever he gains a level.

Max. Attacks: This indicates the maximum number of attacks that a clockwork companion is allowed to have at the given level. If the companion is at its maximum, it cannot take modifications that grant additional natural attacks. A clockwork companion cannot wield a weapon or make attacks with one.

Commands: A tinkerer controls his clockwork companion through a set of specific, preprogrammed commands. This value indicates the number of commands that a

Table 13: Clockwork Companion Base Statistics

CLASS LEVEL	HD	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SKILLS	FEATS	NATURAL ARMOR BONUS	RESOURCE POINTS	MAX. ATTACKS	COMMANDS
1st	1	+1	+2	+2	+0	4	1	0	2	2	2
2nd	2	+2	+3	+3	+0	8	1	+2	3	2	2
3rd	3	+3	+3	+3	+1	12	2	+2	4	3	3
4th	3	+3	+3	+3	+1	12	2	+2	5	3	3
5th	4	+4	+4	+4	+1	16	2	+4	6	3	3
6th	5	+5	+4	+5	+1	20	3	+4	7	3	4
7th	6	+6	+5	+5	+2	24	3	+6	8	4	4
8th	6	+6	+5	+5	+2	24	3	+6	9	4	4
9th	7	+7	+5	+5	+2	28	4	+6	10	4	5
10th	8	+8	+6	+6	+2	32	4	+8	11	4	5
11th	9	+9	+6	+6	+3	36	5	+8	12	5	5
12th	9	+9	+6	+6	+3	36	5	+10	13	5	6
13th	10	+10	+7	+7	+3	40	5	+10	14	5	6
14th	11	+11	+7	+7	+3	44	6	+10	15	5	6
15th	12	+12	+8	+8	+4	48	6	+12	16	6	7
16th	12	+12	+8	+8	+4	48	6	+12	17	6	7
17th	13	+13	+8	+8	+4	52	7	+14	18	6	7
18th	14	+14	+9	+9	+4	56	7	+14	19	6	8
19th	15	+15	+9	+9	+5	60	8	+14	20	7	8
20th	15	+15	+9	+9	+5	60	8	+16	21	7	9

companion can understand. A companion always seeks to follow such commands to the best of its ability and follows commands only from the tinkerer that created it. Issuing a command is a free action. Typical commands include:

Attack: The companion attacks apparent enemies. You can point to a particular creature that you want the clockwork companion to attack, and it will comply if able.

Come: The companion moves toward you.

Defend: The companion defends you (or is ready to defend you if no threat is present), even without any command being given. You can instead command the clockwork companion to defend another specific character.

Disengage: The companion breaks off from combat or otherwise backs down. A companion that doesn't know this command continues to fight until it is destroyed or its opponent is defeated.

Follow: The companion follows you.

Guard: The companion stays in place and prevents others from approaching.

Get: The companion moves to and fetches a specific object. If you do not point out a specific item, the companion fetches a random object.

Standby: The companion places itself on standby. While on standby, it cannot move or take any actions. It

remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not reduce the time before a companion needs to be wound again (see Winding a Companion, below). A companion can cancel this state as a swift action.

Work: The companion performs a work-related task.

Winding a Companion

A clockwork companion must be wound with a special key, created by the tinkerer, in order to function. This key is inserted into the clockwork companion and turned clockwise to wind it. Turning the key counterclockwise has the effect of unwinding the machine. Either activity requires a full-round action. A clockwork companion can remain active for a number of days equal to its Hit Dice before it needs to be wound again.

Only a willing (or helpless) clockwork companion will allow itself to be unwound, meaning that only the tinkerer or someone the tinkerer has specifically designated can normally do so. Since each companion's key is unique, construction of a new key requires a successful Craft (Clockwork) or Disable Device check (DC 20 + the clockwork companion's HD).



Base Clockwork Companion

A clockwork companion is initially constructed as either a biped or a quadruped. The body of a biped has two upper limbs (arms) and two lower limbs (legs). The body of a quadruped has two pairs of legs.

BASE QUADRUPED CLOCKWORK COMPANION

Starting Statistics: Size Small; Speed 30 ft.; AC +1 natural armor; Ability Scores Str 10, Dex 10, Con —, Int —, Wis 10, Cha 1

BASE BIPED CLOCKWORK COMPANION

Starting Statistics: Size Small; Speed 20 ft.; AC +2 natural armor; Ability Scores Str 10, Dex 10, Con —, Int —, Wis 10, Cha 1

MODIFICATIONS

Each clockwork companion has a number of resource points that the tinkerer can spend to give his companion new abilities, powers, and other upgrades. These abilities, called modifications, can be changed whenever the tinkerer gains a new level, but they are otherwise set. Some modifications require that the companion have a specific prerequisite, or that the tinkerer be of a specific level, before they can be used. Some modifications grant the companion additional methods of attack. Attacks identified as primary are made using the companion's full base attack bonus and add the companion's Strength modifier to attack and damage rolls. Attacks identified as secondary are made using the companion's base attack bonus – 5 and add half the clockwork companion's Strength modifier to attack and damage rolls.

Modifications are grouped below by their cost in resource points. Resource points cannot be saved. All available points must be spent whenever the tinkerer gains a level, or they are lost. Unless otherwise noted, each modification can be selected only once.

1-Point Modifications

The following modifications cost 1 point apiece from the clockwork companion's resource point pool.

Ability Increase (Ex): The companion receives stronger pistons, smoother gears, or better protected internal parts. Increase the companion's Strength, Dexterity, or Wisdom score by +2. This modification can be selected more than once. Each time a companion receives this modification, it can be applied to any of the three ability scores.

Bite (Ex): The companion gains an articulated maw full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack that deals 1d4 hp damage (1d6 if Medium, 1d8 if Large).

Claws (Ex): The companion gains a pair of claw-like appendages at the end of one pair of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 hp damage (1d6 if Medium, 1d8 if Large).

This modification can be selected more than once, but the companion must have an appropriate number of limbs.

Climb (Ex): The companion gains a climb speed equal to its base speed. This modification can be selected more than once. Each additional time it is selected, the companion's climb speed increases by 20 feet.

Improved Damage (Ex): One of the companion's attacks is particularly deadly. Select one form of attack and increase the damage die type by one step. This modification can be selected more than once. Its effects do not stack. Each time a tinkerer selects this modification for his companion, it applies to a different form of attack.

Improved Natural Armor (Ex): The strength of the companion's outer plates becomes armor-like, giving it a +2 bonus to its natural armor. This modification can be taken once for every five levels the tinkerer possesses.

Mount (Ex): The tinkerer modifies his companion to serve as a mount. The companion must be at least one size category larger than the tinkerer.

Pincers (Ex): The companion is outfitted with large pincers at the end of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d4 hp damage (1d6 if Medium, 1d8 if Large). Clockwork companions with the grab modification linked to pincers gain a +2 bonus on CMB checks made to grapple. This modification can be selected more than once, but the companion must have an appropriate number of limbs.

Pull (Ex): The companion gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the check is successful, the target of the attack is pulled 5 feet closer to the companion. This ability works only on creatures of a size equal to or smaller than the companion. Creatures pulled in this way do not provoke attacks of opportunity. The companion must have a reach of 10 feet or more to select this modification. This modification can be selected more than once. Its effects do not stack. Each time a companion receives this modification, it applies to a different natural attack.

Push (Ex): The companion gains the ability to push creatures away with a successful attack. Select one type of attack. Whenever the clockwork companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the check is successful, the target of the attack is pushed 5 feet directly away from the companion. This ability works only on creatures of a size equal to or smaller than the clockwork companion. Creatures pushed in this way do not provoke attacks of opportunity. This modification can be selected more than once. Its effects do not stack. Each time a companion receives this modification, it applies to a different attack.



CLASSES 1

Reach (Ex): One of the companion's attacks becomes capable of striking at foes at a distance. Pick one attack. The clockwork companion's reach with that attack increases by 5 feet.

Resistance (Ex): The companion's form becomes resistant to one energy type: acid, cold, electricity, fire, or sonic. The clockwork companion gains resist 5 against that energy type. This resistance increases by 5 for every five levels the tinkerer possesses, to a maximum of 15 at 10th level. This modification can be selected more than once. Its effects do not stack. Each time a companion receives this modification, it applies to a different energy type.

Skilled (Ex): The companion becomes especially adept at a specific skill, gaining a +8 competence bonus on that skill. This modification can be selected more than once. Its effects do not stack. Each time the clockwork companion receives this modification, it applies to a different skill.

Slam (Ex): The companion can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d4 hp damage (1d6 if Medium, 1d8 if Large). The companion must have upper limbs (arms) to take this modification. This modification can be selected more than once, but the companion must have an appropriate number of limbs.

2-Point Modifications

The following modifications cost 2 points apiece from the clockwork companion's resource point pool.

Efficient Winding (Ex): The companion can function for 2 days per Hit Die every time it is wound.

Flight (Ex): The companion receives wings or similar apparatus, allowing it to fly. It gains a fly speed equal to its base speed. Small and Medium clockwork companions have good maneuverability, while Large clockwork companions have average maneuverability. A tinkerer must be at least 5th level before selecting this modification.

Gore (Ex): The companion is fitted with one or more horn-like protrusions, giving it a gore primary attack. The gore deals 1d6 hp damage (1d8 if Medium, 2d6 if Large).

Grab (Ex): The companion excels at grappling foes, gaining the grab ability. Pick one of the companion's attacks (bite, claw, pincers, or slam). Whenever the companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If it is successful, the companion grapples the target. This ability works only on creatures of the same size as the companion or smaller. A companion with this modification receives a +4 bonus on CMB checks made to grapple.

Immunity (Su): The companion's body is enhanced, gaining immunity to one type of energy. Pick one energy type: acid, cold, electricity, fire, or sonic. The companion gains immunity to that energy type. This modification can be selected more than once. Its effects do not stack. Each time

it is selected, it applies to a different energy type. A tinkerer must be at least 7th level before selecting this modification.

Increased Size (Ex): The companion is increased in size, becoming Medium. The companion gains a +2 bonus to Strength and a +1 bonus to natural armor. A tinkerer must be at least 8th level before selecting this modification.

If 2 additional resource points are spent on a Medium companion, its size is increased to Large. The companion gains an additional +2 bonus to Strength and an additional +1 bonus to natural armor. It takes a -1 penalty to Dexterity. This size increase also gives the companion a -1 size penalty to AC and attack rolls, a +1 bonus to CMB and CMD, a -1 penalty on Fly skill checks, and a -1 penalty on Stealth skill checks. The companion also gains 10-foot reach. Any reach modifications the companion already possesses are added to this total. A tinkerer must be at least 12th level to increase his clockwork companion's size to Large.

The ability increase modification costs 4 points instead of 2 points when it is used to increase the Strength score of a Large clockwork companion.

Limbs (Ex): The companion is outfitted with an additional pair of limbs. They can be made into legs, complete with feet. Each pair of legs increases the companion's base speed by 10 feet. Alternatively, the limbs can be made into arms, complete with articulated hands and digits. The companion does not gain any additional natural attacks for an additional pair of arms, but it can take other modifications that add additional attacks (such as claws or a slam attack). This modification can be selected more than once.

Reservoir (Ex): The companion is outfitted with an internal reservoir that can hold liquid, typically a potion. When a predetermined trigger occurs, often when the tinkerer falls unconscious or is mortally wounded, the companion is programmed to rush to the tinkerer and produce a small, tube-like proboscis, through which it administers a potion. Administering a potion requires a standard action. Each reservoir can contain one potion. A Small companion can be outfitted with a maximum of three such reservoirs; a Medium companion can contain up to six, and a Large companion can contain up to nine.

Trample (Ex): The companion has the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the companion can overrun any creature that is smaller than itself. This modification works like the overrun combat maneuver, but the companion does not need to make a check; it merely has to move over opponents in its path. Each opponent takes 1d6 hp damage (1d8 if Medium, 1d10 if Large), plus 1-1/2 times the companion's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the companion's HD + the



companion's Strength modifier. A companion can deal trampling damage to a creature only once per round.

Trip (Ex): The companion now excels at knocking foes to the ground, gaining a trip attack. Whenever the companion makes a successful attack, it can attempt a free combat maneuver check. If it is successful, the target is knocked prone. If the check fails, the companion is not tripped in return. This ability works only on creatures of a size equal to or smaller than the companion.

3-Point Modifications

The following modifications cost 3 points apiece from the clockwork companion's resource point pool.

Blindsense (Ex): The companion gains blindsense out to a range of 30 feet. This ability allows the companion to pinpoint the location of creatures that it cannot see without having to make a Perception check, but such creatures still have total concealment from the companion. Visibility still affects the companion's movement, and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. A tinkerer must be at least 9th level before selecting this modification.

Cannon (Ex): One of the companion's arms ends in a cannon, which it can use it to fire small cannonballs. A companion's cannon can hold up to three cannonballs if the companion is Small, six if Medium, or nine if Large. Loading a cannon is a full-round action. (See the Cannonballs and Nets sidebar for specific details.)

Damage Reduction (Su): The companion's body becomes resistant to harm. The companion gains DR 3/—. This modification can be selected more than once. Each time, the damage reduction increases by 3. A tinkerer must be at least 9th level before selecting this modification.

Greater Damage (Ex): One of the companion's attacks is particularly deadly. Select one attack form that was previously affected by the improved damage modification and increase the damage die type by one step. This modification can be selected more than once. Its effects do not stack. Each time the tinkerer selects this modification, it applies to a different form of attack.

Net Launcher (Ex): The companion gains a net launcher, which can launch a net as a standard action. The launcher can contain up to two nets if the clockwork companion is Small, five if Medium, and seven if Large. Loading a folded net into the launcher is a full-round action. The

companion must succeed on a ranged touch attack in order to hit with a net. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, can move at only half speed, and cannot charge or run. If the entangled creature attempts to cast a spell, it must succeed at a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. Creatures entangled by the net can escape with a successful Escape Artist check or Strength check (at a –4 penalty). The DC of these checks is equal to 10 + the companion's HD. A net has a hardness of 0 and a number of hit points equal to twice the companion's Hit Dice. (See the Cannonballs and Nets sidebar for specific details.)

4-Point Modifications

The following modifications cost 4 points apiece from the clockwork companion's resource point pool.

Adamantine Weapons (Ex): One of the companion's forms of attack is enhanced with adamantite and gains the qualities of a weapon made from that material. This modification can be selected more than once. Its effects do not stack. Each time a tinkerer selects this modification, it applies to a different form of attack.

Blindsight (Ex): The companion gains blindsight to a range of 30 feet. It can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment, as long as it has line of effect to the target. A tinkerer must be at least 11th level before selecting this modification.

Fast Repairs (Ex): The companion gains the ability to quickly repair damage to itself, giving it fast healing 2. The clockwork companion heals 2 points of damage each round, just like natural healing. This fast healing works as long as the clockwork companion is still functioning. This modification can be selected more than once, increasing fast healing by 2 each time. A tinkerer must be at least 11th level before selecting this modification.

Self-Destruct (Ex): The companion is programmed to explode 1 round after it is destroyed. The explosion deals 1d8 hp damage per HD of the companion to all creatures in a 10-foot radius. Half of this damage is bludgeoning, and the other half is fire. Those within the blast radius can make a Reflex for half damage. The DC of this save is equal to 10 + 1/2 the companion's HD. Add an additional +2 to this DC if the companion is Medium; add an additional +4 if the companion is Large.

CANNONBALLS AND NETS

AMMUNITION	PRICE	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE
Cannonball	4 gp	1d10	1d12	×4	30 ft.	1/2 lb.	B
Net	10 gp	—	—	—	20 ft.	6 lbs.	—

TRICKSTER

Utilizing cunning, magic, and deception, tricksters live lives of endless adventure. These crafty scoundrels combine a variety of useful, if questionable, skills with the science of arcane scholars and the natural might of innate casters. Tricksters are silver-tongued manipulators, stealthy combatants, and consummate explorers who covet dusty spell tomes and arcane knowledge as much as they do gold, silver, and gems.

ROLE: Tricksters excel at moving about unseen and catching foes unaware so they can attack with a well-placed blade or spell. They are scholars of all things magical, constantly seeking out new spells and new items of magic. Outwitting opponents and outthinking obstacles is the trickster's specialty, but one is equally capable of delivering a clever spell or a swift dagger in the back to solve a problem.

ALIGNMENT: Any.

HIT DIE: d8.

Class Skills

The trickster's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 4 + Int modifier.

STARTING WEALTH: 3d6 × 10 gp
(average 105 gp).

Class Features

All of the following are class features of the trickster.

WEAPON AND ARMOR PROFICIENCY: A trickster is proficient with all simple weapons, plus the longsword,

rapier, sap, short sword, shortbow, and whip. A trickster is proficient with light armor, but not with shields. He can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a trickster wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component.

SPELLS: A trickster casts arcane spells drawn from the sorcerer/wizard spell list and must prepare his spells ahead of time. Unlike a wizard, his spells are not expended when they're cast. Instead, he can cast any spell he has prepared,





Table 14: Trickster

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY					
						1ST	2ND	3RD	4TH	5TH	6TH
1st	+0	+0	+2	+2	Cantrips, sneak attack +1d6, trapfinding	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Forte	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Crafty, evasion	3	—	—	—	—	—
4th	+3	+1	+4	+4	Sneak attack +2d6	3	1	—	—	—	—
5th	+3	+1	+4	+4	Sneakspell	4	2	—	—	—	—
6th	+4	+2	+5	+5	Bonus feat	4	3	—	—	—	—
7th	+5	+2	+5	+5	Sneak attack +3d6	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Uncanny dodge	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Ranged legerdemain	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Sneak attack +4d6	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Improved uncanny dodge	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Bonus feat	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Sneak attack +5d6	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Filch spell	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Surprise spells	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Sneak attack +6d6	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Improved sneakspell	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Bonus feat	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Sneak attack +7d6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Master trickster	5	5	5	5	5	5

consuming a spell slot of the appropriate level, assuming he hasn't yet used up his spell slots per day for that level. To learn, prepare, or cast a spell, the trickster must have



TRICKSTER SPELLS AND BALANCE

The trickster casts spells drawn from the sorcerer/wizard spell list. Although this aspect of the class has been extensively playtested for balance, some GMs still might not be comfortable allowing the trickster access to the entire sorcerer/wizard spell list. In such a case, consider the following variant for how the trickster prepares and casts spells.

Spells: A trickster casts arcane spells drawn from the sorcerer/wizard spell list and must prepare his spells ahead of time. He may prepare and cast spells from only the following schools: abjuration, conjuration, divination, enchantment, illusion, transmutation, and universal. He may not prepare or cast spells of the evocation or necromancy schools, nor may he copy such spells into his spellbook. Evocation and necromancy spells are not on the trickster spell list, and a trickster cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check with a –4 penalty) to cast such spells.

an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a trickster's spell is 10 + the spell's level + the trickster's Intelligence modifier.

A trickster can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 14: Trickster. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–3: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

A trickster may know any number of spells, but the number he can prepare each day is limited. At 1st level, he can prepare four 0-level spells and two 1st-level spells each day. At each new trickster level, the number of spells he can prepare each day increases, adding new spell levels as indicated on Table 15: Trickster Spells Prepared. Unlike the number of spells he can cast per day, the number of spells a trickster can prepare each day is not affected by his Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a trickster can prepare.

A trickster must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the trickster decides what spells to prepare and refreshes his available spell slots for the day. Like a sorcerer, a trickster can choose



to apply any metamagic feats he knows to a prepared spell as he casts it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats in Chapter 5 of the *Pathfinder Roleplaying Game Core Rulebook*).

CANTRIPS: Tricksters can prepare a number of cantrips, or 0-level spells, each day as noted on Table 15. These spells are cast like any other spell, but they do not consume spell slots. As with the trickster's other spells, these spells are not expended when cast.

SPELLBOOKS: A trickster must study his spellbook each day to prepare his spells. He can't prepare any spell not recorded in his spellbook, except for *read magic* (which all tricksters can prepare from memory). A trickster begins play with a spellbook containing all 0-level wizard/sorcerer spells plus three 1st-level spells of his choice. The trickster also selects a number of additional 1st-level wizard/sorcerer spells equal to his Intelligence modifier to add to the spellbook. At each new trickster level, he gains two new spells of any spell level or levels that he can cast (based on his new trickster level) for his spellbook. At any time, a trickster can also add spells found in other wizards' spellbooks to his own.

SNEAK ATTACK: If a trickster can catch an opponent when the trickster is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The trickster's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the trickster flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every three trickster levels thereafter. Should the trickster score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a trickster can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. The trickster must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A trickster cannot sneak attack while striking a creature with concealment.

TRAPFINDING: A trickster adds half his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum $+1$). A trickster can use Disable Device to disarm magic traps.

FORTE: At 2nd level, a trickster chooses a specific forte upon which to focus. Once chosen, it cannot be changed.

Acrobat: A trickster with this forte is a master of balance, speed, and agility. Your land speed is faster than the norm for your race by $+10$ feet. This benefit applies only when you are wearing no armor or light armor,

Table 15: Trickster Spells Prepared

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

and not carrying a heavy load. When wearing light armor or no armor, you also gain a $+2$ competence bonus on Acrobatics skill checks and do not suffer any armor check penalties on Acrobatics, Climb, Fly, Sleight of Hand, or Stealth skill checks. When making jump checks, you are always considered to have a running start. In addition, you can roll two dice when making an Acrobatics check, and take the better result. You can use this benefit a number of times per day equal to $3 +$ your Dexterity modifier, and you must choose to do so before making the Acrobatics check.

At 5th level and higher, when wearing light armor or no armor, you gain a $+1$ insight bonus to AC and CMD. This bonus increases by $+1$ for every five trickster levels thereafter, up to a maximum of $+4$ at 20th level. You also can move normally, regardless of magical effects that impede movement, as if affected by *freedom of movement*, for a number of rounds per day equal to your trickster level. In addition, when you use Acrobatics to move at full speed through a threatened square without provoking an attack of opportunity, the DC of your Acrobatics check does not increase by 10.

Beginning at 9th level, a trickster with this forte can instantly teleport himself between spaces, as if using *dimension door* with a caster level equal to his trickster level. Using this ability requires a move action, during



which you must move at least 10 feet immediately before making the jump. You can travel up to a total of 60 feet each day in this way. This amount can be split among several jumps, but each one, no matter how small, counts as at least a 10-foot increment. For every three levels beyond 9th, the distance you can travel each day increases by 20 feet (80 feet at 12th, 100 feet at 15th, and 120 feet at 18th).

Arcane Accomplice: A trickster with this forte gains a familiar, as the wizard class feature, with an effective wizard level equal to his trickster level. Levels in other classes that grant a familiar stack for the purpose of determining your familiar's abilities. Your familiar adds Disable Device and Sleight of Hand to its list of class skills. It can deal sneak attack damage as appropriate to foes as long as the familiar is within 30 feet of you. The number of sneak attack dice is equal to yours, although the familiar rolls d4s instead of d6s for damage.

When you reach 5th level, your familiar's natural armor increases by +2. In addition, it is considered to have any teamwork feat that you have.

At 9th level and higher, when you use your familiar to deliver a harmless touch spell to a willing creature, the familiar can move before and after delivering the spell, as long as its total movement does not exceed its speed.

Beguiler: A beguiler trickster's spells are more effective against a foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not). Against such a foe, you receive a +1 bonus to save DCs and a +1 bonus on rolls made to overcome any spell resistance of an affected target. When you reach 5th level, these bonuses increase to +2, and at 9th level, they increase to +3.

Beginning at 5th level, when you successfully use Bluff to feint in combat, the target is denied its Dexterity

bonus (if it has one) to AC for your next melee attack against it or your next spell targeting it. The attack must be made, or the spell cast, on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

At 9th level and higher, you can use Bluff to feint in combat as a move action instead of a standard action. If you have the Improved Feint feat, you can feint in combat as a swift action.

Shadow: A shadow trickster is a master of stealth and the unseen, attuned to the mystical power of darkness. Whenever you cast a spell with the darkness descriptor or the shadow subschool, your effective caster level is increased by 1. In addition, you gain low-light vision and darkvision out to a range of 30 feet. If you already possess darkvision, its range increases by 30 feet.

Beginning at 5th level, when you are in areas other than bright light, you can animate your shadow as a swift action, causing it to rise up directly behind a melee opponent adjacent to you and make a single melee touch attack (using your base attack bonus + your Intelligence modifier as the shadow's attack bonus). The attack deals 1d8 hp negative energy damage. The shadow occupies the same space as the opponent, and you are considered to be flanking your opponent while your shadow is thus animated. The shadow is incorporeal and cannot be damaged or destroyed. At the end of the round, it immediately reverts back to a normal shadow again. You can use this ability a number of rounds per day equal to 3 + your Intelligence modifier.

When you reach 9th level, your shadow deals additional damage on a successful melee touch attack equal to the damage dealt by your sneak attack. In addition, you can use the Stealth skill even while being observed and without cover or concealment, as long as you are within 10 feet of a shadow other than your own.

Spell Pilferer: A trickster with this forte can steal an arcane spell from a foe as it is being cast and temporarily add that spell to his list of spells known. The spell must be of a level that the trickster can cast. As an immediate action, you may make a Spellcraft check (DC 15 + the spell's level). If the check succeeds, you correctly identify the opponent's spell, and you may then attempt to pilfer it (if the Spellcraft check fails, you can do neither of these things). The opposing spellcaster receives a Will save (DC 10 + 1/2 your trickster level + your Intelligence modifier) to negate your attempt.

If the opponent fails the Will save, he temporarily loses the prepared spell or spell known, and you add the pilfered spell to your list of spells known for a number of rounds equal to half your trickster level (minimum 1 round), after which time it reverts to the original caster.



TRICKSTERS IN MIDGARD

Tricksters are common among Midgard's humans, ravenfolk, trollkin, shadow fey, and gnomes. They are often followers of Loki or Thoth-Hermes, though many profess no great devotion to the divine at all. They gravitate toward wealth and power and glittering prizes in the courts of the Grand Duchy and the Seven Cities, especially Friula, Triolo and Capleon, but the attraction of combining magic and stealth is widespread.

Also, the kobold followers of the dragon god Azuran often assume of the role of "priest of Azuran" as a cover for their trickery and magic—the title is almost meaningless in the Dragon Empire, though impersonation of a priest of a dragon god by a human is punished rather harshly by scourging and the shaving of the offender's head.

While the spell is pilfered, the opponent does not have access to the spell and may not cast it. You can choose to cast this spell yourself, as long as you have an available spell slot of the appropriate level. You can have only one spell pilfered at a time. If you pilfer a second spell, the previous spell immediately reverts to its original owner. You can use this ability a number of times per day equal to $3 + \text{your Intelligence modifier}$.

Beginning at 5th level, you also add your Wisdom bonus to the Will save DC of an opposing spellcaster attempting to negate your spell pilfer.

At 9th level, you can attempt to pilfer a spell of a level higher than you can cast. If you succeed, the opposing spellcaster loses access to the spell as normal, but you cannot cast it yourself.





CRAFTY (Ex): Beginning at 3rd level, a trickster may add a +1 competence bonus to any one of the following skills: Bluff, Disguise, Escape Artist, Sleight of Hand, or Stealth. At every three levels thereafter (6th, 9th, 12th, and so on), he gains an additional +1 bonus that he may apply to any one of these skills. Once each bonus is assigned, it cannot be changed.

EVASION (Ex): At 3rd level, a trickster can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the trickster is wearing light armor or no armor. A helpless trickster does not gain the benefit of evasion.

SNEAKSPELL (Su): As a standard action, a trickster of 5th level or higher can cast a spell with a range of touch and deliver this “sneakspell” as part of a melee sneak attack. A touch spell delivered in this way must have a casting time of 1 standard action or less. If the trickster hits, he deals his normal sneak attack damage, and then the touch spell is resolved. If the trickster’s sneak attack misses, the touch spell has no effect and is lost. A sneakspell deals double damage on a successful critical hit but may not be enhanced or otherwise altered by metamagic feats.

BONUS FEATS: At 6th, 12th, and 18th levels, a trickster gains a bonus feat. At each such opportunity, he can choose Deceitful, Persuasive, Spell Focus, Spell Penetration, Stealthy, or a metamagic feat. The trickster must still meet all prerequisites for a bonus feat. These bonus feats are in addition to the feats that a character of any class gets from advancing levels.

UNCANNY DODGE (Ex): A trickster of 8th level or higher can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A trickster with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a trickster already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

RANGED LEGERDEMAIN (Su): As a standard action, a trickster of 9th level or higher can use Disable Device and Sleight of Hand out to a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and a trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. A trickster can use this ability only if he has at least 5 ranks in the skill being used. If he succeeds in using Sleight of Hand to pick a pocket or otherwise pilfer a small object, the trickster can propel the object up to 30 feet in any direction.

IMPROVED UNCANNY DODGE (Ex): A trickster of 11th level or higher can no longer be flanked. This defense denies foes the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels than the trickster in the class that grants sneak attack. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

FILCH SPELL (Su): As a move action, a trickster of 14th level or higher may attempt to take control of an ongoing spell away from its caster. The caster receives a Will save (DC 10 + 1/2 the trickster’s level + the trickster’s Int modifier) to negate the effect. If the caster fails this Will save, the trickster gains control of the spell and can direct it as a free action for 1 round, making any decisions allowed by the spell. This ability functions only on spells that can be redirected once they have been cast, such as *flaming sphere*, *spiritual ally*, and *spiritual weapon*. The spell returns to its owner’s control at the start of the trickster’s next turn. A trickster may use this ability a number of times per day equal to 3 + his Intelligence modifier.

SURPRISE SPELLS: Beginning at 15th level, a trickster can add his sneak attack damage to any spell that deals hit point damage, as long as the targets are flat-footed. The additional damage is of the same type as dealt by the spell. If the spell allows a saving throw to negate or halve the damage, a successful save also negates or halves the sneak attack damage. The additional damage is applied only once per spell. With an area spell such as *fireball*, it is applied to all targets in the area, with each getting a save to halve the damage, including the sneak attack damage. With a targeted spell such as *magic missile*, the extra damage is added only once to one missile, chosen by the trickster when the spell is cast.

IMPROVED SNEAKSPELL (Su): At 17th level and higher, a trickster no longer loses his sneakspell if his sneak attack misses. The trickster can continue to make normal melee or ranged attacks, or even cast other spells, but his sneakspell is held until the trickster lands a successful melee sneak attack, at which time the sneakspell is resolved as normal.

MASTER TRICKSTER (Ex): Upon reaching 20th level, a trickster becomes supremely deadly with his sneak attacks and sneakspells. He treats all rolls of 1 or 2 on sneak attack damage dice as rolls of 3 and automatically confirms all critical threats on his sneak attacks. In addition, each time the trickster successfully uses a sneakspell, he can add any metamagic feats he knows to the sneakspell without increasing the casting time.

WARLOCK

The warlock gains his power through contact with mysterious and sometimes forbidden forces, using his bond weapon as a conduit. He receives not only spells, but also the ability to fire bolts of arcane force known as dread bolts. Some warlocks seek out the source of their power, though few actually discover it. Most of them care little where the power comes from, as long as they are able to harness it.

ROLE: Warlocks are often loners, whether because society has shunned them, or because they simply prefer to be alone. Regardless, warlocks still occasionally bond with a small group of people who are willing to accept the warlock for who he is. Such rare individuals typically gain the warlock's eternal loyalty.

ALIGNMENT: Any.

HIT DIE: d8.

Class Skills

The warlock's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 2 + Int modifier.

STARTING WEALTH: 4d6 × 10 gp (average 140 gp).

Class Features

All of the following are class features of the warlock.

WEAPON AND ARMOR PROFICIENCY: Warlocks are proficient with all simple weapons and light armor. Warlocks are also proficient with their warlock's bond





Table 16: Warlock

LEVEL	BASE ATTACK BONUS	FORT BONUS	REF BONUS	WILL BONUS	SPECIAL	SPELLS PER DAY					
						1ST	2ND	3RD	4TH	5TH	6TH
1st	+0	+2	+0	+2	Dread bolt 1d6, warlock's bond	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Obscure knowledge	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Dread bolt 2d6	3	—	—	—	—	—
4th	+3	+4	+1	+4	Eldritch aura +1	3	1	—	—	—	—
5th	+3	+4	+1	+4	Dread bolt 3d6	4	2	—	—	—	—
6th	+4	+5	+2	+5	Dread bolt transmutations	4	3	—	—	—	—
7th	+5	+5	+2	+5	Dread bolt 4d6	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Eldritch aura +2	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Dread bolt 5d6	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Enhanced dread bolts	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Dread bolt 6d6	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Eldritch aura +3	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Dread bolt 7d6	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Dire dread bolts	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Dread bolt 8d6	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Eldritch aura +4	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Dread bolt 9d6	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	<i>Contact the void</i>	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Dread bolt 10d6	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Eldritch aura +5, warlock supreme	5	5	5	5	5	5

weapon (see Warlock's Bond). They can cast witch spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcasters, a warlock wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from other classes.

SPELLS: A warlock casts arcane spells drawn from the witch spell list. A warlock must choose and prepare his spells ahead of time. Unlike a witch, his spells are not expended when they're cast. Instead, he can cast any spell he has prepared, consuming a spell slot of the appropriate level, assuming he hasn't yet used up his spell slots per day for that level. To learn, prepare, or cast a spell, the warlock must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a warlock's spell is 10 + the spell's level + the warlock's Intelligence modifier. A warlock can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 16: Warlock. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–3: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

A warlock may know any number of spells, but the number he can prepare each day is limited. At each new warlock level, the number of spells he can prepare each day increases, adding new spell levels as indicated on Table 17: Warlock Spells Prepared. Unlike the number of spells he can cast per day, the number of spells a warlock can prepare each day is not affected by his Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a warlock can prepare.

A warlock may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with his warlock's bond weapon (see Warlock's Bond, below). While communing, the warlock decides which spells to prepare and refreshes his available spell slots for the day. Like a sorcerer, a warlock can choose to apply any metamagic feats he knows to a prepared spell as he casts it, with the same increase in casting time.

CANTRIPS: Warlocks can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 17. These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.



DREAD BOLT (Su): As a standard action, a warlock can unleash a sudden bolt of dark energy targeting a foe within 60 feet as a ranged touch attack. This dread bolt deals 1d6 hp force damage at 1st level plus an additional 1d6 hp for every two warlock levels beyond 1st (2d6 at 3rd, 3d6 at 5th, 4d6 at 7th, and so on). A dread bolt cannot be modified or enhanced by magic or feats.

The range of a warlock's dread bolt increases to 80 feet at 5th level, and an additional 20 feet for every five levels thereafter, to a maximum of 140 feet at 20th level.

A dread bolt is treated as a weapon for purposes of making multiple attacks at higher levels. Beginning at 8th level, when making a full attack, a warlock may attack with his Bond Weapon and/or his dread bolt in any combination or order.

WARLOCK'S BOND (Su): At 1st level, a warlock bonds with a specific weapon that serves as a vessel for his spells and a conduit for communication with the mysterious forces that grant them. It also aids the warlock by granting him various bonuses and abilities. This functions like the wizard's arcane bond class feature, except as noted in the Warlock's Bond Weapon section below.

A warlock must commune with his bond weapon each day to prepare his spells. The weapon stores all of the spells that the warlock knows, and the warlock cannot prepare spells that are not stored within it. A warlock's bond weapon begins play storing all 0-level witch spells plus three 1st-level witch spells of the warlock's choice. The warlock also selects a number of additional 1st-level witch spells equal to his Intelligence modifier to store in his bond weapon. At each new warlock level, he adds two new spells of any spell level or levels that he can cast (based on his new warlock level) to his bond weapon. A warlock can also add additional spells to his bond weapon through a special ritual (see Warlock's Bond Weapon).

OBSCURER KNOWLEDGE (Ex): Beginning at 2nd level, due to continued contact with the forces that give him his power, the warlock gains a bonus on Knowledge (arcana) and Knowledge (planes) skill checks equal to half his warlock level.

ELDRITCH AURA (Su): Beginning at 4th level, a warlock gains a +1 deflection bonus to his AC and a +1 insight bonus to hit with his dread bolts. These bonuses increase by +1 for every four warlock levels beyond 4th, to a maximum of +5 at 20th level.

DREAD BOLT TRANSMUTATIONS: Beginning at 6th level, a warlock gains the ability to manipulate his dread bolts. If he scores a hit with a dread bolt, the warlock can, as a swift action, opt for one of the dread bolt transmutations described below instead of rolling for damage. He may do so three times per day at 6th level, plus one additional time per day for every three levels beyond 6th. The caster

Table 17: Warlock Spells Prepared

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	3	2	—	—	—	—	—
2nd	4	3	—	—	—	—	—
3rd	4	4	—	—	—	—	—
4th	4	4	2	—	—	—	—
5th	4	4	3	—	—	—	—
6th	5	4	4	—	—	—	—
7th	5	5	4	2	—	—	—
8th	5	5	4	3	—	—	—
9th	5	5	4	4	—	—	—
10th	5	5	5	4	2	—	—
11th	5	6	5	4	3	—	—
12th	5	6	5	4	4	—	—
13th	5	6	5	5	4	2	—
14th	5	6	6	5	4	3	—
15th	5	6	6	5	4	4	—
16th	5	6	6	5	5	4	2
17th	5	6	6	6	5	4	3
18th	5	6	6	6	5	5	4
19th	5	6	6	6	5	5	4
20th	5	6	6	6	6	5	5

level for spell-like dread bolt transmutations is equal to the warlock's level.

A warlock may use only a single transmutation in a round, even if he fires more than one dread bolt, and the transmutation affects only a single dread bolt. If a dread bolt transmutation duplicates the effects of a spell, the target receives any saving throws listed in the spell (DC 10 + the spell's level + the warlock's Intelligence modifier). A target under the effect of a particular transmutation is immune to any other bolt of the same sort (i.e., multiple instances of the same dread bolt transmutations do not stack).

Accursed (Sp): The target is cursed, as if you had cast *bestow curse*. You must be at least 8th level to select this transmutation.

WARLOCKS IN MIDGARD

Tieflings, humans, and gnomes are the most common kinds of warlocks in Midgard, and many claim a heritage among the fallen magocracies of the Western Wastes. Warlocks are also well established in Kush and along the Spice Coast of the Southlands, near Demon Mountain on the Rothenian Plain, and in a few small circles of the Seven Cities. A few dwarvish reavers and mercenaries are also follow the warlock's path.



Agonizing (Su): The target is wracked with spasms of pain, causing it to be staggered for a number of rounds equal to your warlock level. You must be at least 6th level to select this transmutation.

Baleful (Sp): The target receives a potentially mortal wound, as if you had cast *finger of death*. You must be at least 15th level to select this transmutation.

Bewitching (Su): The target is confused, as if you had cast *confusion*, for a number of rounds equal to your warlock level. You must be at least 8th level to select this transmutation.

Bleeding (Su): Each round, the target takes 2d6 hp bleed damage, +1 hp for every warlock level, until it receives the benefit of a Heal check (DC 15) or the application of any magic that heals hit point damage.

Blinding (Su): The target is blinded for a number of rounds equal to your warlock level, as if you had cast *blindness/deafness*. You must be at least 4th level to select this transmutation.

Brimstone (Su): The target catches fire and takes 2d6 hp fire damage, +1 hp for every warlock level, each round until the fire is extinguished. Extinguishing the flames is a full-round action. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Dark Force (Sp): The target is engulfed in a swirling cloud of black mist. In the mind of the target, the mist forms into the most fearsome creature the target can imagine, as if you had cast *phantasmal killer*. The mist does not affect visibility in any way. You must be at least 8th level to select this transmutation.

Deafening (Su): The target is deafened for a number of rounds equal to your warlock level, as if you had cast *blindness/deafness*. You must be at least 4th level to select this transmutation.

Dispelling (Sp): The target is subject to a targeted *dispel magic* spell. This bolt cannot be used to target a specific spell effect. You must be at least 6th level to select this transmutation.

Enfeebling (Sp): The target is weakened for a number of rounds equal to your warlock level, as if you had cast *ray of enfeeblement*.

Frightful (Su): The target is shaken for a number of rounds equal to your warlock level. At 9th level and higher, the target is frightened instead.

Gloom (Sp): The target is overcome with profound sadness, as if you had cast *terrible remorse*. You must be at least 8th level to select this transmutation.

Noxious (Su): The target is nauseated for 1 round for every three warlock levels you have. You must be at least 9th level to select this transmutation.

Paralyzing (Su): The target is paralyzed for 1 round. You must be at least 7th level to select this transmutation.

Poisoning (Sp): The target is poisoned, as if you had cast *poison*. You must be at least 8th level to select this transmutation.

Repelling (Su): The target is thrown backward in a straight line up to 5 feet for every five warlock levels you have and knocked prone. For every size category of the target above Medium, reduce the distance pushed by 5 feet (–5 feet for Large, –10 feet for Huge, –15 for Gargantuan, and –20 feet for Colossal) to a minimum of 0 feet.

Sickenening (Su): The target is sickened for a number of rounds equal to your warlock level.

Stunning (Su): The target is stunned for 1 round for every four warlock levels you have.

Wearying (Su): The target is fatigued for a number of rounds equal to your warlock level. At 9th level and higher, the target is exhausted instead.

ENHANCED DREAD BOLTS (Su): A warlock of 10th level or higher adds his Intelligence modifier to the damage dealt by his dread bolts.

DIRE DREAD BOLTS (Su): Beginning at 14th level, when opting to use a dread bolt transmutation, a warlock may also roll for damage as normal.

Avoid Int/Cha Decrease	DC 12/ 1d4 days
True Answer	01–88
Don't Know	89–94
Lie	95–99
Random Answer	100

CONTACT THE VOID (Sp): Once per week, a warlock of 18th level or higher may commune with his bond weapon to request direct advice and information from the other-worldly forces that grant him his power. This feature acts like *contact other plane*, except as follows:

The warlock may ask one question for every three warlock levels. Answers are typically a single word, but they can be longer at the GM's discretion.

WARLOCK SUPREME (Su): On reaching 20th level, a warlock becomes a master of his dread bolts. He may choose to use a dread bolt transmutation any time he hits with a dread bolt.

WARLOCK'S BOND WEAPON

A warlock forges a mystical attachment with strange, unnamable beings through his warlock's bond. This warlock's bond is a specific nomagical weapon chosen by the warlock that allows him to commune with these mysterious, otherworldly entities. It also grants him special powers, and eventually becomes a sentient companion and advisor.

A warlock's bond weapon is immune to the broken condition as long as the warlock is alive. If a warlock's bond weapon is lost or destroyed, it can be replaced 1 day later through a special ritual that costs 500 gp per warlock level. The ritual takes 8 hours to complete. A new bond weapon begins with all of the 0-level spells plus two spells of every level the warlock is able to cast. These are in addition to any bonus spells held by the bond weapon based on the warlock's level. If the warlock dies, or the bond weapon is replaced, the weapon reverts to being an ordinary item after 24 hours.

A warlock may not use Craft Magic Arms and Armor to increase his bond weapon's enhancement bonus or add additional magic. The magical properties of a bond weapon function only for the warlock who is its owner.

STORE SPELLS: Starting at 1st level, a warlock's bond weapon holds all the spells that the warlock knows. This does not allow the bond weapon to cast these spells or use spell trigger or spell completion magic items.

Adding Spells to a Warlock's Bond Weapon

Warlocks can add new spells to their bond weapon through several methods. A warlock can add spells to his bond weapon only if those spells are on the witch's spell list.

SPELLS GAINED AT A NEW LEVEL: A warlock's bond weapon learns a certain amount of lore and magic as the warlock adventures. Whenever a warlock gains a level, he may add two spells from the witch spell list to his bond weapon. The two free spells must be of spell levels he can cast.

BOND WEAPON TEACHING

BOND WEAPON: A warlock's bond weapon can learn spells from another warlock's bond weapon. To accomplish this, the bond weapons must spend 1 hour per level of the spell being taught in physical contact and communion with one another. At the end of this time, the warlock whose bond weapon is learning a spell must make a Spellcraft check (DC 15 + spell level). If the check succeeds, the bond weapon has learned the spell and the warlock can utilize it the next time he prepares

spells. If the check fails, the bond weapon has failed to learn the spell, and it cannot try to learn that spell again until the warlock has gained another rank in Spellcraft. Most warlocks require a spell of equal or higher level in return for this service. If a bond weapon belongs to a warlock who has died, it retains its knowledge of spells for only 24 hours, during which time it is possible to coerce or bribe the bond weapon into teaching its spells to another (subject to GM discretion).



BRYAN
SYME



LEARN FROM A SCROLL: A warlock can use a scroll to teach his bond weapon a new spell. This process takes 1 hour per level of the spell to be learned, during which time the scroll is burned (thus destroyed) and its ashes sprinkled onto the bond weapon. At the end of this time, the warlock must make a Spellcraft check (DC 15 + spell level). If the check fails, the process went awry in some way and the spell is not learned, although the scroll is still consumed.

Selecting a Warlock's Bond Weapon

A warlock begins play with a bond weapon at no cost. The weapon must be in one of the following categories: axe, blade, hammer or flail, or polearm (see below for details). A warlock must be in physical contact with his bond weapon in order to receive its benefits. If a warlock attempts to cast a spell without being in contact with his bond weapon, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

Axe: battleaxe, dwarven waraxe, greataxe, handaxe, or orc double axe.

Blade: bastard sword, dagger, elven curve blade, falchion, greatsword, kama, kukri, longsword, rapier, scimitar, scythe, sickle, sturkknife, short sword, or two-bladed sword.

Hammer or Flail: club, dire flail, flail, greatclub, heavy flail, heavy mace, light hammer, light mace, morningstar, nunchaku, spiked chain, warhammer, or whip.

Polearm: javelin, lance, longspcar, glaive, guisarme, halberd, ranseur, shortspear, spear, staff, or trident.

Each type of bond weapon grants a special ability to the warlock, as given on the table below. These special abilities apply only when the warlock is in physical contact with his bond weapon.

CATEGORY	SPECIAL ABILITY
Axe	Warlock gains a +2 bonus to confirm critical hits with his bond weapon
Blade	Warlock gains a +2 bonus on initiative checks
Hammer/Flail	Warlock gains a +2 bonus on Fortitude saves
Polearm	Warlock may shorten the grip on his bond weapon as an immediate action and attack adjacent targets with a -2 penalty to hit

BOND WEAPON ABILITY DESCRIPTIONS: All bond weapons have special abilities (or impart abilities to the warlock) depending on the warlock's level, as shown on the following table. Unless otherwise stated, these bonuses and abilities do not function if a bond weapon is wielded by anyone other than the warlock who owns it. In the hands of anyone else, the weapon immediately goes dormant until it is returned to the warlock.

Guarded Weapon (Ex): You add your Charisma modifier to your CMD when resolving disarm and sunder attempts against your bond weapon. This bonus also applies on saves against any transmutation that targets your bond weapon (for example, *grease*, *heat metal*, *shatter*, *warp wood*).

Deliver Touch Spells (Su): Starting at 4th level, you may cast a spell with a range of touch and a casting time of one standard action or less that you have prepared and deliver the spell through your bond weapon as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, you can make a free melee attack with your weapon (at your highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal weapon damage as well as the effects of the spell. The melee attack uses the weapon's critical range and critical modifier as normal; the spell deals only $\times 2$ damage, if applicable, on a successful critical hit, regardless of the weapon's critical modifier.

Eldritch Weapon: At 7th, 12th, and 16th level, your bond weapon gains one of the following weapon properties: *anarchic* (if you are not lawful), *axiomatic* (if you are not chaotic), *bane*, *corrosive burst*, *defiant*, *flaming burst*, *ghost touch*, *heartseeker*, *icy burst*, *invigorating*, *lifesurge*, *menacing*, *ominous*, *phase locking*, *planar*, *shocking burst*, *thundering*, *vicious* or *wounding*.

Awaken: Due to prolonged contact with mysterious forces through your bond weapon, the weapon eventually awakens and gains sentience. Beginning at 10th level, your bond weapon is now considered a unique intelligent magic item with the following abilities:

Int and Wis/Cha: These are the Intelligence, Wisdom, and Charisma scores of the bonded weapon when it gains sentience. Because the weapon is unswervingly loyal to you, it does not have an Ego score.

Senses: A bond weapon is aware of everything around it, like a creature that can see and hear. It uses your saving throw modifiers, even if you are not currently in physical contact with the weapon.

Skill Ranks: A bond weapon's total number of skill ranks. These ranks can be assigned to any of the following skills: Appraise, Knowledge (any), Perception, Sense Motive, or Spellcraft.

Although you must be in physical contact with your bond weapon in order to receive its benefits, the bond weapon maintains its awakened status and its awareness even if separated from you.

Telepathy (Su): At 10th level and higher, when you are wielding your bond weapon or otherwise in contact with it, you can communicate telepathically with the weapon.

WARLOCK LEVEL	ENHANCEMENT BONUS	INT	Wis/Cha	SKILL RANKS	SPECIAL
1st–3rd	—	—	—	—	Guarded weapon
4th–6th	+1	—	—	—	Deliver touch spells
7th–9th	+2	—	—	—	Eldritch weapon
10th–11th	+2	10	8	6	Awaken, telepathy
12th–13th	+3	11	9	8	Eldritch weapon
14th–15th	+3	12	10	10	Dark defenses
16th–17th	+4	13	11	12	Eldritch weapon
18th–19th	+4	14	12	14	Enhanced dark defenses
20th	+5	15	13	16	Greater eldritch weapon

Dark Defenses (Ex): Beginning at 14th level, as long as you are in physical contact with your bond weapon, you are bolstered by the mysterious forces with which you commune. You become immune to the shaken and frightened conditions and receive a +2 morale bonus on all Will saves. You can also grant yourself spell resistance as a standard action for a number of rounds per day equal to your warlock level. These rounds need not be consecutive. This spell resistance is equal to 6 + your warlock level and cannot be suppressed, but it can be ended as a free action on your turn.

Enhanced Dark Defenses (Ex): Beginning at 18th level, your dark defenses become even more powerful. When in physical contact with your bond weapon, you are also immune to the panicked condition and the morale bonus you receive on all Will saves increases to +4. In addition, you can now grant yourself spell resistance as a move action instead of a standard action, and your spell resistance is now equal to 10 + your warlock level.

Greater Eldritch Weapon: At 20th level, your bond weapon gains one of the following weapon properties: *nullifying*, *speed*, *spellstealing*, or *vorpal* (slashing weapon only).





WHITE NECROMANCER

Most necromancers are foul, twisted individuals obsessed with corruption and death. A few, however, embrace the fullness of true necromancy—which involves tapping the essence of life as well as that of death and unlife. These enlightened few are known as white necromancers.

White necromancers are arcane spellcasters who study and explore the mysterious connection between life and death. They do not walk the same path as traditional necromancers, or dark necromancers, as white necromancers call them. Instead, white necromancers honor the dead and seek to aid the living. They have a deep and profound understanding of life's eternal cycle—the necromantic triad—which makes them potent healers as well as powerful spellcasters.

ALIGNMENT: Any non-evil.

HIT DIE: d6.

Class Skills

The white necromancer's class skills are Appraise (Int), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 2 + Int modifier.

STARTING WEALTH: 2d6 × 10 gp (average 70 gp).

Class Features

All of the following are class features of the white necromancer.

WEAPON AND ARMOR

PROFICIENCY: White necromancers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a white necromancer's gestures, which can cause his spells with somatic components to fail.

SPELLS: A white necromancer casts arcane spells drawn from the white necromancer spell list below. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a white necromancer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a white



Table 18: White Necromancer

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+0	+0	+0	+2	Cantrips, Eschew Materials, rebuke death	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Power over undead	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	White necromancy	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Life bond	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Necrotic transfer, voice of the grave	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Life sight	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Grasp of the dead	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Ghost walk	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Death warded	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Protective aura	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Master of life and death	6	6	6	6	6	6	6	6	6

necromancer's spell is 10 + the spell level + the white necromancer's Charisma modifier.

Like other spellcasters, a white necromancer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 18: White Necromancer. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 3–1: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

A white necromancer's selection of spells is extremely limited. A white necromancer begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new white necromancer level, he gains one or more new spells, as indicated on Table 19: White Necromancer Spells Known. (Unlike spells per day, the number of spells a white necromancer knows is not affected by his Charisma score; the numbers on Table 19 are fixed.)

Upon reaching 4th level, and at every even-numbered white necromancer level after that (6th, 8th, and so on), a white necromancer can choose to learn a new spell in place of one he already knows. In effect, the white necromancer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the

spell being exchanged. A white necromancer may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a white necromancer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

CANTRIPS: White necromancers learn a number of cantrips, or 0-level spells, as noted on Table 19: White Necromancer Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

ESCHEW MATERIALS: A white necromancer gains Eschew Materials as a bonus feat at 1st level.

EVIL NECROMANCY SPELLS: White necromancers, particularly those of good alignment, find that casting evil necromancy spells (spells of the necromancy school with the evil descriptor) is foreign to them. They are not strictly forbidden from doing so, however, and they may occasionally cast such spells if the need is sufficiently great. When a white necromancer casts an evil necromancy spell, he uses up two spell slots of that spell's level or higher.



Table 19: White Necromancer Spells Known

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

LORE OF LIFE AND DEATH (Ex): A white necromancer adds his Wisdom modifier in addition to his Intelligence modifier when making Knowledge (religion) skill checks pertaining to subjects involving death, burial practices, undead, or the afterlife. In addition, a white necromancer adds a bonus equal to half his white necromancer level (minimum +1) to all Heal skill checks.

REBUKE DEATH (Sp): As a standard action, a white necromancer can touch a living creature to heal it for 1d4 hp + 1 for every two white necromancer levels he possesses. He can use this ability only on a creature below 0 hit points. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

POWER OVER UNDEAD (Su): Beginning at 3rd level, a white necromancer receives Turn Undead as a bonus feat. He is treated as having the channel energy class feature, but only for purposes of using this feat.

A white necromancer can channel energy a number of times per day equal to 1 + his Charisma modifier, but only to use the Turn Undead feat. He can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Alignment Channel, Elemental Channel, or Selective Channeling. The DC to save against this feat is 10 + 1/2 his white necromancer level + his Charisma modifier. When

he channels energy, all undead are potentially affected, even those under his control. At 20th level, undead cannot add their channel resistance to the save against this ability.

WHITE NECROMANCY (Su): Beginning at 4th level, any necromancy spell that creates undead loses the evil descriptor when cast by a white necromancer.

Such spells no longer cost two spell slots of that level (as noted under Evil Necromancy Spells, above). Mindless undead resulting from white necromancy are of neutral alignment. The alignment of intelligent undead matches the white necromancer's alignment.

Mindless undead created through white necromancy are initially indifferent toward the white necromancer, and a DC 15 Diplomacy check is required to successfully request their assistance. Intelligent undead are initially friendly toward the white necromancer, and the Diplomacy check required to obtain their assistance receives a +2 bonus as a result.

A white necromancer must treat any undead created through white necromancy with honor and respect at all times. In most cases, a white necromancer should agree to release his undead creations once the requested service or task has been completed. Intelligent undead created through white necromancy might agree to follow the white necromancer for a prolonged period of time. In such cases, the undead would expect to be treated as an honored and respected companion, and might occasionally make requests of its own.

A white necromancer who fails to properly respect any undead he creates suffers a –10 penalty on Diplomacy and similar skill checks when making new requests of that undead, subject to the GM's discretion.

LIFE BOND (Su): At 5th level, a white necromancer may create a bond between himself and another living creature within 90 feet as a standard action. He may have one bond active per white necromancer level.

Each round at the start of the white necromancer's turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, the bonded creature heals 5 hp and the white necromancer takes 5 hp damage.

This bond continues until the bonded creature dies, the white necromancer dies, the distance between them exceeds 90 feet, or the white necromancer ends the bond as an immediate action. If he has multiple bonds active, he may end as many as he wants as part of the same immediate action.

NECROTIC TRANSFER (Su): At 7th level, a white necromancer can transfer some of his life essence to another living creature. As a standard action, when a white necromancer touches a subject, he can sacrifice an amount of his own hit points up to a maximum of 10 + his Constitution score + his white necromancer level. Those hit points are then immediately transferred to the creature

touched. These hit points heal the subject but cannot raise the subject's hit points higher than its normal maximum.

VOICE OF THE GRAVE (Su): At 7th level, a white necromancer can *speak with dead*, as the spell, for a number of rounds per day equal to his white necromancer level. These rounds need not be consecutive. At 9th level, and every two levels thereafter, the dead creature takes a cumulative –2 penalty on its Will save to resist this effect.

LIFE SIGHT (Su): At 9th level, a white necromancer gains blindsight to a range of 10 feet for a number of rounds per day equal to his white necromancer level, but this ability detects only living and undead creatures. These rounds need not be consecutive. This sight also tells him whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 13th level and by an additional 10 feet for every four levels beyond 13th.

GRASP OF THE DEAD (Sp): At 11th level, a white necromancer can summon a swarm of skeletal arms to burst from the ground or another solid surface and rip and tear at his foes. The skeletal arms erupt from the ground in a 20-foot-radius burst, centered on a point within 60 feet of him. Any enemy in this area takes 1d6 hp slashing damage per white necromancer level (maximum 15d6).

Those caught in the area receive a Reflex save (DC 10 + 1/2 white necromancer level + white necromancer's Charisma modifier) to take only half damage. Those who fail the save are unable to move for 1 round. The skeletal arms disappear after 1 round. A white necromancer can use this ability once per day at 11th level, twice per day at 15th level, and three times per day at 19th level.

GHOST WALK (Su): Beginning at 13th level, a white necromancer can become incorporeal as a standard action. He can use this ability once per day at 13th level and twice per day at 17th level.





While in this form, the white necromancer can take no action other than to move. He can move in any direction and through any object (except for those made of force). He remains in this form for a number of rounds equal to his white necromancer level, but he can end this effect at any time with a standard action.

DEATH WARDED (Su): At 15th level, a white necromancer receives a morale bonus equal to half his white necromancer level on all saves against death spells and death effects. He is granted a save to negate such effects even if one is not normally allowed.

PROTECTIVE AURA (Su): At 17th level, a white necromancer can, as an immediate action, emit a 30-foot aura that protects against death effects for a number of rounds per day equal to his white necromancer level. These rounds need not be consecutive. Living creatures within this area are immune to death spells, death effects, energy drain, and effects that cause negative levels. This protective aura does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the protected area.

MASTER OF LIFE AND DEATH (Su): At 20th level, a white necromancer becomes a true master of life and death. Once per round, he can cast *bleed* or *stabilize* as a free action. If he is reduced to below 0 hit points, he automatically stabilizes.

He becomes immune to all death spells and magical death attacks. Ability damage and drain cannot reduce him below 1 in any ability score. Once per day, he can cast *power word kill*, but the spell can target a creature that currently has 150 hit points or fewer.

White Necromancer Spell List

White necromancers gain access to the following spells.

0 Level: *arcane mark*, *bleed*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *grave words*^{OA}, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *ray of frost*, *stabilize*, *touch of fatigue*.



WHITE NECROMANCERS IN MIDGARD

Most white necromancers of Midgard spring from just two sources: the gravebinders of Siwal in the Southlands, and the mountain necromancers of Leng and Sikkim. White necromancers are almost unknown in the Crossroads and the northern regions of Midgard, though a scattering of such individuals exists in Valera and Trombeo as followers of Charun, and others are suspected within the White Empire of the Ghouls.

1st Level: *cause fear*, *cure light wounds*, *chill touch*, *deathwatch*, *decompose corpse*^{UM}, *detect undead*, *detect evil*, *doom*, *hide from undead*, *identify*, *inflict light wounds*, *mage armor*, *protection from evil*, *ray of enfeeblement*, *ray of sickening*^{UM}, *remove fear*, *restore corpse*^{UM}, *sanctify corpse*^{UM}, *sculpt corpse*^{APG}, *sleep*, *unseen servant*.

2nd Level: *blindness/deafness*, *bone shards*^{*}, *bone swarm*^{*}, *calm spirit*^{OA}, *catatonia*^{OA}, *command undead*, *cure moderate wounds*, *darkness*, *darkvision*, *death knell*, *delay poison*, *detect thoughts*, *false life*, *fog cloud*, *ghostly disguise*^{UM}, *ghoul touch*, *inflict moderate wounds*, *invisibility*, *lesser animate dead*^{UM}, *levitate*, *life pact*^{ACG}, *pernicious poison*^{UM}, *purge spirit*^{OA}, *scare*, *silence*, *see invisibility*, *spectral hand*, *steal voice*^{UM}, *toxic gift*^{UM}, *unshakable chill*^{UM}.

3rd Level: *aura sight*^{ACG}, *blood biography*^{APG}, *cure serious wounds*, *dance of the dead*^{*}, *daylight*, *deep slumber*, *eldritch fever*^{UM}, *fester*^{APG}, *fly*, *gaseous form*, *gentle repose*, *halt undead*, *healing thief*^{UC}, *howling agony*^{UM}, *inflict serious wounds*, *marionette possession*^{UM}, *nap stack*^{APG}, *phantom steed*, *ray of exhaustion*, *sands of time*^{UM}, *slow*, *speak with dead*, *undead anatomy I*^{UM}, *vampiric touch*.

4th Level: *animate dead*, *anti-incorporeal shell*^{ACG}, *aura of doom*^{UM}, *bestow curse*, *bloatbomb*^{ACG}, *contagion*, *crushing despair*, *cure critical wounds*, *death ward*, *enervation*, *eyes of the void*^{ACG}, *fear*, *greater false life*^{UM}, *greater invisibility*, *haunting choir*^{UM}, *ice storm*, *inflict critical wounds*, *neutralize poison*, *plague carrier*^{UM}, *poison*, *riding possession*^{OA}, *shadow projection*^{APG}, *speak with haunt*^{ACG}, *wall of ice*, *well of angry souls*^{DM}.

5th Level: *breath of life*, *call spirit*^{OA}, *chain of bones*^{*}, *cone of cold*, *entrap spirit*^{OA}, *final rest*^{DM}, *greater bone shards*^{*}, *greater contagion*^{UM}, *lesser astral projection*^{UM}, *magic jar*, *mass repair undead*^{ACG}, *permanency*, *possession*^{OA}, *possess object*^{UM}, *raise dead*, *rest eternal*^{APG}, *sessile spirit*^{OA}, *slay living*, *suffocation*^{APG}, *symbol of pain*, *symbol of sleep*, *undead anatomy II*^{UM}, *wall of bones*^{*}, *wall of ectoplasm*^{OA}, *waves of fatigue*.

6th Level: *antilife shell*, *circle of death*, *create undead*, *disintegrate*, *eyebite*, *freezing sphere*, *harm*, *major curse*^{UM}, *mass fester*^{APG}, *symbol of fear*, *true seeing*, *undead anatomy III*^{UM}, *undeath to death*, *unwilling shield*^{APG}.

7th Level: *control undead*, *destruction*, *epidemic*^{UM}, *ethereal jaunt*, *finger of death*, *heal*, *plague storm*^{UM}, *power word blind*, *resurrection*, *symbol of weakness*, *temporary resurrection*^{UM}, *waves of exhaustion*.

8th Level: *clone*, *create greater undead*, *horrid wilting*, *mind blank*, *orb of the void*^{UM}, *polar ray*, *symbol of death*, *temporal stasis*, *trap the soul*, *undead anatomy IV*^{UM}.

9th Level: *astral projection*, *energy drain*, *mass suffocation*^{APG}, *power word kill*, *soul bind*, *true resurrection*, *wail of the banshee*.

FAVORED CLASS OPTIONS

The following are alternative benefits that characters of various races may choose instead of the normal benefit for their favored class. Thus, rather than taking an extra hit point or an extra skill rank, players using one of the classes in this book can choose for their characters to gain the benefit listed here. Just as characters can alternate between taking skill ranks and hit points when they gain levels in their favored class, these benefits provide a third option, and characters may freely alternate between them.

The races covered include the core *Pathfinder Roleplaying Game* races, as well as the many playable races detailed in the *Advanced Races Compendium* from Kobold Press. Races from the *Advanced Races Compendium* are marked with ^{ARC}.

Battle Scion

Dragonkin^{ARC}: The battle scion's force blast class feature deals +1/2 hp damage.

Elf: Add one spell from the sorcerer/wizard spell list to the battle scion's spellbook. This spell must be at least 1 level lower than the highest-level spell he can cast.

Gearforged^{ARC}: The battle scion's force blast class feature deals +1/2 hp damage.

Human: Add a +1/4 enhancement bonus to the battle scion's dweomer weapon class feature.

Lamia^{ARC}: Add 1/4 to arcane aura bonuses.

Minotaur^{ARC}: Add a +1 bonus to concentration checks when casting battle scion spells.

Shadow Fey^{ARC}: Add a +1 bonus to concentration checks when casting battle scion spells.





Tiefling^{ARC}: The battle scion's force blast class feature deals +1/2 hp damage.

Werelion^{ARC}: Add 1/4 to arcane aura bonuses.

Mystic Archer

Centaur^{ARC}: Add a +1/4 enhancement bonus to the mystic archer's dweomer bow class feature.

Drow^{ARC}: Gain 1/6 of an archer's trick.

Elf: Add one spell from the sorcerer/wizard spell list to the mystic archer's spellbook. This spell must be at least 1 level lower than the highest-level spell she can cast.

Half-Elf: Gain 1/6 of an archer's trick.

Human: Add a +1/4 enhancement bonus to the mystic archer's dweomer bow class feature.

Ravenfolk^{ARC}: Add a +1/2 bonus to Perception checks.

Shadow Fey^{ARC}: Add one spell from the sorcerer/wizard spell list to the mystic archer's spellbook. This must be at least 1 level lower than the highest-level spell she can cast.

Priest

Aasimar^{ARC}: Treat the aasimar's level as 1/4 higher for the purpose of determining the effects of the priest's divine gift class feature.

Human: Add 1/3 to the number of times per day the priest can channel energy.

Savant

Dwarf: The savant has an additional hour to choose to take note of knacks in his notebook.

Gnome: The savant can use his gnome magic an additional 1/2 times per day.

Half-Elf: The duration of the savant's knacks outside his area of interest is multiplied by 1/4 (round down).

Human: Add a +1/4 bonus on Perception checks to scrutinize a target.

Kitsune^{ARG}: The savant adds a +1/6 bonus to the maximum number of knacks he can use at once.

Skin-Changer

Dragonkin^{ARC}: Gain 1/6 of a ranger talent.

Dwarf: Add a +1/3 bonus to attack and damage rolls when using the skin-changer's animal shape class feature to assume animal form (only when in bear or wolf form).

Elf: Add a +1/3 dodge bonus to Armor Class when in a favored terrain.

Gnoll^{ARC}: Add a +1/3 bonus to attack and damage rolls when using the skin-changer's animal shape class feature to assume animal form (only when in hyena form).

Human: Gain 1/6 of a ranger talent.

Ravenfolk^{ARC}: Add a +1/2 bonus to attack and damage rolls when using the skin-changer's animal shape class feature to assume animal form (only when in raven form).

Sahuagin^{ARC}: Add a +1/3 bonus to attack and damage rolls when using the skin-changer's animal shape class feature to assume animal form (only when in shark form).

Spell-Less Ranger

Centaur^{ARC}: Add 1 to the spell-less ranger's base speed.

In combat, this has no effect unless the spell-less ranger has selected this reward five times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the spell-less ranger's fast movement class feature and applies only under the same conditions.

Dwarf: Add a +1/2 bonus to wild empathy checks to influence animals and magical beasts living underground.

Elf: Add a +1/3 dodge bonus to Armor Class when in a favored terrain.

Gnoll^{ARC}: Gain a +1/4 favored enemy bonus against humanoids and monstrous humanoids. This bonus stacks with the spell-less ranger's normal favored enemy bonus if the gnoll selects monstrous humanoids or any humanoid subtype as a favored enemy.

Human: Gain 1/6 of a ranger talent.

Lizardfolk^{ARC}: Add a +1/4 bonus to damage rolls against one of the spell-less ranger's favored enemies.

Minotaur^{ARC}: Add 1 hit point to the spell-less ranger's animal companion. If the spell-less ranger ever replaces his animal companion, the new animal companion gains this bonus hit point.

Sahuagin^{ARC}: Add 1 hit point or 1 skill rank to the spell-less ranger's animal companion. If the spell-less ranger ever replaces his companion, the new companion gains this bonus hit point or skill rank.

Trollkin^{ARC}: Add a +1/3 bonus to Stealth checks made by the spell-less ranger or his animal companion.

Werelion^{ARC}: Add 1/3 round to the duration of hunter's bond (if the spell-less ranger chose to bond with allies). This has no effect for a spell-less ranger who chooses a bond with an animal companion for the hunter's bond class feature.

Spirit Shaman

Centaur^{ARC}: Gain 1/6 of a totem secret.

Gnoll^{ARC}: Add +1/4 to the spirit shaman's daily uses of the blood divination class feature.

Human: Gain 1/6 of a totem secret.

Lizardfolk^{ARC}: Add 1/2 level to the spirit shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment and special abilities.

Ravenfolk^{ARC}: Gain 1/6 of a totem secret.

Tiefling^{ARC}: Add +1/4 to the daily uses of the blood divination class feature.

Tosculi^{ARC}: Add one mind-affecting spell from the sorcerer/wizard spell list (that isn't on the druid spell list) to the list of spells the spirit shaman knows.

Trollkin^{ARC}: Add 1 hit point to the spirit shaman's animal spirit guide. If the spirit shaman ever replaces his animal spirit guide, the new spirit guide gains these bonus hit points.

Werelion^{ARC}: Add 1/4 hour of wild shape per day.

Theurge

Elf: Add 1/6 to the number of times per day the theurge can use his spell synthesis class feature.

Human: Add one spell from the sorcerer/wizard spell list to the theurge's spellbook or one spell from the cleric spell list to the theurge's prayer book. The spell must be at least 1 level lower than the highest-level spell the theurge can cast.

Lizardfolk^{ARC}: Add one spell from the sorcerer/wizard spell list to the theurge's spellbook or one spell from the cleric spell list to the theurge's prayer book. The spell must be at least 1 level lower than the highest-level spell the theurge can cast.

Shadow Fey^{ARC}: Add 1/6 to the number of times per day the theurge can use his spell synthesis class feature.

Tiefling^{ARC}: Add one spell from the sorcerer/wizard spell list to the theurge's spellbook or one spell from the cleric spell list to the theurge's prayer book. The spell must be at least 1 level lower than the highest-level spell the theurge can cast.

Tinkerer

Dwarf: Add +1/2 hp damage to the tinkerer's grenade damage.

Gearforged^{ARC}: Add 1/4 to the resource points of the tinkerer's clockwork companion.

Gnome: Add 1/4 to the number of times per day the tinkerer can use his remarkable repairs class feature.

Human: Add 1/4 to the number of grenades per day the tinkerer can create.

Kobold^{ARC}: Add a +1/2 bonus to Disable Device and Perception checks to locate or disable traps.

Trickster

Elf: Choose a weapon from the following list: longsword, rapier, shortbow, short sword, or a single weapon with "elven" in its name. Add a +1/2 circumstance bonus to critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Gnome: If the trickster selects the beguiler forte, add 1/3 to his effective class level for the purpose of that forte's special abilities.

Half-Elf: Add a +1/2 bonus to Bluff checks to feint and to Diplomacy checks to gather information.

Human: Add one spell from the sorcerer/wizard spell list to the trickster's spellbook. This spell must be at least 1 level lower than the highest-level spell he can cast.

Kobold^{ARC}: Add a +1/2 bonus to Disable Device and Perception checks regarding traps when using the trickster's trapfinding class feature.

Ravenfolk^{ARC}: If the trickster selects the arcane accomplice forte and chooses a raven as his familiar, add 1/3 to his effective class level for the purpose of that forte's special abilities.

Shadow Fey^{ARC}: If the trickster selects the shadow forte, add 1/3 to his effective class level for the purpose of that forte's special abilities.

Trollkin^{ARC}: Add a +1/6 bonus to the DC of spells with the fear descriptor.

Warlock

Darakhul^{ARC}: Add +1/2 hp damage to the damage dealt by the warlock's dread bolt class feature.

Dhampir^{ARC}: Add one spell from the witch spell list to the warlock's bond weapon. This spell must be at least 1 level lower than the highest-level spell he can cast. If the warlock ever replaces his bond weapon, his new bond weapon contains this bonus spell.

Drow^{ARC}: Add a +1/4 bonus to eldritch aura.

Gnome: Add one spell from the witch spell list to the warlock's bond weapon. This spell must be at least 1 level lower than the highest-level spell he can cast. If the warlock ever replaces his bond weapon, his new bond weapon contains this bonus spell.

Human: Add +1/2 hp damage to the damage dealt by the warlock's dread bolt class feature.

Lamia^{ARC}: Add a +1/2 bonus to Knowledge (arcana) and Knowledge (planes) checks.

Tiefling^{ARC}: Add +1/2 hp damage to the damage dealt by the warlock's dread bolt class feature.

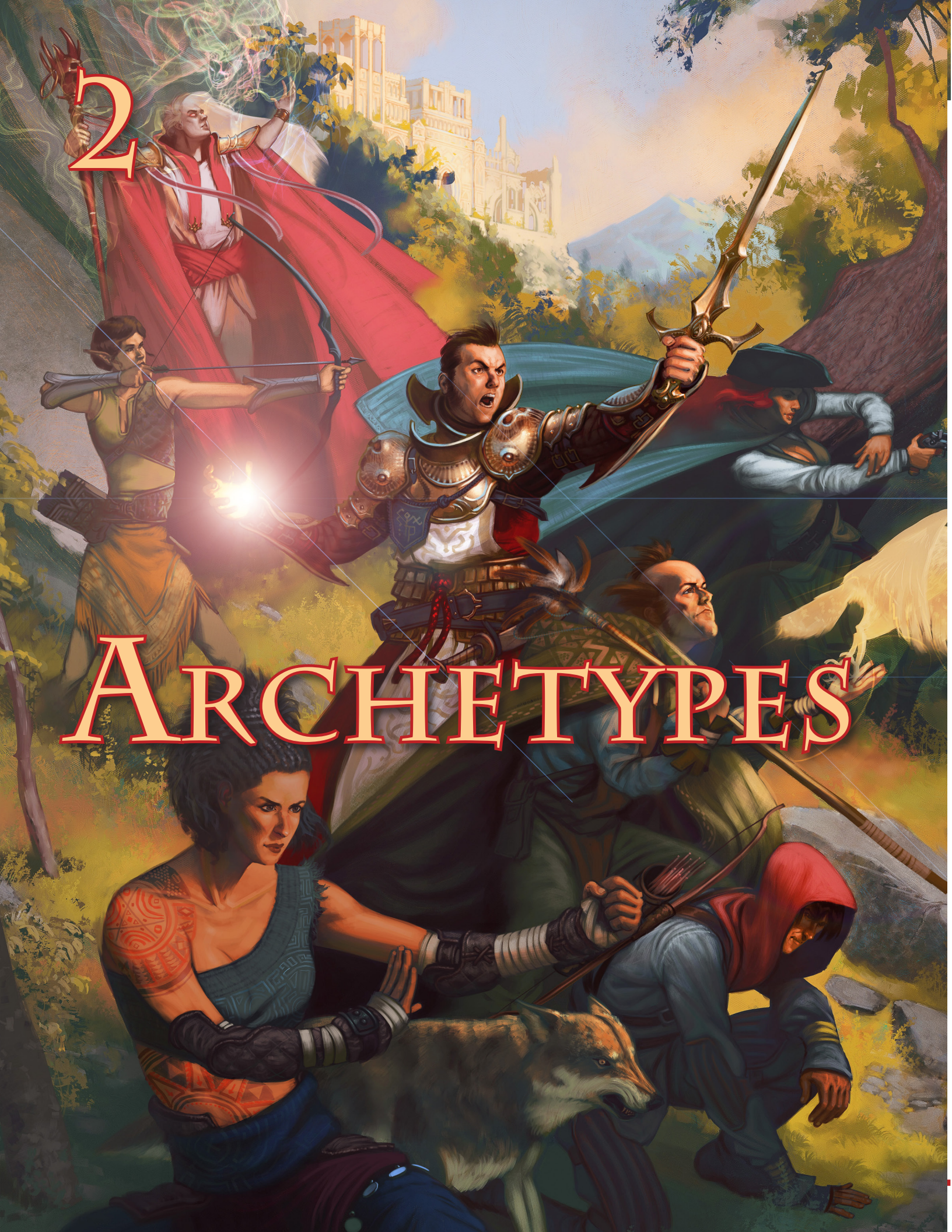
White Necromancer

Human: Add one spell known from the white necromancer spell list. This spell must be at least 1 level lower than the highest-level spell the white necromancer can cast.

Lizardfolk^{ARC}: Add 1/2 to the number of times per day the white necromancer can use rebuke death.

2

ARCHETYPES





ARCHETYPES 2

BARBARIAN

The barbarian is fueled by rage, and that rage gives him incredible strength. A rare few barbarians embrace the rage inherent in firearms and revel in their destructive power.

BLACK POWDER REAVER

Explosions are remarkable fun, but precision is a luxury for the soft city-dweller. The black powder reaver embraces the havoc of firearms even if she doesn't fully appreciate the science behind them. In her hands, a gun becomes a primal tool of smoke, fire, and blood, leaving thoughts of delicate machining or careful measurements far behind. She wades into melee combat with weapons drawn, and opponents are hard-pressed to separate the roar of black powder from the reaver's own battle cries.

WEAPON AND ARMOR PROFICIENCY: A black powder reaver gains proficiency with one firearm of her choice, but does not gain proficiency with shields.

BLACK POWDER RAGE (Ex): A black powder reaver enters a rage very similar to a standard barbarian's, but gains an uncanny focus on the destructive power of firearms. While raging, she gains a +2 morale bonus to Strength and Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Armor Class. In addition, while raging, a black powder reaver gains Amateur Gunslinger and Quick Draw as bonus feats. Any grit earned by confirming a critical hit or scoring a killing blow with a firearm must be spent before the rage ends or it is lost.

A black powder reaver cannot normally focus well enough to reload a firearm while raging, but the moment of clarity rage power allows her to reload normally.

At 11th level, when a black powder reaver enters a rage, the morale bonus to Strength and Constitution improves to +4, and the bonus on Will saves increases to +3. She also gains 1 bonus grit point each day and can ignore any penalties for attacking with a broken firearm.

At 20th level, when a black powder reaver enters a rage, the morale bonus to Strength and Constitution improves to +6, and the bonus on Will saves increases to +4. While raging and wielding a loaded firearm, she threatens a 10-foot radius around her.

This ability replaces rage, greater rage, and mighty rage.

MUZZLE FLASH (Ex): A black powder reaver can forgo ammunition, relying on the fire and force of exploding black powder to damage foes. She may load any firearm with only a charge of black powder and wadding. Doing so reduces the firearm's range increment to 5 feet and maximum range to 10 feet, but reduces its misfire chance by 1 (minimum 0). This ability replaces the rage power gained at 2nd level.

PISTOL WHIP (Ex): At 3rd level, a black powder reaver gains the pistol whip deed while raging. This ability replaces trap sense +1.

SMOKE AND FURY (Ex): In a miasma of smoke, noise, and blood, a black powder reaver causes opponents to flinch rather than swing at obvious openings. Beginning at 6th level, she no longer provokes attacks of opportunity with firearms when using her muzzle flash ability. This ability replaces trap sense +2.

SMOKESCREEN (Ex): Beginning at 9th level, when a black powder reaver attacks with a muzzle flash, she may spend 1 grit point to create a 5-foot-radius cloud of smoke adjacent to her position. This otherwise acts like an *obscuring mist* spell, with a caster level equal to the barbarian's level. This ability replaces trap sense +3.

DEAD SHOT (Ex): At 12th level, a black powder reaver gains the dead shot deed while raging. This ability replaces trap sense +4.

BLEEDING WOUND (Ex): At 15th level, a black powder reaver gains the bleeding wound deed while raging. This ability replaces trap sense +5.

MENACING SHOT (Ex): At 18th level, a black powder reaver gains the menacing shot deed while raging. This ability replaces trap sense +6.

BATTLE SCION

Battle scions are a fusion of skills and abilities, but some specialize in particular powers and abilities common to the class. Others gain their powers naturally, instead of through traditional study.

BONDED SCION

A bonded scion spends his life focused on the mastery of his arcane bond weapon, striving to unlock an ever-increasing array of abilities. The bonded scion melds and channels arcane power and combat might through his bond weapon in an almost spiritual way. Eventually, this deep connection causes the bonded scion's weapon to take on a bit of his own life force, allowing the weapon to gain sentience and become a specialized type of intelligent magic item.

ARCANE BOND (Sp): At 2nd level, a bonded scion gains a weapon as an arcane bond item. This feature is identical to the wizard class feature, but the bonded scion must select a weapon. He may use the hand that holds his bonded weapon to provide somatic components. This ability replaces arcane aura.

IMPROVED BONDED OBJECT (Ex): At 5th level, a bonded scion receives Improved Bonded Object* as a bonus feat. This ability replaces armored maneuvers, normally gained at 8th level.



DEADLY BOND WEAPON (Ex): Whenever a bonded scion of 6th level or higher threatens a critical hit with his arcane bond weapon, he gains a +2 insight bonus on the confirmation roll. This bonus increases by an additional +1 for every four levels beyond 6th (+3 at 10th level, +4 at 14th level, and +5 at 18th level). This ability replaces the bonus feat normally gained at 6th level.

FORCE WEAPON (Su): As a swift action, a bonded scion of 10th level or higher may expend one use of his *force blast* ability to enhance his bond weapon with force energy. For a number of rounds equal to the bonded scion's Intelligence modifier, his bond weapon can strike incorporeal creatures without incurring the normal miss chance (as the *ghost touch* weapon property).

In addition, any successful hit on an incorporeal creature while the bond weapon is enhanced in this way deals an additional amount of force damage equal to the bonded scion's level. This ability replaces the bonus feat normally gained at 10th level.

BANE WEAPON (Su):

At 11th level, a bonded scion can, as a swift action, imbue his bond weapon with the bane weapon special ability, except that the amount of bonus damage dealt against creatures of the selected type is 4d6. The bonded scion must select one creature type when he uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability lasts for a number of rounds per day equal to the bonded scion's level. These rounds do not need to be consecutive. This ability replaces the spell tactician benefit normally gained at 11th level.

AWAKENED BONDED OBJECT

(Ex): At 14th level, a bonded scion receives Awakened Bonded Object* as a bonus feat. This ability replaces the bonus feat normally gained at 14th level.

FORCE BLASTER

Some battle scions focus as much on the combat potential and versatility of their *force blast* ability as they do on spells and traditional weapons. Such battle scions are typically referred to as force blasters, or often simply blasters. Through intense practice and continual study, blasters learn to manipulate their force blasts in a number of ways—from improving the frequency and quantity of their blasts to increasing their overall damage output.

RAPID BLAST (Sp): At 2nd level, a blaster may use his *force blast* ability as a move action instead of a standard action.

POWERFUL BLAST (Sp): At 5th level, a blaster's force blast damage is increased by half, as if empowered. In addition, the blaster's force blasts have the potential to push the target backward and knock it prone. The blaster treats this



ARCHETYPES 2

as a combat maneuver using his Intelligence modifier in place of his Strength modifier when calculating his CMB.

If the maneuver is successful, the target is pushed backward in a straight line up to 5 feet for every five class levels and knocked prone. For every size category of the target above Medium, reduce the distance pushed by 5 feet (–5 feet for Large, –10 feet for Huge, –15 for Gargantuan, and –20 feet for Colossal) to a minimum of 0 feet.

If the maneuver is unsuccessful, the target still takes the force blast damage, but is not knocked backward or prone. This ability replaces dweomer weapon.

ENHANCED BLASTS (Ex): At 6th level, a blaster receives Extend Force Blast*, Extra Force Blast*, or Improved Force Blast* as a bonus feat. The force blaster must meet the prerequisites of this bonus feat. This ability replaces the bonus feat normally gained at 6th level.

MULTIPLE BLASTS (Sp): At 10th level, a blaster may fire two bolts per use of *force blast* instead of one. He may fire both blasts at the same target or at two different targets that may be no more than 10 feet apart. At 17th level, a blaster may instead fire three bolts per use of *force blast*. This ability replaces the bonus feat normally gained at 10th level.

SWIFT BLAST (Su): At 11th level, a blaster may use his *force blast* ability three times per day as a swift action. This number increases by one additional time per day for every five levels beyond 11th. This ability replaces the spell tactician benefit normally gained at 11th level.

WILD SCION

Not all battle scions gain their spells through study and research. A rare few are born with innate spellcasting power, which they hone and control using the methods and techniques learned from the battle scion tradition. Although wild scions can cast fewer spells per day than traditional battle scions can, they make up for this shortcoming with increased versatility and raw power.

ESCHIEW MATERIALS: At 4th level, a wild scion gains Eschew Materials as a bonus feat. At 8th level, a wild scion can cast any spell with a material component costing 100 gp or less without needing that component. At 12th level, this amount increases to 250 gp or less. This ability replaces fighter training.

SPELLS: At 4th level, a wild scion's innate arcane power springs forth, giving him the ability to cast a small number of arcane spells, which are drawn from the sorcerer/wizard

Table 20: Wild Scion Spells per Day

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

Table 21: Wild Scion Spells Known

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



spell list. A wild scion casts any spell he knows without preparing it ahead of time. To learn or cast a spell, a wild scion must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wild scion's spell is 10 + the spell level + the wild scion's Charisma modifier.

Like other spellcasters, a wild scion can cast only a certain number of spells of each level per day. His base daily spell allotment is given on Table 20: Wild Scion Spells per Day. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*). The wild scion does not need to prepare these spells in advance; he can cast any spell he knows at any time, assuming he hasn't yet used up his allotment of spells per day for the spell's level.

The wild scion's selection of spells is limited. At 4th level, a wild scion knows two 1st-level spells of his choice. A wild scion gains more spells as he increases in level, as indicated on Table 21: Wild Scion Spells Known. Unlike spells per day, the number of spells a wild scion knows is not affected by his Charisma score. At 8th level and every three levels thereafter, a wild scion can choose to learn a new spell in place of one he already knows. In effect, the wild scion loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A wild scion may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Through 3rd level, a wild scion has no caster level. At 4th level and higher, his caster level is equal to his wild scion level – 3. This ability modifies the standard battle scion spellcasting class feature.



FIGHTER

Bravado and showy gunplay serve some adventurers well, but practicality appeals to others. What the gunfighter may lack in style, he makes up for in focus, preparedness, and pure steely nerves.

GUNFIGHTER

Gunfighters are a rare breed who embrace the noise and danger of firearms as a science more than an art, and work to improve the reliability of their weapons and tactics. A gunfighter shuns the gunslinger's philosophy of impressive deeds, preferring a sensible approach and a loaded gun for every conceivable occasion.

WEAPON AND ARMOR PROFICIENCY: A gunfighter does not gain proficiency in heavy armor, but he gains proficiency in all firearms.

BONUS FEATS: A gunfighter gains bonus feats as a fighter. These bonus feats must be selected from those listed as combat feats and grit feats.

EXPERT GUNSMITHING (Ex): At 1st level, a gunfighter gains Gunsmithing as a bonus feat. In addition, he gains a +2 bonus to any Craft checks made to repair a broken firearm. This ability replaces the fighter bonus feat normally gained at 1st level.

FLESH WOUND (Ex): Once per day beginning at 3rd level, a gunfighter can declare one attack against him to be a flesh wound, reducing damage from that attack by half. Apply any damage reduction first before applying this effect. The gunfighter must announce that he is using this ability after the attack hits but before damage is rolled. He can use this ability one additional time per day every four levels thereafter, to a maximum of five times per day at 15th level. This ability replaces armor training.

WEAPON TRAINING (Ex): A gunfighter must select firearms as his weapon group at 5th level.

ALWAYS PREPARED (Ex): A gunfighter is never caught unawares. Beginning at 8th level, he can recover a single dose of black powder and ammunition or a single alchemical cartridge, as per the Secret Stash Deed^{UC} feat. This ability does not require the expenditure of grit. A gunfighter may use this ability once per day at 8th level, and one additional time per day for every three levels thereafter, to a maximum of five times per day at 20th level. This ability replaces the bonus feat normally gained at 8th level.

GUNSLINGER

The role of the gun is only about four or five centuries old in our legends, but that's certainly long enough to generate its own myths and character types.

BLACK HAT

Skill and attitude are enough for most gunslingers, but the black hat doesn't rely on the odds life hands him. He makes his own. A wielder of aggressive superstition and the same uncanny focus shared by all gunslingers, the black hat hurls his trademark bad luck as readily as ammunition.

Under his unnerving gaze, opponents hesitate, mechanisms jam, and spells fizzle without reason. These strange happenings occur around a black hat time and time again, and settled folk find his presence inexplicably unsettling. Consequently, a black hat never truly feels at home and never seems able to find a community in which to settle.

CLASS SKILLS: A black hat has Disable Device and Knowledge (arcana) as class skills instead of Handle Animal, Heal, and Knowledge (local).

JINXES: A black hat's true gifts lie in unnerving his opponents and twisting reality to match his expectations. A jinx functions similarly to a gunslinger's deed, but it reflects the black hat channeling his focus and invoking hedge curses to affect others rather than himself. Unless otherwise noted, using a jinx is a standard action that does not provoke an attack of opportunity. The save to resist a jinx has a DC equal to 10 + 1/2 the gunslinger's level + the gunslinger's Charisma modifier.

Evil Eye (Su): At 1st level, a black hat can spend 1 grit point to cause doubt to creep into the mind of a foe that he can see within 30 feet. The target takes a -2 penalty to one of the following (black hat's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This jinx lasts for a number of rounds equal to 3 + the black hat's Charisma modifier. A Will save reduces this duration to just 1 round. This is a mind-affecting effect. At 11th level the penalty becomes -4. At 15th level, a black hat can activate this ability to affect all opponents within 30 feet. This ability replaces the deadeye, bleeding wound, and menacing shot deeds.

Near Miss (Ex): Starting at 2nd level, a black hat gains a +1 luck bonus to AC while wearing light or no armor. Anything that causes the black hat to lose his Dexterity bonus to AC also causes him to lose this luck bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level). This ability replaces nimble.



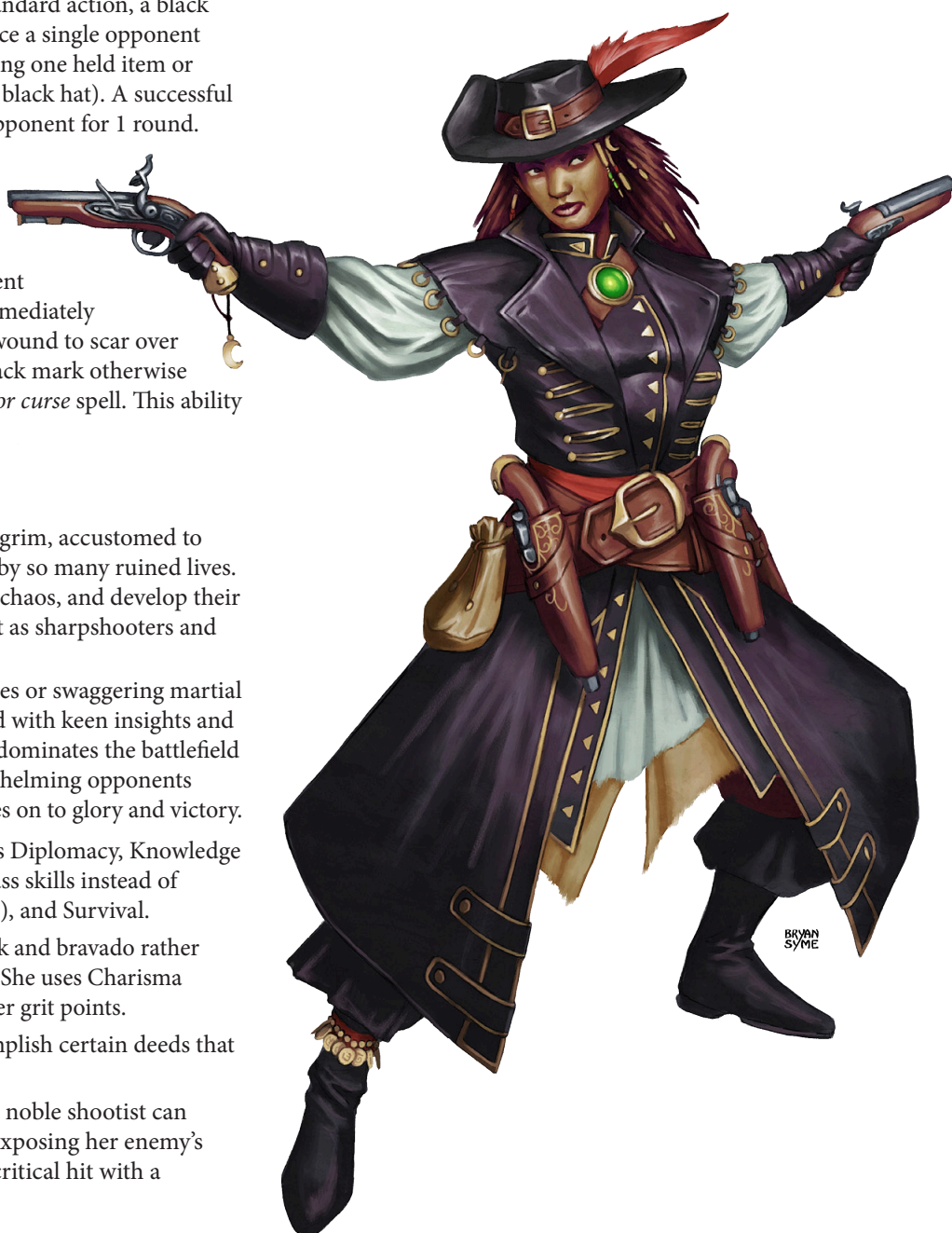
Backfire (Su): At 3rd level and higher, a black hat can spend 1 grit point as a standard action to cause all mechanical devices within 30 feet to malfunction. Firearms increase their misfire chance by an amount equal to the black hat's Charisma modifier. Any other mechanical devices gain a misfire chance equal to the black hat's Charisma modifier. Mechanical weapons (such as crossbows) use the standard misfire rules when fired; other devices roll for misfire each round they are used. This jinx lasts for a number of rounds equal to 3 + the black hat's Charisma modifier, and its area of effect moves along with the black hat. This ability replaces the utility shot deed.

Fumble (Su): At 7th level, as a standard action, a black hat can spend 1 grit point to force a single opponent within 30 feet to fumble, dropping one held item or falling prone (as selected by the black hat). A successful Will save instead staggers the opponent for 1 round. This is a mind-affecting effect. This ability replaces the dead shot deed.

Black Mark (Su): At 19th level, when a black hat hits an opponent with a firearm attack, he can immediately spend 1 grit point to cause the wound to scar over in a blasphemous shape. The black mark otherwise functions identically to the *major curse* spell. This ability replaces the death's shot deed.

firearm, she can spend 1 grit point to grant all allies within 60 feet a +1 bonus to attacks, damage, and saves against charm and fear effects. This bonus lasts for 1 round, but she may extend the duration by spending a swift action to maintain the effect each round, up to a maximum of 1 round per gunslinger level. Rallying shot is a mind-affecting effect. This ability replaces the quick clear deed.

Unnerving Accuracy (Ex): At 3rd level, a noble shootist with at least 1 grit point may unnerve a flat-footed opponent with a deft display of marksmanship, startling the foe and causing him to leap back, flinch, or fall over. Instead of inflicting damage on a successful hit, the



NOBLE SHOOTIST

Many a gunslinger is collected and grim, accustomed to the horrors of battle and hardened by so many ruined lives. Others find a way to rise above the chaos, and develop their skills not as unnerving warriors but as sharpshooters and impassioned leaders.

Descending from eagle-eyed nobles or swaggering martial traditions, noble shootists are gifted with keen insights and unshakable confidence. A shootist dominates the battlefield through force of personality, overwhelming opponents through precision and spurring allies on to glory and victory.

CLASS SKILLS: A noble shootist has Diplomacy, Knowledge (nobility), and Sense Motive as class skills instead of Handle Animal, Knowledge (local), and Survival.

GRIT: A noble shootist relies on luck and bravado rather than insight to perform her deeds. She uses Charisma instead of Wisdom to determine her grit points.

DEEDS: A noble shootist can accomplish certain deeds that are particular to her special skills.

Rallying Shot (Ex): At 1st level, a noble shootist can inspire allies to great deeds by exposing her enemy's weakness. Upon threatening a critical hit with a

shootist may instead perform a combat maneuver, with a combat maneuver result equal to her gunslinger level plus the damage she would otherwise inflict. A shootist must decide to use this deed before rolling damage. Unnerving accuracy is a mind-affecting effect. This ability replaces the pistol whip deed.

BEHIND THE EYES (EX): Much of a noble shootist's skill derives from her uncanny insight into the human mind. Beginning at 2nd level, she gains an insight bonus to Diplomacy and Sense Motive checks equal to half her gunslinger level. This ability replaces nimble.

MONK

Many monks are warrior-artists, striving toward perfection through adherence to strict philosophies and rigorous martial training. Although most focus on the self and their physical bodies, some seek perfection through other paths.

BEAST-SOUL MONK

Where many martial artists practice fighting styles that emulate the deadliness of natural beasts, the beast-soul monk strives for more than mimicry. As part of a beast-soul monk's training, he forms a bond with an animal of the type he seeks to emulate. As the monk's training progresses, he learns to use his *ki* to reshape his body to match his companion's form.

CLASS SKILLS: A beast-soul monk adds Handle Animal and Knowledge (nature) to his list of class skills.

ANIMAL COMPANION (EX): At 1st level, a beast-soul monk selects one of the following imitative fighting styles as his specialty: crane, mantis, monkey, snake, or tiger. The monk gains an animal companion based on his chosen specialty. This ability functions like the druid animal companion ability (which is part of the nature bond class feature), but the beast-soul monk must take an animal companion associated with his specialty. If he selected crane, he must take the bird animal companion; for mantis, he must take the giant mantis vermin companion (see *Pathfinder Roleplaying Game Ultimate Magic*); for monkey, he must take the ape animal companion; for snake, he must take the snake (constrictor or viper) animal companion; and for tiger, he must take the big cat animal companion. The monk's effective druid level for this ability is equal to his monk level. This ability replaces flurry of blows and stunning fist.

BONUS FEATS: In addition to the normal monk bonus feats, a beast-soul monk may select the style feat associated with his animal companion (Crane Style^{UC}, Mantis Style^{UC}, Monkey Style^{UC}, Snake Style^{UC}, or Tiger Style^{UC}). He does not have to meet the prerequisites of that feat.

Alternatively, he may choose a feat in that style's feat path (such as Mantis Wisdom^{UC}) as one of these bonus feats if he already has the appropriate style feat (such as Mantis Style). He does not need to meet any other prerequisite of the feat in the style's feat path.

BEAST SHAPE (SU): At 7th level, a beast-soul monk may spend 2 points from his *ki* pool to transform into an animal of the same kind as his animal companion. This ability functions as *beast shape I* (or *vermin shape I^{UM}* for a mantis) with a caster level equal to the monk's class level. At 12th level, this ability functions as *beast shape II* or *vermin shape II^{UM}*. This ability replaces wholeness of body and abundant step.

CLOCKWORK MONK (RACIAL ARCHETYPE)

Forged of brass and copper, those gearforged that choose to follow the path of the monk do so with a unique philosophy. They seek perfection of self through achieving harmony in their metallic bodies, memory gears, and soul gems.

WEAPON AND ARMOR PROFICIENCY: A clockwork monk is proficient with light and medium armor in addition to a standard monk's weapon and armor proficiencies.

BONUS FEATS: A clockwork monk adds all feats with gearforged as a prerequisite to his list of available bonus feats. The monk must still pay the gp cost associated with any gearforged feat selected. At 2nd level and higher, a

GEARFORGED

The infusion of sentient minds, of souls, into mechanical bodies has long been a dream of the sick and ailing, of madmen and saints. A select few have achieved this impressive feat of arcano-magical engineering—unfettering of the soul from the fragile bounds of flesh. The beings subjected to this process are known as the gearforged.

Gearforged are living constructs, clockwork forms that house mortal souls. They are not only an artificial race but one whose members are created one at a time, coming from a vast array of backgrounds. Nevertheless, they maintain rich traditions of history, culture, and spirituality. Originally created as powerful soldiers, gearforged must now find their own ways to navigate the second life they have been given. Many devote themselves to civil service, others to their gods. Some dedicate their extraordinarily long lives to the pursuit of knowledge. Others, naturally, seek out lives of adventure.

Full details on the gearforged, including complete rules for gearforged as a player character race, can be found in *Advanced Races Compendium*.



clockwork monk may even select feats that could normally be selected only as bonus feats, as he strives for physical perfection. When one of these feats grants a physical item, such as Gearforged Utility^{ARC}, the clockwork monk must pay the full gp price for the item when selecting the feat at 2nd level or higher.

AUGMENTED CONSTRUCT (Ex): At 3rd level, a clockwork monk gains 2 hit points and an additional 2 hit points for every feat he has selected, or selects hereafter, that has gearforged as a prerequisite. This ability replaces still mind.

ARMORED MONK (Ex): At 5th level, a clockwork monk wearing light armor made from metal gained through the Gearforged Utility feat does not lose his ability to use flurry of blows. At 11th level, a clockwork monk no longer loses his fast movement when wearing armor in this manner. At 17th level, a clockwork monk no longer loses his AC bonus when wearing armor in this manner. This ability replaces purity of body, diamond body, and timeless body.

INEVITABLE FORM: At 20th level, a clockwork monk becomes a magical creature. He is forevermore treated as an outsider and a construct for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaotic and regeneration 1 (chaotic weapons and effects). This ability replaces perfect self.



IRON STAFF MONK

The iron staff monk sees the humble staff as an extension of the self. He seeks enlightenment through understanding the countless techniques that have been developed for the weapon's use.

WEAPON PROFICIENCY: An iron staff monk gains proficiency with the bo staff^{UC} in addition to the standard monk's weapon proficiencies.

BONUS FEATS: An iron staff monk adds the following feats to his list of bonus feat choices: Polearm Acrobat* and Two-Weapon Defense. At 6th level, the following feats are added to the list: Shield of Swings^{APG} and Tripping Staff^{UM}. At 10th level, the following feats are added to the list: Lunge and Tripping Whirl^{UM}. A monk of the compliant style rod may apply the benefits of Tripping Staff and Tripping Whirl to a bo staff.

STAFF MASTERY: At 1st level, an iron staff monk gains either Bo Staff Master* or Quarterstaff Master^{UM} as a bonus feat. This ability replaces the bonus feat normally gained at 1st level.

UNARMED STRIKE: The unarmed damage of an iron staff monk does not increase beyond 1d6.

IRON STAFF STRIKE (Su): At 4th level, an iron staff monk can spend 1 point from his *ki* pool as a swift action to increase the damage dealt by any club, quarterstaff, or bo staff carried by the monk as if the weapon were one size category larger until the start of his next turn. At 8th level, the monk can spend 2 points from his *ki* pool to instead increase the damage dealt by a qualifying weapon as if it were two size categories larger. At 12th level, he can spend 3 points from his *ki* pool to instead increase the damage dealt by a qualifying weapon as if it were three size categories larger. Only the monk may benefit from this ability; if anyone else uses one of his weapons to make an attack, it deals damage as normal for its size. Iron staff strike does not change the effort required to wield the weapon. This ability replaces slow fall and abundant step.

PAPER DRAKE MONK

The paper drake monk seeks perfection through exploration of the endless opportunities of the blank page—which might be folded into shapes limited only by the imagination.

FOLDED FORM (Ex): Beginning at 3rd level, a paper drake monk adds half his level to Escape Artist checks. This ability replaces maneuver training.

CRUMPLED FORM (Ex): At 3rd level, a paper drake monk learns to fold, collapse, and bend his body around blunt force. The monk gains DR 1/slashing or piercing. This DR increases by 1 for every three levels thereafter. This ability replaces fast movement.

TORN FORM (Su): At 7th level and higher, a paper drake monk may spend 1 point from his *ki* pool as a standard action to change his size and shape, growing one size category smaller or larger (as per the *reduce person* and *enlarge person* spells respectively), with a caster level equal to his monk level. This ability replaces wholeness of body.

ONE THOUSAND CRANES (Su): Starting at 12th level, a paper drake monk can spend 4 points from his *ki* pool as a standard action to change into a swarm of paper cranes. The swarm has the same statistics as a bat swarm (see the *Pathfinder Roleplaying Game Bestiary*), except that the swarm has the same number of hit points as the monk, and any damage done to the swarm affects the monk.

While in swarm form, the monk cannot use his normal attacks or any special attacks that rely on his physical form. He gains the swarm's natural weapons and extraordinary special attacks instead. He also retains all of his usual special qualities. While in swarm form, the monk is still considered a creature of his normal creature type. The monk can remain in swarm form for 1 round per level, and he can choose to assume his normal form as a standard action. This ability replaces abundant step.

NINJA

The ninja is a master of misdirection, infiltration, sabotage, and assassination. Within those disciplines, though, one can find a great variety of tools and techniques used by their perpetrators.

ELEMENTAL NINJA

The elemental ninja combines mastery over her chosen element with her acrobatic, infiltration, and martial skills. Individual ninja clans often show an affinity for one element, as each such clan follows unique philosophies and approaches that are tied to its element.

CLASS SKILLS: An elemental ninja adds Knowledge (planes) to her list of class skills.

ELEMENTAL SCHOOL: At 1st level, an elemental ninja specializes in one of the following elements: air, earth, fire, or water. This feature functions as the wizard's arcane school feature, except that the ninja's selection is limited to the elemental arcane schools as presented in the *Pathfinder Roleplaying Game Advanced Player's Guide*. She uses her ninja level as her wizard level, and she uses her Charisma modifier instead of her Intelligence modifier for all abilities tied to her chosen elemental arcane school. Wizard levels stack with her ninja levels if she selects the same elemental arcane school as her wizardly arcane school. This ability replaces poison use and the ninja tricks normally gained at 4th, 8th, 12th, and 16th level.

NINJA TRICKS: The following ninja tricks complement the elemental ninja archetype: elemental fist (see below), *ki charge*^{UC}, unarmed combat training^{UC}, vanishing trick^{UC}, and ventriloquism^{UC}. If an elemental ninja selects *ki charge*, she deals energy damage that matches her chosen elemental school: lightning damage (air), acid damage (earth), fire damage (fire), or cold damage (water).

MASTER TRICKS: The following master tricks complement the elemental ninja archetype: elemental fusion (see below) and unarmed combat mastery^{UC}.

New Master Tricks

The following new master tricks are available to ninjas.

ELEMENTAL FIST: A ninja who selects this trick gains Elemental Fist^{APG} as a bonus feat. The ninja must have Improved Unarmed Strike before selecting this trick. An elemental ninja may select this trick as a ninja trick, rather than as a master trick. At 5th level, and every five levels thereafter, the ninja increases the damage of her Elemental Fist by 1d6 (2d6 at 5th level, 3d6 at 10th level, and so on).

ELEMENTAL FUSION (Su): The ninja selects a second elemental arcane school and gains all the benefits thereof—except that she treats her wizard level as half her ninja level for the second school. The ninja must have the elemental school class feature before selecting this trick.

PRIEST

Some priests venerate gods of nature above all others. These paragons of nature cast different spells from ordinary priests and can alter their forms into both animal and plant shapes.

CHOSEN OF NATURE

Devoted to a specific nature deity, a chosen of nature has a sacred duty to protect and preserve all aspects of the natural world. A stalwart champion of both plants and animals, a chosen works tirelessly to maintain the balance between the man-made and the natural worlds.



CLASS SKILLS: A chosen of nature has Handle Animal (Cha), Knowledge (nature) (Int), Ride (Dex), and Survival (Wis) as class skills instead of Knowledge (history) and Knowledge (nobility).

SPELLS: A chosen of nature casts divine spells drawn from the druid spell list. This ability replaces the priest's normal spellcasting.

NATURE SHAPE (Sp): Beginning at 2nd level, a chosen of nature can cast *beast shape* or *plant shape* as a spell-like ability (see below). She also gains Natural Spell as a bonus feat. She is considered to have the wild shape class feature for the purpose of meeting the feat's prerequisites.

At 2nd level, the chosen of nature can cast *beast shape I* once per day. At 5th level, she can cast *beast shape I* twice per day. At 8th level, she can cast *beast shape II* or *plant shape I* three times per day. At 11th level, she can cast *beast shape III* or *plant shape II* four times per day. At 14th level, she can cast *beast shape VI* or *plant shape III* five times per day. At 17th level, she can cast *beast shape VI* or *plant shape III* six times per day. This ability replaces channel energy.

NATURE SPEECH (Sp): At 6th level and higher, a chosen of nature is treated as if constantly under the effects of *speak with animals* and *speak with plants*. This ability replaces the bonus feat normally gained at 6th level.

FAST CHANGE (Ex): Starting at 12th level, when using *nature shape*, a chosen of nature can now cast *beast shape* or *plant shape* as a move action instead of a standard action. This ability replaces the bonus feat gained at 12th level.

NATURE'S WARD (Sp): At 18th level and higher, a chosen of nature may use *foresight* once per day as a spell-like ability. *Nature's ward* may be used only in a natural environment. If she uses the effect on herself, she must remain in a natural environment; if she uses it on another creature, both the chosen of nature and the creature warded must remain in a natural environment. If either one leaves the natural environment, the effect ceases, but it resumes as soon as both are once again within the natural environment. This ability replaces the bonus feat normally gained at 18th level.

GUARDED PRIEST

Some priests are so pious and dedicated to their deity that they are granted a divine guardian to aid and protect them. Such individuals are called guarded priests, and they form a bond with a special kind of outsider known as a guardian.

GUARDIAN: The guarded priest gains a divine (or profane) protector. The guarded priest can summon an eidolon as if he were a summoner of a level equal to his priest level. Variables such as caster level and evolution points are determined using the guarded priest's priest level.

The guarded priest also gains, at the appropriate level, all summoner abilities related to the guardian eidolon except aspect, greater aspect, and twin eidolon. The guardian eidolon must take the agathion, angel, archon, azata, daemon, demon, or devil base evolution (see the "Summoner" section in Chapter 1 of *Pathfinder Roleplaying Game Pathfinder Unchained*). A guardian eidolon's alignment must be within one step of the guarded priest it is sent to protect (so a neutral good guarded priest can have a neutral good, lawful good, or chaotic good guardian eidolon). This ability replaces divine gift.





ARCHETYPES 2

SPILLS: The guarded priest adds the following spells to his spell list: *lesser rejuvenate eidolon*, *rejuvenate eidolon*, and *greater rejuvenate eidolon* (see Chapter 5 of the *Pathfinder Roleplaying Game Advanced Player's Guide*). This ability modifies the spells class feature.

New Evolutions

The guarded priest also gains access to the following 3-point evolution for his guardian eidolon. (Summoners may also choose this evolution with GM approval.)

SMITE (Su): The eidolon can either smite evil or smite good once per day as a swift action. It adds its Charisma bonus on attack rolls and adds a bonus to damage equal to its HD against the target of the smite. The smite effect persists until the target is dead or the eidolon guardian rests. A good-aligned eidolon guardian can use smite evil; an evil-aligned eidolon guardian can use smite good.

This evolution may be selected multiple times. Each time it is selected, the eidolon gains another daily use of smite.

SAVANT

Some savants can take their ability to improvise to a whole other level.

RACONTEUR

While savants understand the underlying principles of how the world works, raconteurs make it up as they go along. As these tale-spinners talk, they bring to life fictional heroes capable of real acts of greatness. Some believe a raconteur's powers come as a gift from the gods of theater and poetry. Others suggest that they arise through esoteric insight into the nature of heroism, with stalwart exemplars and personal flexibility standing in for arcane tomes. A few even believe that raconteurs tap into the rhythms of energy that create magic, their heartbeats acting as spoken incantations, the flow of their blood as the subtle movements that unlock spells. But all can agree that when a raconteur speaks, he does more than spin a yarn.

AVATAR (Su): As a full-round action, a raconteur can summon the protagonist of one of his stories to the battlefield. These conjured heroes, called avatars, fall into one of four categories: *arcane avatar*, *combat avatar*, *divine avatar*, and *expert avatar*. Each avatar is one of four separate characters, distinct from one another and the raconteur (although some raconteurs can't help but insert aspects of their own personality into the characters they tell stories about). These four avatars should be created ahead of time following the rules outlined in Creating Avatars.

When a raconteur summons an avatar, he can attempt a storyteller check (see below) as a free action and apply knacks to the avatar instead of to himself. These knacks

remain active until the avatar vanishes or is reduced to 0 hit points. An avatar is summoned within 30 feet of the raconteur and within line of sight. An avatar remains for as long as the raconteur concentrates (as a standard action) each round. The avatar vanishes at the end of the raconteur's turn if he does not concentrate. An avatar that has been reduced to 0 hit points vanishes immediately and cannot be summoned again until the raconteur rests for 8 hours.

When an avatar is summoned, its hit points are unchanged from the last time it appeared that day. Otherwise, it arrives fully healed. The first time an avatar is summoned after the raconteur has rested for 8 hours, it appears with its full suite of spells and abilities. Spent abilities remain spent until the next time the raconteur rests for 8 hours.

Whenever a raconteur gains a level, he can choose to rebuild one avatar. At 5th level, the raconteur can rebuild all four of his avatars as avatars of legend. If he chooses not to rebuild one or more of his avatars at that time, he can choose to use his one rebuild per level to do so. See Creating Avatars below for more information. This ability replaces areas of interest.

STORYTELLER (Su): A raconteur doesn't let details like facts and reality get in the way of a good story. As a standard action, a raconteur can attempt a Perform (oratory) check to tell a story. Storyteller works like scrutinize, except instead of scrutinizing aspects of a target to gain access to basic knacks, the raconteur makes up the information, using whichever basic knacks he chooses. The DC to tell a story is 10. For every 5 by which his check exceeds the DC, the raconteur gains access to an additional basic knack. For a knack like arcane spell, he can choose the spell (subject to the GM's discretion).

Additionally, any savant ability that relies on scrutinize instead relies on storyteller, and the raconteur uses his Charisma modifier for effects that rely on a savant's Intelligence modifier. This ability replaces scrutinize.

Creating Avatars

Avatars are as important to a raconteur as eidolons are to a summoner. They are also a complex class feature that requires more preparation on the part of the player than any other. If you play a raconteur, it's important that you are as familiar with your avatars' abilities as you are with your raconteur's.

Avatars are created like NPCs. An avatar's abilities are determined by the raconteur's savant level.

CLASS: Each avatar has a type, and each type of avatar is associated with one or more NPC classes, as shown below. The avatars' initial class levels, and at least half of their class levels at any time must be in a class related to their type. Avatars do not gain experience on their own. Instead, they gain a level in an NPC class whenever the raconteur gains a level.



Arcane: Arcane adept. (An arcane adept is like the standard adept but she casts arcane spells instead of divine spells and uses Intelligence rather than Wisdom to prepare spells and determine the DC of her saving throws.)

Combat: Warrior.

Divine: Adept.

Expert: Aristocrat or expert.

RACE: An avatar can be of any core race—dwarf, elf, gnome, half-elf, half-orc, halfling, or human.

ABILITY SCORES: Before applying racial modifiers, an avatar has the following ability scores in any order: 13, 12, 11, 10, 9, and 8.

ALIGNMENT: An avatar's alignment must be within one step of the raconteur's.

GEAR: An avatar automatically acquires gear whenever the raconteur gains a level. This gear is equal to the gear of a basic NPC of the raconteur's level. When an avatar vanishes, its gear vanishes with it.

At 5th level, each of the raconteur's avatars can be rebuilt as an avatar of legend instead of gaining a level. An avatar of legend follows slightly different rules.

CLASS: An avatar of legend is no longer restricted to taking levels in NPC classes. However, any class they take a level in must meet specific criteria based on the avatar of legend's type, as shown below and are subject to GM discretion. An avatar of legend's level is equal to the raconteur's level –1.

Arcane: Able to cast arcane spells.

Combat: Base attack bonus is equal to class level.

Divine: Able to cast divine spells.

Expert: Gains 6 or more skill points + Int per level.

RACE: In addition to the core races, an avatar of legend can be an aasimar, catfolk, dhampir, drow, fetchling, goblin, hobgoblin, ifrit, kobold, orc, oread, ratfolk, sylph, tengu, tiefling, or undead. A GM might allow other race options of similar power.

ABILITY SCORES: Before applying racial modifiers, an avatar of legend has the following ability scores in any order: 15, 14, 13, 12, 10, and 8.

GEAR: The gear an avatar of legend acquires whenever the raconteur gains a level is equal to the gear of a heroic NPC of the raconteur's level –1.

SPIRIT SHAMAN

The following archetypes are available to those shamans choosing to focus on certain elements of the natural world or on specific aspects of their shamanistic abilities.

ELEMENTAL SHAMAN

More connected with the elemental forces of nature than with nature's flora and fauna, elemental shamans bask in the seductive whisper of the winds, the unbridled force of the storm, the mystery of fire, and the strength of earth, rock, and stone. This spiritual link to the elements is so strong that an elemental shaman's spirit guide takes the form of a small elemental.

BONUS SPELLS: In addition to the spells learned as they gain levels, elemental shamans learn additional bonus spells. These spells cannot be exchanged for different spells at higher levels. These bonus spells, and the level at which each becomes available, are *endure elements* (2nd), *elemental speech*^{APG} (4th), *elemental touch*^{APG} (6th), *elemental aura*^{APG} (8th), *summon monster V* (elementals only) (10th), *elemental blast*^{*} (12th), *mass planar adaptation*^{APG} (elemental planes only) (14th), *summon monster VIII* (elementals only) (16th), and *elemental swarm* (18th).

BONUS LANGUAGES: An elemental shaman does not receive Sylvan as a bonus language option. Instead, the shaman's bonus language options include Aquan, Auran, Ignan, and Terran, depending on the type of elemental spirit guide she bonds with. This choice is in addition to the bonus languages available because of her race.

ELEMENTAL SPIRIT GUIDE (Su): At 1st level, an elemental shaman forms a bond with an elemental spirit, a nature spirit that takes the physical form of a small elemental. An elemental shaman begins play bonded to one of the elemental spirit guides described below.

An elemental spirit guide's Hit Dice, abilities, skills, and feats advance as the elemental shaman advances (see Table 10: Animal Spirit Guide Base Statistics in Chapter 1). If an elemental shaman releases her elemental spirit guide from its bond, the shaman can gain a new one by performing a ceremony requiring 24 uninterrupted hours of fasting and solitary meditation in a natural environment. This ceremony requires materials and offerings worth 100 gp. Such a ceremony can also replace an elemental spirit guide that has perished.

ELEMENTAL SPELLS (Ex): At 2nd level, an elemental shaman receives Elemental Spell as a bonus feat. In addition, whenever an elemental shaman casts a spell with the acid, air, cold, earth, fire, or water descriptor, the spell's DC increases by +2. This ability replaces woodland step.

ELEMENTAL WILD SHAPE (Su): At 6th level, an elemental shaman gains the ability to turn into any Small elemental and back again once per day. This ability functions like the *elemental body I* spell, except as noted here. The effect lasts for 1 hour per elemental shaman level, or until the shaman changes back. Changing form is a standard action that does not provoke an attack of opportunity. The elemental shaman can take only the form of a kind of elemental she has seen.

An elemental shaman can use this ability an additional time per day at 8th level and at every two levels thereafter, for a total of seven times per day at 18th level. At 20th level, an elemental shaman can use elemental wild shape at will.

As an elemental shaman gains levels, she can take on the form of larger elementals. Each form expends one daily use of this ability, regardless of the form taken.

At 8th level, an elemental shaman can use elemental wild shape to become a Medium elemental, which now functions as *elemental body II*. At 10th level, she can use elemental wild shape to become a Large elemental, which now functions as *elemental body III*. At 12th level, an elemental shaman can use elemental wild shape to become a Huge elemental, which now functions as *elemental body IV*. This ability replaces wild shape.

Elemental Spirit Guide Choices

Each kind of elemental spirit guide has its own size, speed, attacks, ability scores, and special qualities. Each one provides a particular totem spell, which is given after the elemental's statistics. All attacks are made using the creature's full base attack bonus unless otherwise noted. When it attacks, an elemental spirit guide adds the creature's Strength modifier to the damage roll, unless it has only one attack, in which case it adds 1-1/2 times its Strength modifier.



AIR ELEMENTAL

Size Small; **Speed** fly 100 ft. (perfect); **AC** +3 natural armor; **Attack** slam (1d4); **Ability Scores** Str 12, Dex 17, Con 12, Int 10, Wis 11, Cha 11; **Special Qualities** air mastery, elemental traits, whirlwind.

Totem Spell Granted: *gust of wind*.

EARTH ELEMENTAL

Size Small; **Speed** 20 ft., burrow 20 ft., earth glide; **AC** +7 natural armor; **Attack** slam (1d6); **Ability Scores** Str 16, Dex 8, Con 13, Int 8, Wis 11, Cha 11; **Special Qualities** earth mastery, darkvision 60 ft., tremorsense 60 ft., elemental traits.

Totem Spell Granted: *stone call*.

FIRE ELEMENTAL

Size Small; **Speed** 50 ft.; **AC** +3 natural armor; **Attack** slam (1d4 plus burn); **Ability Scores** Str 10, Dex 13, Con 10, Int 10, Wis 11, Cha 11; **Special Qualities** elemental traits, immune to fire, vulnerability to cold.

Totem Spell Granted: *fire breath*.

WATER ELEMENTAL

Size Small; **Speed** 20 ft., swim 90 ft.; **AC** +6 natural armor; **Attack** slam (1d6); **Ability Scores** Str 14, Dex 10, Con 13, Int 10, Wis 11, Cha 11; **Special Qualities** water mastery, elemental traits, drench, vortex.

Totem Spell Granted: *hydraulic push*.



PRIMAL SHIFTER

Some shamans are completely at one with the primitive, animalistic aspects of nature and revel in its primal fury. Although they are still able to cast spells, primal shifters are first and foremost masters of shifting form. As they grow in power, they become increasingly deadly combatants when in wild shape.

DIMINISHED SPELLCASTING: A primal shifter casts fewer spells of each level per day than a standard shaman. His base daily spell allotment appears on Table 22: Shaman (Primal Shifter) Spells per Day. A primal shifter's spell selection is also more limited than a standard shaman's, as shown on Table 23: Shaman (Primal Shifter) Spells Known.

ENHANCED WILD SHAPE (Su): A primal shifter gains the following enhancements and improvements to his wild shape ability:

At 4th level and higher, a primal shifter's body heals itself each time the shifter changes form using wild shape. The amount of damage healed is equal to 2d8 hp plus an additional 1d8 hp for every two primal shifter levels beyond 4th (3d8 at 6th, 4d8 at 8th, and so on). A primal shifter adds his Constitution bonus, if any, to this total.

Starting at 6th level, a primal shifter is treated as having the Improved Natural Attack feat (see the *Pathfinder Roleplaying Game Bestiary*) whenever he is in wild shape form. The shifter can choose which of the creature's natural attack forms is affected by this feat each time he uses wild shape.

At 8th level and higher, a primal shifter can change form as a move action instead of a standard action.

At 12th level and higher, a primal shifter is treated as having the Critical Focus feat whenever he is using wild shape. This ability modifies wild shape.

PRIMAL DANCE (Su): At 9th level, a primal shifter can perform a ritual dance once per day to harness the primal spirits of nature and enhance his wild shaping. Performing a primal dance requires 3 full rounds of stylized movements, chanting, and the beating of a small drum or the shaking of a totem bead rattle. If anything interrupts the primal shifter during this time, including damage from an attack, he must make a concentration check or have the primal dance disrupted. If the dance is disrupted, the primal shifter can start it again, requiring 3 new rounds of dancing to gain the desired benefit. If a primal shifter has ranks in Perform (dance), he can add those ranks as a bonus to the concentration check.

Table 22: Shaman (Primal Shifter) Spells per Day

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

Table 23: Shaman (Primal Shifter) Spells Known

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

On completion of a primal dance, the primal shifter receives the following benefits while in wild shape for a number of rounds equal to half the primal shifter's level. These effects stack.

At 9th level, the primal shifter receives a +4 competence bonus to all attack rolls and damage rolls when using natural attacks. In addition, the primal shifter can change form as a swift action.

At 11th level, the competence bonus to all attack rolls and damage rolls on natural attacks received at 9th level increases to +6. In addition, the primal shifter's natural attacks are treated as a magic weapon for the purpose of overcoming damage reduction.

At 13th level, the primal shifter gains DR equal to half his primal shifter level.

At 15th level and higher, the primal shifter is treated as having the Improved Vital Strike feat when using natural weapons.

At 20th level, a primal shifter can perform a primal dance as often as desired. This ability replaces spirit dance.



WITCH DOCTOR

Great healers and protectors, witch doctors are powerful spellcasters deeply immersed in the ways and lore of their ancestral spirits. Witch doctors commune with the spirits of the dead on behalf of those still among the living.

BONUS SPELLS: In addition to the spells learned by witch doctors as they gain levels, a witch doctor also learns additional bonus spells to aid her people and interact with the spirits of the dead. These bonus spells cannot be exchanged for different spells at higher levels. These bonus spells, and the level at which each becomes available, are *hide from undead* (2nd), *lesser restoration* (4th), *speak with dead* (6th), *remove disease* (8th), *raise dead* (10th), *heal* (12th), *greater restoration* (14th), *resurrection* (16th), and *mass heal* (18th).

SPIRIT SENSE (Sp): At 1st level, a witch doctor can detect the presence of many different kinds of spirits. This ability functions like *detect undead* except that the witch doctor can detect undead, astral, ethereal, or incorporeal creatures. She can use this ability a number of times per day equal to 3 + her Charisma modifier. This ability replaces wild empathy.

BREW POTION (Ex): At 2nd level, a witch doctor gains a +4 insight bonus to Craft (alchemy) checks and gains Brew Potion as a bonus feat. This ability replaces woodland step.

SHAMAN'S TOUCH (Sp): At 3rd level, a witch doctor can use *shaman's touch* a number of times per day equal to her Charisma modifier + half her witch doctor level.

DIMINISHED WILD SHAPE (Su): At 4th level, a witch doctor gains the ability to use wild shape once per day. A witch doctor can use this ability an additional time per day for every six levels beyond 4th, up to a maximum of three times per day at 16th level.

SPELL-LESS RANGER

Spell-less rangers are versatile, self-sufficient masters of survival and adaptability. The following archetypes present spell-less rangers who choose to truly master one specific aspect of their nature.

Although the following archetypes are designed with the spell-less ranger in mind, none of them specifically replaces any spell-less ranger class features. This means that these archetypes can be used just as easily with the standard ranger class in the *Pathfinder Roleplaying Game Core Rulebook*.

COMPANION-BOUND RANGER

Some rangers form an incredibly strong bond with their animal companions. This bond can become all-consuming, transforming the ranger and his companion into an unusually tight and focused fighting team.

ANIMAL COMPANION (Ex): A companion-bound ranger of 3rd level forms a particularly close bond with an animal companion. This ability functions like the druid's animal companion ability (which is part of the nature bond class feature). His effective druid level is equal to his ranger level. A companion-bound ranger gains a +4 bonus to wild empathy and Handle Animal checks made with regard to his animal companion.



Unlike a standard ranger, a companion-bound ranger's choice of animal companion is not limited to a subset of all possible animal companion choices—he may choose freely among all animal companion choices, just as a druid can. A companion-bound ranger's animal companion shares his favored enemy and favored terrain bonuses. This ability replaces Endurance.

SINGLE FAVORED TERRAIN (Ex): At 3rd level, a companion-bound ranger may select a type of terrain from the favored terrains table. He gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in this terrain. A companion-bound ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

A companion-bound ranger receives no additional favored terrains as he gains levels. At 8th level and every five levels thereafter, the skill bonus and initiative bonus in his single favored terrain increases by +2. This ability replaces favored terrain.

TEAMWORK: At 4th level, a companion-bound ranger gains Coordinated Companion* and one other teamwork feat as bonus feats. He must meet the prerequisites for the teamwork feat. This ability replaces hunter's bond.

RANGER TALENT: A companion-bound ranger may not choose the additional animal companion talent.

ENHANCED COMPANION (Ex): At 7th level, the deep connection and constant training between the ranger and his animal companion allows the ranger to select a bonus feat from the following list: Greater Animal Companion*, Improved Animal Companion*, Increased Devotion*, or Invulnerable Animal Companion*. Alternatively, he may choose a feat for his animal companion (see Animal Feats in the druid class description). He may select an additional feat from this list (or for his companion) at 10th level and every three levels thereafter (13th, 16th, and 19th). He must meet the normal prerequisites for these feats. This ability replaces woodland stride.

QUARRY (Ex): Beginning at 11th level, a companion-bound ranger's animal companion can benefit from his quarry ability. The animal companion may not activate the ability or choose the quarry itself, but gains these benefits only when the companion-bound ranger activates the ability. The animal companion must remain within 30 feet of the companion-bound ranger, and must be able to see, hear, or otherwise sense him in order to benefit from this ability.

EMPATHIC LINK (Su): At 12th level, a companion-bound ranger's connection with his animal companion becomes so strong that they can communicate empathically with each other to a distance of 1 mile. Because of the link's limited nature, only general emotions can be shared. Both he and the animal companion receive a +4 bonus to any

skill check used to track or otherwise locate each other. This ability replaces camouflage.

IMPROVED QUARRY (Ex): Beginning at 19th level, a companion-bound ranger's animal companion may also benefit from the improved quarry ability. The animal companion may not activate the ability or choose the quarry itself, but gains these benefits only when the companion-bound ranger activates the ability. The animal companion must remain within 30 feet of the companion-bound ranger, and must be able to see, hear, or otherwise sense him in order to benefit from this ability.

DUAL-STYLE RANGER

Not all rangers spend most of their time learning about and hunting down favored enemies. Dual-style rangers instead dedicate untold hours to mastering a second combat style. Such a ranger is therefore extremely well prepared to seek out and combat any foe that might cross his path, not just a select group of favored enemies.

SINGLE FAVORED ENEMY (Ex): At 1st level, a dual-style ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. He may make Knowledge skill checks untrained when attempting to identify these creatures.

A dual-style ranger receives no additional favored enemies as he gains levels. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the bonuses against this single favored enemy increase by +2. This ability replaces favored enemy.

DUAL COMBAT STYLES (Ex): At 2nd level, a dual-style ranger must select two combat styles to pursue. Normally, these two combat styles must be archery and two-weapon combat, but with the GM's permission, a dual-style ranger may also choose from any of the additional combat styles detailed in the *Pathfinder Roleplaying Game Advanced Player's Guide* (crossbow, mounted combat, natural weapon, two-handed weapon, or weapon and shield).

His expertise in these two styles manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th levels. At each of these levels, the dual-style ranger chooses one appropriate feat from each of his two combat style lists.

A dual-style ranger can choose feats from his selected combat styles even if he does not meet the normal prerequisites.

The benefits of the ranger's two styles apply only when he wears light, medium, or no armor. He loses all benefits from these combat style feats when wearing heavy armor. Once a dual-style ranger selects his two combat styles, they cannot be changed. This ability replaces combat style.

SHADOW STALKER

Bounty hunter, hidden guardian, assassin. All of these terms can describe a shadow stalker. Uniquely skilled in hunting, tracking, and capturing or killing his prey, the shadow stalker is a dangerous and determined individual.

STUDIED TARGET (Ex): A shadow stalker can study an opponent he can see as a move action. The shadow stalker then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, Stealth, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack rolls and weapon damage rolls against it. The DCs of the shadow stalker's class abilities against that opponent increase by 1. A shadow stalker can maintain these bonuses against only one opponent at a time; these bonuses remain in effect until either the opponent is dead or the shadow stalker studies a new target.

If a shadow stalker deals stealth attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to the DCs of shadow stalker abilities against a studied target increase by 1. In addition, at each such interval, the shadow stalker is able to maintain these bonuses against

an additional studied target at the same time. The shadow stalker may discard this connection to a studied target as a free action, allowing him to study another target in its place. This ability replaces favored enemy.

POISON USE: Shadow stalkers are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade or arrow tip. Beginning at 6th level, a shadow stalker gains a +1 bonus on saving throws against poisons. This bonus increases by +1 every two levels thereafter. This ability replaces wild empathy.

SHADOW STRIKE (Ex): Beginning at 7th level, a shadow stalker learns to stealthily kill foes that are unable to defend themselves. The shadow stalker must first study his target as a full-round action. On the following round, if the shadow stalker makes a stealth attack against the target and that target is denied its Dexterity bonus to AC, the stealth attack has the additional effect of possibly killing the target. If the stealth attack is successful, the target must attempt a Fortitude saving throw with a DC equal to $10 + 1/2$ the shadow stalker's level + the shadow stalker's Intelligence modifier. If the target fails this save, it dies; otherwise, the target takes the stealth attack damage as normal and is then immune to the shadow stalker's shadow strike ability for 24 hours. Shadow strike cannot be used in combination with studied target.

If a shadow stalker successfully uses shadow strike during a surprise round, he can also make a Stealth check, opposed by the Perception checks of those in the vicinity, to prevent them from identifying him as the assailant. If the Stealth check is successful, those nearby might not even notice right away that the target is dead, allowing the shadow stalker to avoid detection. This ability replaces woodland stride.





TRICKSTER

Tricksters, by their nature, tend to be jacks-of-all-trades. Some tricksters, however, focus their energy into developing an additional forte or into refining their chosen forte.

DUAL-FORTE TRICKSTER

Some tricksters sacrifice versatility to acquire a second forte.

DIMINISHED SPELLCASTING: A dual-forte trickster may cast fewer spells of each level per day than a standard trickster. His base daily spell allotment appears on Table 24: Trickster Diminished Spells per Day. The number of spells a dual-forte trickster may prepare each day is also reduced, as shown on Table 25: Trickster Diminished Spells Prepared.

SECOND FORTE (Ex): At 6th level, the trickster may choose a second forte. For purposes of determining the newly selected forte's abilities, he is treated as a 2nd-level trickster. From this point on, his level is equal to his trickster level – 4 when determining abilities for his second forte.

When a dual-forte trickster reaches 11th level, his level when determining abilities for his second forte is now equal to his trickster level – 2. This ability replaces the bonus feats normally gained at 6th, 12th and 18th levels.

DUAL-FORTE MASTER (Ex): Upon reaching 20th level, a dual-forte trickster may use his full trickster level when determining abilities for his second forte. This ability modifies master trickster.

FORTE MASTER TRICKSTER

Some tricksters concentrate more strongly on their chosen forte, allowing them to unlock even greater abilities related to that forte.

DIMINISHED SPELLCASTING: A forte master trickster casts fewer spells of each level per day than a standard trickster. His base daily spell allotment appears on Table 24: Trickster Diminished Spells per Day. The number of spells a forte master trickster may prepare each day is also reduced, as shown on Table 25: Trickster Diminished Spells Prepared.

IMPROVED FORTE (Ex): When a forte master trickster reaches higher levels, his forte gives him additional benefits:

Acrobat: At 11th level, whenever you move more than 10 feet in a round and make a melee attack, the attack deals sneak attack damage as if the target was flat-footed. If you make more than one attack this turn, this ability applies only to the first attack. Foes with uncanny dodge are immune to this ability.

Table 24: Trickster Diminished Spells per Day

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

Table 25: Trickster Diminished Spells Prepared

LEVEL	0	1ST	2ND	3RD	4TH
1st	3	1	—	—	—
2nd	4	1	—	—	—
3rd	4	2	—	—	—
4th	4	2	1	—	—
5th	4	3	1	—	—
6th	5	3	2	—	—
7th	5	4	2	1	—
8th	5	4	3	1	—
9th	5	5	3	2	—
10th	6	5	4	2	1
11th	6	6	4	3	1
12th	6	6	5	3	2
13th	6	6	5	4	2
14th	6	6	5	4	3
15th	6	6	6	5	3
16th	6	6	6	5	4
17th	6	6	6	5	4
18th	6	6	6	6	5
19th	6	6	6	6	5
20th	6	6	6	6	5

Beginning at 14th level, when using your *dimension door* jump ability, you can take any actions you have remaining on your turn after the jump.

Arcane Accomplice: Beginning at 11th level, you treat your familiar as if you were one level higher than your actual trickster level when determining your familiar's powers and abilities.

At 14th level, you can instantly sense when your familiar has been reduced to 1 hit point or lower, provided the familiar is no more than 1 mile away. Once per day in such a situation, as a swift action, you can teleport your familiar to a space immediately adjacent to you, with a caster level equal to your trickster level.

Beguiler: At 11th level, you add 1 to the caster level and the DC of any spell you cast from the enchantment school. In addition, your bonus to save DCs and rolls made to overcome spell resistance against foes denied a Dexterity bonus to AC increases to +4.

Beginning at 14th level, you may cast *mass charm monster* once per day with a caster level equal to your trickster level. In addition, your bonus to save DCs and rolls made to overcome spell resistance against foes denied a Dexterity bonus to AC increases to +5.

Shadow: Starting at 11th level, you can see perfectly in natural or magical darkness. Also, you may create an area of *deeper darkness* once per day, as a spell-like ability, with a caster level equal to your trickster level. All creatures except you are enveloped within this darkness. In addition, the base amount of negative energy damage your shadow deals increases to 2d8.

At 14th level and higher, you can transform yourself into shadow once per day as a spell-like ability. This ability requires a standard action and functions as *shadow body* with a caster level equal to your trickster level. In addition, the base amount of negative energy damage your shadow deals increases to 3d8.

Spell Pilferer: Starting at 11th level, you can also attempt to steal divine spells. The opposing spellcaster receives a +2 bonus to his Will save to negate the spell pilfer attempt. If the spell pilfer is successful, the opposing spellcaster loses access to the divine spell as normal, but you cannot cast it yourself.

Beginning at 14th level, you can cast a pilfered divine spell just as you would a pilfered arcane spell.

This ability replaces the bonus feats normally gained at 12th and 18th levels.

WARLOCK

All white necromancers understand that true necromancy is about the delicate balance between life, death, and unlife. Although most white necromancers strive to maintain this balance in everything they do, some put less importance on this balance and instead focus primarily on a particular aspect of the necromantic triad. The following archetypes are available to white necromancers.

DIMENSIONAL TRAVELER

Some warlocks have a stronger connection to the mysterious realms inhabited by the otherworldly entities that grant them their power. With practice, these warlocks can use this connection to instantly travel short distances.

DIMENSIONAL SHIFT (Su): At 4th level, as a swift action, a dimensional traveler can teleport to a nearby space as per *dimension door*. This movement does not provoke attacks of opportunity. The dimensional traveler must be able to see the space he is moving into. He cannot take other creatures with him when using this ability. He can teleport up to 20 feet at 4th level; this distance increases by 5 feet





for every two warlock levels beyond 4th. A dimensional traveler can use this ability a number of times per day equal to 3 + his Intelligence modifier. This ability replaces eldritch aura.

DIMENSIONAL ADEPT (Ex): At 6th level, the dimensional traveler receives Dimensional Agility (see Chapter 2 of *Pathfinder Roleplaying Game Ultimate Combat*) as a bonus feat, treating his use of his dimensional shift ability as casting *dimension door* for the purpose of this feat. At 9th level and every three levels thereafter, the bonus this feat grants to Concentration checks when casting teleportation spells increases by an additional 2. This ability replaces dread bolt transmutations.

WHITE NECROMANCER

All white necromancers understand that true necromancy is about the delicate balance between life, death, and unlife. Although most white necromancers strive to maintain this balance in everything they do, some put less importance on this balance and instead focus primarily on a particular aspect of the necromantic triad. The following archetypes are available to white necromancers.

DEATH WARDEN

While most white necromancers act as spiritual guides, diplomats, and intercessors with the afterworld, death wardens focus more on safeguarding tombs and graves to ensure that the dead remain so. When evil undead do rise, death wardens (known as gravebinders in the southlands of Midgard) hunt them down with singular focus.

GRAVEBIND (Sp): A death warden can cast *sanctify corpse* (see Chapter 5 of *Pathfinder Roleplaying Game Ultimate Magic*) as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. At 10th level, once per day, a death warden can make a casting of *sanctify corpse* permanent, as per the spell *permanency*, at no cost. This ability replaces rebuke death.

CHANNEL (Su): At 3rd level, a death warden can channel positive energy as per the cleric class feature, but only to harm undead. He uses his white necromancer level as his effective cleric level when determining the DC and amount of damage dealt. A death warden can use this ability a number of times per day equal to 3 + his Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability. This ability replaces power over undead.

WARD AGAINST THE RISEN (Sp): At 5th level, a death warden can cast *detect evil*, *detect undead*, or *hide from undead* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. This replaces life bond.

UNDEAD HUNTER (Ex): At 7th level, a death warden becomes highly skilled at hunting and destroying undead, particularly evil-aligned undead. The death warden gains a +2 competence bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead. In addition, he receives a +2 competence bonus to the DCs of any spell he casts on evil undead. At 11th level and every four levels thereafter, these bonuses increase by 2. This ability replaces necrotic transfer.



UNDEAD PURGE (SU): At 17th level, as an immediate action, a death warden can emit a 30-foot aura that protects against necromancy spells and spell-like effects, as well as evil undead, for a number of rounds per day equal to his white necromancer level. These rounds do not need to be consecutive. Living creatures within the aura receive a deflection bonus on AC and a resistance bonus on saving throws against all attacks and spells from evil undead creatures and any necromancy spell or effect. These bonuses are equal to the death warden's Charisma bonus.

If an evil undead creature comes within the aura, a death warden can expend one use of his channel ability as a full-round action, forcing the undead to make a Will save or be destroyed. The save DC is equal to 10 + half the death warden's level + the death warden's Charisma bonus. Undead with at least twice as many Hit Dice as the death warden are unaffected by this ability. If the undead creature makes its Will save, the channel is expended without effect. This ability replaces protective aura.

GRAVE-BOUND

All white necromancers study undeath because it is one third of the necromantic triad, but a grave-bound white necromancer takes this interest a step farther and bonds with a specific undead companion. Eventually, a grave-bound white necromancer takes on undead qualities himself.

GRAVE BOND (SU): At 5th level, a grave-bound white necromancer forms a supernatural bond with an undead creature. This undead companion is so closely connected to its master that it shares his alignment exactly and is unswervingly loyal to him. See the Undead Companions below for complete details. This ability replaces life bond.

OF THE GRAVE (EX): Starting at 17th level, a grave-bound white necromancer takes on certain undead attributes. He gains resist cold 10 and DR 5/—. Unintelligent undead do not notice the grave-bound white necromancer unless he attacks them. He receives a +4 morale bonus on saving throws against spells and spell-like abilities cast by undead. This ability replaces protective aura.

Undead Companions

Unlike normal undead, an undead companion's Hit Dice, abilities, skills, and feats advance as the grave-bound white necromancer advances in level. Although typically not as powerful as others of its kind, an undead companion gains additional abilities when its white necromancer master reaches 8th, 12th, 16th, and 20th levels. The abilities gained are detailed in each undead companion's entry.

If an undead companion is destroyed, or the grave-bound white necromancer chooses to dismiss it, the white necromancer must attempt a Fortitude save (DC 12 + the undead companion's HD). If the saving throw fails, the

grave-bound white necromancer gains one temporary negative level. A destroyed or dismissed undead companion cannot be replaced for 24 hours.

The choice of undead companion should be made based on the grave-bound white necromancer's history and background. Some examples:

- an undead companion that is the ghost of a long-dead ancestor;
- a skeletal companion that, when alive, was part of an elite guard sworn to protect the necromancer's family;
- one of the necromancer's (or his family's) recently deceased, fiercely loyal servants, which has returned as a zombie to continue that servitude.

An undead companion's base abilities are determined both by the grave-bound white necromancer's level and its undead traits. See Table 26: Undead Companion Base Statistics. An undead companion remains a creature of the undead type for purposes of determining which spells can affect it.

An undead companion has the following features (unless otherwise noted in a creature's entry).

- Hit Die: d8.
- +4 bonus on Will saves made to halve damage from positive channeled energy.
- Cannot be turned or commanded.

TRAITS: An undead companion has the following traits (unless otherwise noted in a creature's entry).

- No Constitution Score. Undead companions use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons and all simple weapons.
- Undead companions do not breathe, eat, or sleep.



Table 26: Undead Companion Base Statistics

CLASS LEVEL	HD	BAB	FORT SAVE	REF SAVE	WILL SAVE	SKILLS	FEATS	AC BONUS	SPECIAL
5th	3	+2	+3	+1	+3	4	1	+0	Empathic link, share spells
6th	4	+3	+3	+1	+3	6	2	+0	Speak with master
7th	5	+3	+4	+1	+4	6	2	+2	Evasion
8th	5	+3	+4	+1	+4	8	2	+2	8th-level advancement
9th	6	+4	+5	+2	+5	10	3	+2	—
10th	7	+5	+5	+2	+5	12	3	+4	—
11th	8	+6	+6	+2	+6	12	4	+4	—
12th	8	+6	+6	+2	+6	14	4	+4	12th-level advancement
13th	9	+6	+7	+3	+7	16	4	+6	<i>Scry on undead companion</i>
14th	10	+7	+7	+3	+7	18	5	+6	—
15th	11	+8	+8	+3	+8	18	5	+8	Improved evasion
16th	11	+8	+8	+3	+8	20	5	+8	16th-level advancement
17th	12	+9	+8	+4	+8	22	6	+10	—
18th	13	+9	+9	+4	+9	24	6	+10	—
19th	14	+10	+10	+5	+10	24	7	+12	—
20th	14	+10	+10	+5	+10	26	7	+12	20th-level advancement

The information presented on Table 26 is explained below.

Class Level: This is the character's white necromancer level.

HD: This is the total number of eight-sided (d8) Hit Dice the undead companion possesses, each of which gains additional hit points based on its Charisma modifier, if any.

BAB: This is the undead companion's base attack bonus. Undead companions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the undead companion's base saving throw bonuses.

Skills: This lists the undead's total skill ranks (an undead companion adds its Intelligence modifier, if any, to this total). An undead companion cannot have more ranks in a skill than it has Hit Dice. Undead companions can assign skill ranks to any skill. The following are considered class skills: Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth.

Feats: This is the total number of feats possessed by an undead companion. Undead companions can select any feat they qualify for, although specific undead companions may be unable to utilize certain feats.

Special: This includes a number of abilities gained by undead companions as they increase in power.

Empathic Link (Su): The master has an empathic link with his undead companion when they are within one mile of each other. The master can communicate

empathically with the undead companion, but he cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his undead companion does.

Share Spells: A grave-bound white necromancer can cast a spell with a target of "you" on his undead companion (as a touch spell) instead of on himself. He may also cast spells on his undead companion even if the spells do not normally affect creatures of the undead companion type (undead).

Speak with Master (Ex): If the master is 6th level or higher, an undead companion and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Evasion (Ex): If an undead companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Scry on Undead Companion (Sp): If the master is 13th level or higher, he can scry on his undead companion (as if casting *scrying*) once per day.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an undead companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Undead Companion Save DCs: An undead companion's Difficulty Class (DC) for saves associated with any of the abilities listed in its entry below is equal to 10 + the undead companion's HD + the white necromancer's Charisma modifier.

Undead Companion Choices

Each kind of undead companion has its own size, speed, attacks, ability scores, and special qualities. All attacks are made using the creature's full base attack bonus unless otherwise noted. When it attacks, an undead companion adds the creature's Strength modifier to the damage roll, unless it has only one attack, in which case it adds 1-1/2 times its Strength modifier.

GHOST

Size Medium; **Speed** fly 30 ft. (perfect); **AC** 17; **Attack** ghostly touch (1d6); **Ability Scores** Str —, Dex 12, Con —, Int 12, Wis 11, Cha 19; **Defensive Abilities** incorporeal; **Special Qualities** speaks Common.

GHOSTLY TOUCH (Su): As a standard action on an incorporeal touch attack, a ghost companion can pass part of its incorporeal body through a foe's body, inflicting 1d6 hp damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

A ghost undead companion cannot normally use or manipulate corporeal items or objects, although it can use *ghost touch* weapons, armor, and shields.

8th-Level Advancement

At 8th level, the companion's ghostly touch damage increases to 2d6 hp.

12th-Level Advancement

TELEKINESIS (Su): Starting at 12th level, a ghost companion can use *telekinesis* as a standard action once every 1d4 rounds (with a caster level equal to the ghost's HD).

16th-Level Advancement

DRAINING TOUCH (Su): At 16th level, a ghost companion gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 hp of damage. When a ghost companion makes a draining touch attack, it cannot also use its normal ghostly touch attack.

20th-Level Advancement

FRIGHTFUL MOAN (Su): At 20th level, a ghost companion can emit a frightful moan as a standard action. All living creatures, other than the ghost's master, within a 30-foot

spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the ghost's moan again for 24 hours.

MUMMY

Size Medium; **Speed** 20 ft.; **AC** 15; **Attack** slam 1d8; **Ability Scores** Str 20, Dex 10, Con —, Int 6, Wis 15, Cha 15; **Weaknesses** vulnerable to fire.

8th-Level Advancement

DESPAIR (Su): All creatures within a 30-foot radius (other than the mummy companion's master) that see the mummy must make a successful Will save or be paralyzed by fear for 1d4 rounds. No matter if their saves are successful, such creatures cannot be affected by the mummy companion's despair ability again for 24 hours. This is a paralysis and a mind-affecting fear effect.

12th-Level Advancement

A mummy companion may inflict mummy rot (see below) once per day as part of a successful slam attack.

MUMMY ROT (Su): Curse and disease—slam; *save* Fort DC; onset 1 min.; *frequency* 1/day; *effect* 1d3 Con and 1d3 Cha; *cure* —.

Mummy rot is both a curse and disease. It can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* spell or greater magic.

16th-Level Advancement

The mummy companion gains DR 5/—.

20th-Level Advancement

The number of times a mummy companion can inflict mummy rot increases to 3/day; the effect increases to 1d6 Con and 1d6 Cha.

SHADOW

Size Medium; **Speed** fly 40 ft. (good); **AC** 15; **Attack** Strength damage; **Ability Scores** Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15; **Defensive Abilities** incorporeal.

A shadow companion receives a +4 bonus to Stealth checks in dim light and a –4 penalty in bright light. It cannot create spawn.

STRENGTH DAMAGE (Su): As an incorporeal touch attack, a shadow companion deals 1 point of Strength damage to a living creature. This is a negative energy effect. A



creature dies if this Strength damage equals or exceeds its actual Strength score.

8th-Level Advancement

SHADOW JUMP (Su): A shadow companion gains the ability to travel between shadows as if by means of a *dimension door* spell. A shadow jump must begin and end in an area with at least some dim light. A shadow companion can jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet or four jumps of 10 feet each.

12th-Level Advancement

A shadow companion's Strength damage increases to 1d4 points of Strength damage; its shadow jump distance increases to 80 feet.

16th-Level Advancement

SHADOW POWER (Sp): A shadow companion can use raw shadow to damage its foes. This ability functions as *shadow evocation*, using the shadow companion's HD as its caster level. A shadow companion can use this ability once per day.

20th-Level Advancement

The shadow companion's Strength damage increases to 2d4 points of Strength damage; its shadow jump distance increases to 160 feet.

SKELETON

Size Medium; **Speed** 30 ft.; **AC** 13 (+1 Dex, +2 natural), **Attack** 2 claws 1d4 or per weapon; **Ability Scores** Str 17, Dex 13, Con —, Int 9, Wis 10, Cha 14; **Defensive Abilities** DR 5/ bludgeoning; Immune cold.

WEAPON AND ARMOR PROFICIENCY: A skeletal companion is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

UNNATURAL TOUGHNESS (Ex): A skeletal companion receives additional hit points each time its master gains a level. These additional hit points are equal to the master's Charisma bonus.

8th-Level Advancement

The skeletal companion receives a bonus feat.

12th-Level Advancement

FAST HEALING (Su): A skeletal companion gains the ability to heal wounds very quickly, giving it fast healing 5.

16th-Level Advancement

A skeletal companion's damage reduction improves to DR 10/ bludgeoning.

20th-Level Advancement

A skeletal companion receives a bonus feat. In addition, its fast healing increases to 10.

VAMPIRE

Size Medium; **Speed** 30 ft.; **AC** 17 (+4 Dex, +3 natural); **Attack** slam (1d4); **Ability Scores** Str 16, Dex 18, Con —, Int 14, Wis 16, Cha 19; **Special Attacks** blood drain; **Special Qualities** speaks Common; **Weaknesses** vampire weaknesses.

WEAPON AND ARMOR PROFICIENCY: A vampire companion is proficient with all simple and martial weapons, light armor, and medium armor.

BLOOD DRAIN (Su): A vampire companion can suck blood from a grappled opponent. If the vampire establishes or maintains a pin, it drains blood and deals 1 point of Constitution damage. The vampire companion heals 1d4 hit points or gains 1d4 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

VAMPIRE WEAKNESSES: A vampire companion cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, it recoils from mirrors or strongly presented holy symbols. These things don't harm the vampire companion, but will keep it at bay (must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature). Holding a vampire at bay takes a standard action. After 1 round, a vampire companion can overcome its revulsion of the object and function normally each round by succeeding at a DC 25 Will save.

8th-Level Advancement

SPIDER CLIMB (Ex): A vampire companion gains the ability to climb sheer surfaces as though under the effects of a *spider climb* spell.

12th-Level Advancement

A vampire companion's blood drain increases to 1d4 points of Constitution damage: it heals 5 hit points or gains 5 temporary hit points each round it drains blood.

16th-Level Advancement

The vampire companion gains DR 5/magic and silver.

20th-Level Advancement

DOMINATE (Su): A vampire companion gains the ability to crush a humanoid's will as a standard action three times per day. Anyone the vampire companion targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (with a caster level equal to the vampire companion's HD). The ability has a range of 30 feet.

A vampire companion cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Vampire companions cast no shadows and show no reflection in a mirror.

ZOMBIE

Size Medium **Speed** 30 ft.; **AC** 16 (+2 natural); **Attack** slam (1d6); **Ability Scores** Str 17, Dex 10, Con —, Int 6, Wis 10, Cha 14; **Special Qualities** staggered; **Defensive Abilities** DR 5/slashing.

STAGGERED (Ex): A zombie companion has poor reflexes and can perform only a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

8th-Level Advancement

A zombie companion's slam attack increases to 1d8 hp damage. Its damage resistance increases to DR 7/slashing. In addition, it no longer has the staggered special quality.

12th-Level Advancement

A zombie companion gains a bonus feat. Its slam attack deals 2d8 hp damage.

16th-Level Advancement

A zombie companion gains a bonus feat. Its damage reduction increases to DR 10/slashing.

20th-Level Advancement

A zombie companion gains a bonus feat. Its slam attack damage increases to 3d8. Its damage reduction increases to DR 15/slashing.

NECROTIC HEALER

As the name suggests, a necrotic healer focus much of his energy on healing. Although necrotic healers can still create undead as other white necromancers can, few choose to do so. Many of their healing abilities center on taking others' pain into themselves in order to negate it. Necrotic healers tend to be caring, compassionate, and self-sacrificing individuals.

ALIGNMENT: Any, although most necrotic healers are good.

BONUS SPELLS: In addition to the spells learned as they gain levels, necrotic healers also learn additional bonus spells. These spells cannot be exchanged for different spells at higher levels. These bonus spells, and the level at which each becomes available, are *lesser restoration* (4th), *cleanse*^{APG} (10th), and *mass cure critical wounds* (16th).

REBUKE DEATH (Sp): This ability functions as the standard white necromancer's ability, but a necrotic healer can heal a living, unconscious creature for 1d4 hp + 1 for every white necromancer level he possesses. At 6th level, the number of times a necrotic healer can use this ability per day increases to 6 + his Charisma modifier.

SOOTHING TOUCH (Su): By touching a creature, a necrotic healer of 3rd level or higher can relieve the creature of one minor condition. A necrotic healer's touch can remove the fatigued, shaken, sickened, or staggered condition by transferring the condition to himself. At 9th level, a necrotic healer can also remove the blinded, exhausted, nauseated, or deafened condition in addition to the conditions listed above.

The necrotic healer must suffer the full effects of the condition transferred for 1d3 rounds or for the condition's





original duration, whichever is shorter. These effects cannot be reduced or negated in any way. If multiple conditions affect a targeted creature, the necrotic healer chooses which condition to remove. A necrotic healer can use this ability a number of times per day equal to 3 + his Charisma modifier. This ability replaces power over undead.

ENHANCED HEALING (Su): At 7th level, all of the necrotic healer's cure spells (spells with the word "cure" in the name) are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This ability does not apply to damage dealt to undead with a cure spell, and it does not stack with the Empower Spell metamagic feat. This ability replaces voice of the grave.

NECROMANCER'S SACRIFICE (Su): Beginning at 9th level, when an ally within 60 feet is hit by an attack or fails a saving throw, a necrotic healer can, as an immediate action, magically transfer the resulting wounds or effects to himself instead of the target. The necrotic healer is affected as if he was hit by the attack or failed the saving throw, and he takes all the damage and suffers all the adverse effects of doing so. Any resistances or immunities the necrotic healer has are applied normally, but he cannot otherwise reduce or negate the damage or effects in any way. If this ability is used against an effect that also targets the necrotic healer or includes him in its area, the necrotic healer suffers the effects for both himself and the target he spared, potentially taking damage or suffering other consequences twice.

A necrotic healer may use this ability once per day at 9th level and one additional time per day for every three additional white necromancer levels. This ability replaces life sight.

PROTECTIVE AURA (Su): This ability functions as the standard white necromancer's ability, but the necrotic healer adds his Charisma bonus to the number of rounds per day he may use the ability.

WITCH

Embracing the wild, unknown fringes beyond civilization isn't the only calling for a witch. Some also hear tantalizing whispers from the undiscovered sciences that lie just beyond modern understanding.

FUTURIST

The futurist embraces mechanisms and alchemical advancements, gaining mystical abilities and no small amount of madness from her insight into mathematics and the structure of reality.

The futurist grasps the fabric of reality, understanding how small events lead to phenomenal changes. She also embraces technology, reveling in firearms and alchemical trickery.

Table 27: Futurist Spells per Day

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	2	0	—	—	—	—	—	—	—	—
2nd	3	1	—	—	—	—	—	—	—	—
3rd	3	1	0	—	—	—	—	—	—	—
4th	3	2	1	—	—	—	—	—	—	—
5th	3	2	1	0	—	—	—	—	—	—
6th	3	2	2	1	—	—	—	—	—	—
7th	3	3	2	1	0	—	—	—	—	—
8th	3	3	2	2	1	—	—	—	—	—
9th	3	3	3	2	1	0	—	—	—	—
10th	3	3	3	2	2	1	—	—	—	—
11th	3	3	3	3	2	1	0	—	—	—
12th	3	3	3	3	2	2	1	—	—	—
13th	3	3	3	3	3	2	1	0	—	—
14th	3	3	3	3	3	2	2	1	—	—
15th	3	3	3	3	3	3	2	1	0	—
16th	3	3	3	3	3	3	3	2	1	—
17th	3	3	3	3	3	3	2	2	1	0
18th	3	3	3	3	3	3	3	3	3	1
19th	3	3	3	3	3	3	3	3	2	2
20th	3	3	3	3	3	3	3	3	3	3

CLASS SKILLS: A futurist has Disable Device and Knowledge (engineering) as class skills instead of Knowledge (nature).

WEAPON AND ARMOR PROFICIENCY: A futurist gains proficiency with one firearm of her choice.

DIMINISHED SPELLCASTING: A futurist casts spells just as a witch, but she is less focused. Her number of spells per day for each spell level is reduced by one, as shown on Table 27: Futurist Spells per Day. If this change reduces the number of spells per day for a level to 0 (such as for 1st-level spells at 1st level), she gains only the bonus spells she would be entitled to based on her Intelligence score for that level.

AMATEUR GUNSLINGER: A futurist gains Amateur Gunslinger as a bonus feat at 1st level.

HEXING SHOT (Su): While preparing her spells for the day, a futurist may also prepare one or more bullets by inscribing them with mathematical formulae or dowsing them in alchemical solutions. Preparing a hex bullet uses 10 gp in materials. A futurist can have one hex bullet prepared per witch level at any given time.

By taking a standard action and spending 1 grit point, a futurist can imbue a hex bullet with any hex or major hex known to her that affects other creatures. If the hex bullet is already loaded into a firearm, she can fire it as part of the imbuing action. Any creature struck by a hex bullet is also affected by the hex it contains.

ARCHETYPES 2

WITCH'S STUDY (Ex): A futurist doesn't gain a familiar or a patron as most witches do. Instead, she prepares spells, determines special abilities, and gains bonus spells by communing with her own writings on whatever discipline she obsesses over. This ability replaces a witch's familiar and patron with one of three possible options: alchemy, mechanics, or natural philosophy.

ALCHEMY: An alchemical futurist gains a +3 insight bonus to Craft (alchemy) checks, and can prepare one bomb each day when she prepares her spells. This bomb inflicts 1d6 hp fire damage, functions identically to an alchemist's bomb, and increases in damage by 1d6 every three levels beyond 1st (to a maximum of 6d6 at 19th level). An alchemical futurist's levels stack with any alchemist levels to determine bomb effects.

Bonus Spells: *polypurpose panacea*^{UM} (2nd), *bear's endurance* (4th), *heroism* (6th), *stoneskin* (8th), *cure critical wounds* (10th), *acid fog* (12th), *greater polymorph* (14th), *iron body* (16th), *transmute blood to acid*^{UM} (18th).

MECHANICS: A mechanical futurist gains a +3 insight bonus to Craft (clockwork) and Craft (mechanics) checks and may build a clockwork spy (see the *Pathfinder Roleplaying Game Bestiary* 3) to serve as her familiar. The clockwork spy requires 750 gp worth of parts to construct, but otherwise acts as a normal witch's familiar once completed.

Bonus Spells: *jury-rig*^{APG} (2nd), *reloading hands*^{UC} (4th), *communal resist energy*^{UC} (6th), *minor creation* (8th), *fabricate* (10th), *major creation* (12th), *arcane cannon*^{UC} (14th), *call construct*^{UM} (16th), *time stop* (18th).

NATURAL PHILOSOPHY: A philosophical futurist gains Knowledge (nature), Knowledge (dungeoneering), and Knowledge (religion) as bonus class skills, and she gains a +3 insight bonus on any two Knowledge skills of her choice.

Bonus Spells: *identify* (2nd), *false life* (4th), *blood biography*^{APG} (6th), *healing thief*^{UC} (8th), *contact other plane* (10th), *mage's lucubration* (12th), *transformation* (14th), *clone* (16th), *greater create demiplane*^{UM} (18th).



3

FEATS



NEW FEATS

With a handful of creative feat choices, you can customize and personalize any character to create exactly the individual you envision. The following feats will help you to define and differentiate your character.

Additional Favored Enemy

You have an additional favored enemy.

Prerequisite: Favored enemy class feature.

Benefit: You may choose one additional favored enemy when you select this feat, just as if you had earned the benefit through advancing in level.

Additional Favored Terrain

You have an additional favored terrain.

Prerequisite: Favored terrain class feature.

Benefit: You may choose one additional favored terrain when you select this feat, just as if you had earned the benefit through advancing in level.

Awakened Bonded Object [Item Creation]

You grant your bonded object sentience, making it an intelligent magic item.

Prerequisites: Arcane caster level 15th, Improved Bonded Object.

Benefit: You can imbue your bonded object with a tiny spark of your own intelligence, force of will, and arcane

power. Awakening your bonded object in this way causes it to become a specialized form of intelligent magic item. This process follows the standard rules for creation of intelligent magic items. Because you are imbuing your bond object with a portion of your own magical life force to awaken its intelligence, there are a few important exceptions:

- The alignment of your bonded object must match yours exactly.
- A bonded object that is a wand may become awakened. Such an item retains its sentience and powers even after the wand's charges have been expended.
- An awakened bonded item may never have an Ego score higher than 19.
- All gold piece costs for initial creation as well as any additional enhancements must be calculated as normal using the rules for creation of intelligent magic items. You pay 50% of that cost.

Senses, powers, and magical abilities the bonded object gains by becoming an awakened magic item continue to function as long as the item remains within 10 feet of you. This does not change the rules for any other arcane bond ability or granted power (such as those gained from the standard wizard arcane bond class feature or the Improved Bonded Object* feat; the bonded object must still be worn or in hand for any of these abilities to function. If your awakened bonded object is destroyed, you immediately take 1d6 points of ability damage to each of your three mental ability scores (Intelligence, Wisdom, and Charisma).

Table 28: Feats

FEAT	PREREQUISITES	BENEFITS
Additional Favored Enemy	Favored enemy class feature	Choose one additional favored enemy
Additional Favored Terrain	Favored terrain class feature	Choose one additional favored terrain
Bank Shot	Precise Shot	Ricochet with your sling shot to hit another or a more difficult target
Improved Bank Shot	Bank Shot	Make Bank Shot sling attacks without taking a –4 penalty
Beast Leadership	Character level 7th, Handle Animal 5 ranks	Attract magical beast to serve as your cohort as well as a number of devoted animal followers
Bite the Bullet	Grit class feature or Amateur Gunslinger	+2 bonus on Fortitude and Will saves to resist the effects of pain, fatigue effects, and poison
Bloody Shot	+2d6 precision, base attack bonus +7, Point Blank Shot, Precise Shot	Convert some ranged precision damage to bleed damage
Bo Staff Master	Weapon Focus (bo staff), base attack bonus +5	Wield a bo staff as a two-handed weapon with additional weapon qualities



FEAT	PREREQUISITES	BENEFITS
Broken Mirror Style	Improved Unarmed Strike, shadow clone ninja trick or ability to cast mirror image, Spellcraft 3 ranks	When you create illusory doubles, you create one extra image and your images become more sophisticated
Broken Mirror Shards	Broken Mirror Style, Spellcraft 6 ranks	Create extra mirror image when you score a critical hit
Broken Mirror Trap	Broken Mirror Shards, Spellcraft 9 ranks	Make opportunity attack against enemy that destroys mirror image
Bullseye Shot	Point-Blank Shot, Precise Shot, base attack bonus +5	Spend a move action to gain a +4 bonus on the next ranged attack roll
Coiled Strength	Dex 13, Weapon Finesse, base attack bonus +1	Add Dexterity modifier instead of Strength modifier to attacks made with a monk weapon from the flail weapon group
Combination Finish	Improved Unarmed Strike; base attack bonus +6 or 5th-level monk	Increase DC of Punishing Kick, Stunning Fist, and Elemental Fist attacks
Coordinated Companion	Hunter's bond or nature bond; must have an animal companion	Animal companion gains benefit of your teamwork feats
Covering Fire	Point-Blank Shot, Precise Shot	Ranged attacks grant ally within line of sight a +4 cover bonus to AC
Improved Covering Fire	Alertness, Covering Fire, base attack bonus +8	Ranged attacks grant allies a +4 cover bonus to AC
Deadly Accuracy	Dex 13, base attack bonus +6	Reroll a result of 1 on your ranged weapon's damage dice
Improved Deadly Accuracy	Dex 15, Deadly Accuracy, base attack bonus +9	Reroll a result of 1 or 2 on your ranged weapon's damage dice
Death Butterfly Style	Wis 13, Elemental Fist, Improved Unarmed Strike, Acrobatics 5 ranks, Perform (dance) 5 ranks	Creatures taking acid damage from your Elemental Fist take an additional 1d6 hp acid damage 1 round later
Death Butterfly Wings	Death Butterfly Style, Acrobatics 8 ranks, Perform (dance) 8 ranks	Acid caused by your Elemental Fist lasts for an additional round for every die of damage beyond the first
Death Butterfly Blossom	Dex 13, Death Butterfly Wings, Acrobatics 11 ranks, Perform (dance) 11 ranks	Expend two uses of your Elemental Fist to accelerate the growth of the larvae
Defensive Shot	Point-Blank Shot, Precise Shot	Make ranged attacks defensively
Delayed Detonation	Grenades class feature	Your grenades last longer before exploding
Desert Scorpion Style	Wis 13, Improved Unarmed Strike, Acrobatics 3 ranks, Escape Artist 3 ranks	Add 2 to your CMD against bull rush, drag, reposition, and trip
Desert Scorpion Hunter	Desert Scorpion Style, Improved Grapple, Acrobatics 6 ranks, Escape Artist 6 ranks	No penalty to unarmed attacks from the grappled conditions; make unarmed attacks when pinned at a –4 penalty
Desert Scorpion Horror	Desert Scorpion Hunter, Improved Trip, Acrobatics 9 ranks, Escape Artist 9 ranks	After a successful combat maneuver, trip the same opponent as a swift action
Disabling Shot	Grit class feature or Amateur Gunslinger, Utility Shot deed	Attempt to disable complex devices with ranged attack

FEAT	PREREQUISITES	BENEFITS
Eagle Style	Dex 13, Improved Dirty Trick, Improved Unarmed Strike, Heal 6 ranks	Deal slashing damage with unarmed strikes; silence speech with combat maneuver
Eagle Talons	Wis 13, Eagle Style, Heal 9 ranks	Apply second condition with particularly successful dirty trick
Eagle Flight Swoop	Dex 15, Eagle Talons, Heal 12 ranks	Perform dirty trick when you confirm unarmed critical
Extend Force Blast	<i>Force blast</i> class feature	Range of your <i>force blast</i> becomes 120 feet
Extra Archer's Trick	Archer's trick class feature	Gain one additional use of your archer's trick ability per day
Extra Divine Gift	Divine gift class feature	Gain one additional use of your divine gift ability per day
Extra Force Blast	<i>Force blast</i> class feature	Gain two additional uses of your <i>force blast</i> ability per day
Extra Innate Spell	<i>Innate spell</i> class feature	Gain one additional innate spell
Extra Ranger Talent	Ranger talent class feature	Choose an additional ranger talent
Extra Resource Point	Clockwork companion class feature	Gain 1 additional resource point
Extra Wild Shape	Wild shape class feature	Use wild shape one additional time per day
Favored Terrain Expert	Favored terrain class feature	You gain an additional bonuses in specific favored terrains
Favored Terrain Master	Favored Terrain Expert	The benefits from Favored Terrain Expert increase
Galloping Shot	Mounted Combat, Power Attack, base attack bonus +5	Make ranged attack as move action at –2 to hit but +2 on damage
Gear Shred	Gearforged; Improved Unarmed Strike; base attack bonus +3 or 3rd-level monk	Deal slashing damage with your unarmed strike; gain +2 bonus to CMD against grapple attempts
Greater Iron Will	Improved Iron Will	Become shaken instead of cowering, frightened, or panicked
Hamstringing Shot	Base attack bonus +4, precision +2d6	Ranged attack forces target to make Fortitude save or its speed is reduced
Improved Animal Companion	Hunter's bond or nature bond; must have an animal companion	Animal companion gains 1d8 hp, +1 to any one ability score, and +2 to its natural armor bonus
Increased Devotion	Improved Animal Companion, 6th-level ranger	Animal companion's morale bonus from devotion ability is 4 + half ranger's level
Invulnerable Animal Companion	Improved Animal Companion	Animal companion gains DR/magic equal to half your level
Greater Animal Companion	Improved Animal Companion, stealth attack and fast movement class features	Animal companion receives a bonus feat and the benefits of your stealth attack and fast movement
Improved Arcane Aura	Arcane aura class feature, arcane caster level 5th	Expend prepared arcane spell for temporary increase to deflection bonus from arcane aura
Improved Arcane Strike	Arcane Strike	Imbued weapon receives a +1 bonus to hit as well as damage



FEAT	PREREQUISITES	BENEFITS
Improved Bonded Object	Arcane caster level 5th, must have arcane bond object	Arcane bond object gains additional powers as you gain arcane levels
Awakened Bonded Object	Arcane caster level 15th, Improved Bonded Object	Arcane bond object becomes a specialized form of intelligent magic item
Improved Force Blast	<i>Force blast</i> class feature, Dex 16, base attack bonus +6	Force blasts ignore AC bonus from anything less than total cover, and miss chance from anything less than total concealment
Improved Nature's Healing	Nature's healing class feature	Treat deadly wounds on same creature multiple times per day; hp restored total increases
Improved Rapid Reload	Weapon Proficiency (crossbow type chosen), Rapid Reload, base attack bonus +9	Loading heavy crossbow is a free action which does not provoke an attack of opportunity
Improved Shaman's Touch	Shaman's touch class feature; Heal 4 ranks	When using shaman's touch, treat die result of 1 or 2 as 3
Natural Tracker	Track class feature	Add ranger level to Survival checks: possibly learn more information
Nightwave Style	Wis 13, Improved Unarmed Strike, Stealth 5 ranks, Swim 5 ranks	Add Wisdom modifier on Swim checks; deal slashing damage with unarmed strikes
Nightwave Jaws	Con 13, Nightwave Style, Stealth 8 ranks, Swim 8 ranks	Hold breath for twice as long as normal and gain additional benefits
Nightwave Drown	Elemental Fist, Nightwave Jaws, Stealth 11 ranks, Swim 11 ranks	Spend two Elemental Fist attempts to create pressure and cold
One-Inch Punch	Improved Unarmed Strike, Stunning Fist	Stunning Fist attack can also bull rush opponent
Polearm Acrobat	Acrobatics 1 rank	Receive at least a +2 bonus to Acrobatics checks and a +1 bonus to CMD when wielding a polearm, spear, etc.
Powerful Channel	Cha 13, Improved Channel	Channeled energy dice become d10 but leaves you fatigued
Prolong Spirit Dance	Spirit Dance class feature	Spirit dance lasts 2 additional rounds
Practiced Spirit Dance	Prolong Spirit Dance, Perform (dance) 10 ranks	Performing a spirit dance requires three move actions
Staredown	Dazzling Display, Improved Initiative, Weapon Focus (firearm)	Make Intimidate check as a free action against opponents within 30 feet who have not yet acted
Steel Fury	Rage class feature, grit class feature, or Amateur Gunslinger	Gain 1 additional grit point or 1 round of rage when wounded
Sudden Strike	Base attack bonus +1, Dex 13, favored terrain class feature	When in a favored terrain, gain a +2 bonus on attack rolls against flat-footed opponents; opponent is dazed for 1 round
METAMAGIC FEATS	PREREQUISITES	BENEFITS
Necrotic Spell	Spell Focus (necromancy)	Treat some corporeal undead as humanoids to determine spell effects
Siphon Spell	Knowledge (arcana) 4 ranks, Spellcraft 4 ranks, Spell Focus (necromancy)	Expend multiple spell slots or prepared spells to power a single, higher-level spell

SCALING COMBAT FEATS	REPLACES	PREREQUISITES
Cleave	Cleave, Great Cleave	Str 13, Power Attack, base attack bonus +1
Improved Bull Rush	Improved Bull Rush, Greater Bull Rush	Str 13, Power Attack, base attack bonus +1
Improved Disarm	Improved Disarm, Greater Disarm	Int 13, Combat Expertise
Improved Feint	Improved Feint, Greater Feint	Int 13, Combat Expertise
Improved Grapple	Improved Grapple, Greater Grapple	Dex 13, Improved Unarmed Strike
Improved Overrun	Improved Overrun, Greater Overrun	Str 13, Power Attack, base attack bonus +1
Improved Sunder	Improved Sunder, Greater Sunder	Str 13, Power Attack, base attack bonus +1
Improved Trip	Improved Trip, Greater Trip	Int 13, Combat Expertise
Penetrating Strike	Penetrating Strike, Greater Penetrating Strike	Weapon Focus, proficiency, base attack bonus +1, 12th-level fighter
Precise Shot	Precise Shot, Improved Precise Shot, Pinpoint Targeting	Dex 17, Point-Blank Shot
Two-Weapon Fighting	Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting	Dex 17
Vital Strike	Vital Strike, Improved Vital Strike, Greater Vital Strike	Base attack bonus +6

NEW LEADERSHIP FEATS	PREREQUISITES	BENEFITS
Leadership (Cohort)	Character level 7th	Attract a loyal NPC to join you as a cohort
Leadership (Followers)	Leadership (Cohort)	Attract an increasing number of lower-level NPCs as followers

DEATH FEATS	PREREQUISITES	BENEFITS
Bestial Specter	Wildshape ability	Gain 20% concealment when in animal form
Death's Door Warrior	Diehard, Survival 5 ranks	Stave off death when reduced to negative hp
Imageless	—	Gain immunity to scrying and other attempts to locate you
Irrepressible Vitality	—	Use Cha instead of Con for bonus hp when gaining levels
Reversal of Fortune	—	Once per week, treat a roll of natural 1 as a natural 20
Spectral Brawler	Improved Unarmed Attack	Unarmed attacks gain the <i>ghost touch</i> ability
Shadow of the Afterlife	—	Use your shadow as if it were an <i>unseen servant</i>
Spell-Adapted	Death caused by a specific spell	Gain immunity to the spell that once killed you
Spirit World Summoner	Ability to cast 3rd-level divine or arcane summoning spells	Your summoned creatures deal extra holy or unholy damage
Weapon Avenger	Base attack bonus +3, death caused by a melee weapon, recovery of the weapon that killed you	Recovered weapon temporarily gains a special ability when you wield it



Bank Shot (Combat)

Cover is no protection.

Prerequisite: Precise Shot.

Benefit: By taking a –4 penalty to your attack roll, you can bounce a sling stone off a hard object or an armored creature to attack a target behind cover or not in your line of sight.

Beast Leadership

You attract a magical beast to join you on your adventures, as well as a group of loyal animals to your cause.

Prerequisites: Character level 7th, Handle Animal 5 ranks.

Benefit: You attract a magical beast to serve as your cohort as well as a number of devoted animal followers who assist you to the best of their ability. Animal followers are normal animals as detailed in the *Pathfinder Roleplaying Game Bestiary*. See Table 29: Beast Leadership for what effective level of magical beast cohort and how many animal followers you can recruit. If you have the animal companion class feature, you may elect to attract an additional animal companion instead of a magical beast cohort.



Table 29: Beast Leadership

LEADERSHIP SCORE	COHORT LEVEL	NUMBER OF ANIMAL FOLLOWERS BY CR					
		1/8–1/2	1	2	3	4	5
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	1	—	—	—	—
12	8th	8	1	—	—	—	—
13	9th	10	1	1	—	—	—
14	10th	15	3	1	—	—	—
15	10th	20	3	1	1	—	—
16	11th	25	3	3	1	—	—
17	12th	30	5	3	1	1	—
18	12th	35	5	3	3	1	—
19	13th	40	5	5	3	1	1
20	14th	50	7	5	3	3	1
21	15th	60	7	5	5	3	1
22	15th	70	10	7	5	3	3
23	16th	80	10	7	5	5	3
24	17th	90	15	7	7	5	3
25 or higher	17th	100	20	10	9	7	5

Beast Leadership Modifiers: Several factors can affect your Beast Leadership score, causing it to vary from the base score (character level + Cha modifier). Your reputation (from the point of view of the magical beast cohort or animal followers you are trying to attract) raises or lowers your Beast Leadership score:

LEADER'S REPUTATION	MODIFIER
Great renown within the animal kingdom	+2
Fairness and generosity	+1
General cruelty	–1
Failure	–1
Aloofness	–1
Cruelty to animals; wanton destruction of natural habitat	–2

Other modifiers may apply when you try to attract a magical beast cohort, as listed below.

THE LEADER . . .	MODIFIER
Has a familiar, special mount, or animal companion	+1
Recruits a cohort of a different alignment	-1
Caused the death of a cohort or animal companion	-2*

* Cumulative per cohort killed.

Animal followers have different priorities from magical beast cohorts. When you try to attract your animal followers, use the following modifiers.

THE LEADER . . .	MODIFIER
Has an appropriate natural base of operations	+2
Has Animal Affinity feat, wild empathy class feature, or Animal cleric domain	+1
Has 10 or more ranks in Knowledge (nature)	+1
Has 10 or more ranks in Handle Animal	+1
Moves around a lot	-1
Caused the death of other animal followers	-1

Leadership Score: Your base Beast Leadership score equals your level + your Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Beast Leadership scores, but you must still be 7th level or higher in order to gain the Beast Leadership feat. Outside factors can affect your Beast Leadership score, as detailed above.

Cohort Level: You attract a magical beast as a cohort of up to this effective level. (See the Monster Cohorts section of the *Pathfinder Roleplaying Game Bestiary* for more information about the effective “levels” of monster cohorts.) Note that this feat only allows you to gain a cohort with the magical beast type. Regardless of your Beast Leadership score, you can only recruit a magical beast cohort who is two or more levels lower than yourself. The magical beast cohort could possibly have additional gear depending on the specific kind of creature (see the appropriate creature entry in the *Pathfinder Roleplaying Game Bestiary* for more details). The cohort’s alignment may not be opposed to your alignment on either the law/chaos or good/evil axis, and you take a -1 penalty to your Leadership score if you recruit a cohort of an alignment different from your own. A magical beast cohort does not count as a party member when determining the party’s XP. Instead, divide the magical beast cohort’s effective level by your level. Multiply this result by the total XP awarded to you, then add that number of experience points to the magical beast cohort’s

total. If a magical beast cohort gains enough XP to bring it to an effective level one lower than your level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed to attain the next level. When the magical beast cohort is actually able to advance a level, it should generally gain a key class level (fighter is often the best choice for most cohorts).

Number of Animal Followers by CR: You can lead up to the indicated number of animals of each CR. Because these animals tend to be much less powerful than you are, they are rarely effective in combat. These animal followers will, however, provide you with aid in other ways (scouting, spying, guarding, hunting, and so forth). You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding these animal followers. You gain an additional +4 circumstance bonus on all wild empathy checks and Handle Animal checks if you have a way of effectively communicating with your animal followers, such as *speak with animals*. Animal followers must have the animal type and are in all ways typical of their species. See the *Pathfinder Roleplaying Game Bestiary* for specific details. Animal followers don’t earn experience and thus don’t gain levels or a higher CR. When you gain a new level, consult Table 29: Beast Leadership to determine if you acquire more animal followers, some of which may be of a higher CR than the existing animal followers. Don’t consult the table to see if your cohort or additional animal companion gains a level, however. Magical beast cohorts earn experience on their own, as detailed above, and advance according to the Monster Cohorts appendix of the *Pathfinder Bestiary*, while additional animal companions advance according to the animal companion rules detailed in the *Pathfinder Roleplaying Game Core Rulebook*.

Additional Animal Companion: If you have the animal companion class feature and already have an animal companion, you may opt to gain a second animal companion instead of a magical beast cohort. This additional animal companion in all ways follows the animal companion rules, including effective druid level, abilities, and advancement. The additional animal companion does not need to be the same animal species as your current animal companion.

Bite the Bullet (Grit)

Pain is a state of mind you’ve learned to ignore.

Prerequisite: Grit class feature or Amateur Gunslinger.

Benefit: So long as you have 1 grit point in reserve, you receive a +2 bonus on all Fortitude and Will saves to resist the effects of pain, fatigue, and poison. Once per day, you may spend 1 grit point to instantly recover 1d8 hp, +1 hp for every Hit Die you possess.



Bloody Shot

Your ranged attacks strike especially vital locations, causing your target to bleed profusely.

Prerequisites: Sneak attack +2d6 or stealth attack +2d6, base attack bonus +7, Point Blank Shot, Precise Shot.

Benefit: When your ranged attack successfully strikes a foe and qualifies for precision damage (such as sneak attack or stealth attack), you may convert some of the precision damage to bleed damage. For every 1d6 points of precision damage you forgo, you inflict 1 hp bleed damage on the target.

Bo Staff Master (Combat)

You are able to use your bo staff to strike foes beyond your normal reach.

Prerequisites: Weapon Focus (bo staff), base attack bonus +5.

Benefit: By employing a number of different stances and techniques, you can wield a bo staff as a two-handed weapon with the blocking^{UC}, reach, and monk weapon qualities. At the start of your turn, you can change your grip on the staff as a free action, choosing to use it as a double weapon, as normal, or as a reach weapon until the start of your next turn. When it is wielded as a reach weapon, you may not use the bo staff as a double weapon. You can take the Weapon Specialization feat for the bo staff even if you have no fighter levels.

Broken Mirror Shards (Combat)

When one of your copies falls, another takes its place.

Prerequisites: Spellcraft 6 ranks, Broken Mirror Style, Improved Unarmed Strike.

Benefit: While you are using Broken Mirror Style and under the effect of a *mirror image* you have cast, whenever you score a critical hit with an unarmed strike, you can choose to create another image as a swift action. You can create a number of images equal to the maximum allowed by your caster level and by Broken Mirror Style.

Broken Mirror Style (Combat, Style)

You never fight alone; you are an army.

Prerequisites: Spellcraft 3 ranks; Improved Unarmed Strike; shadow clone ninja trick or ability to cast *mirror image*.

Benefit: When you create illusory doubles with *mirror image* or by using the shadow clone ninja trick, you create one extra image, which may allow you to exceed the normal maximum number of images allowed. While using Broken Mirror Style and while under the effect of a *mirror image* you have cast (not one cast from a spell completion or spell trigger item), you can lend your images some independence. This independence allows them to move differently from you, and each portrays a different possible

action. This movement does not allow an image to leave your square. The independent movement of your images creates a confusing display and grants you a +1 bonus per image (maximum +4) to checks to feint in combat. An opponent must be able to see the images to be fooled.

Normal: When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly.

Broken Mirror Trap (Combat)

The sacrifice of an illusory ally provides the opportunity to strike down your foe.

Prerequisites: Spellcraft 9 ranks, Broken Mirror Shards, Broken Mirror Style, Improved Unarmed Strike.

Benefit: While you are using Broken Mirror Style, when an enemy destroys one of your images created by *mirror image* or the shadow clone ninja trick, you can make an unarmed strike against that opponent as an attack of opportunity.

Bullseye Shot (Combat)

You slow your breath, calm yourself, and hit the bullseye, just as you were trained to do.

Prerequisites: Point-Blank Shot, Precise Shot, base attack bonus +5.

Benefit: You can spend a move action to steady your shot. When you do, you gain a +4 bonus on the next ranged attack roll you make before the end of your turn.

Coiled Strength (Combat)

Through years of training, you have learned to generate force using twists, turns, and momentum rather than raw power.

Prerequisites: Dex 13, Weapon Finesse, base attack bonus +1.

Benefit: You can add your Dexterity modifier to your attack and damage rolls instead of your Strength modifier on attacks made with a weapon that has the monk weapon quality and is from the flail weapon group, as classified by the weapon training fighter class feature. You lose the benefit of this feat when wearing medium or heavier armor.

Special: An iron staff monk may apply the benefit of this feat to a bo staff if he has the Bo Staff Master feat or to the quarterstaff if he has the Quarterstaff Master^{UM} feat.

Combination Finish (Combat)

You follow a rapid series of attacks—aimed to lower your opponent's defenses—with your most powerful attack.

Prerequisites: Improved Unarmed Strike; base attack bonus +6 or 5th-level monk.

Benefit: When you make an unarmed Punishing Kick^{APG} attempt, a Stunning Fist attempt, or an attack that has

Elemental Fist^{APG} as a prerequisite, as part of a full attack action, increase the DC to resist the attempt by +1 for every previously successful consecutive unarmed strike landed against the same target during the same full attack action.

Coordinated Companion

You are able to coordinate with your animal companion extraordinarily well during combat.

Prerequisites: Hunter's bond, nature bond, or similar class feature; you must have an animal companion.

Benefit: Your animal companion is considered to have any teamwork feat you possess. Your animal companion must remain within 30 feet of you and must be able to see you, hear you, or otherwise be aware of your position in order to benefit from this feat. Your animal companion can coordinate with only you in this way.

Covering Fire (Combat)

You can use ranged attacks to pester and distract opponents, providing protection for your allies.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: As a standard action, you may make a ranged attack against a single opponent. If you hit, the attack does no damage. Instead, you grant one ally within line of sight a +4 cover bonus to AC against attacks from that opponent. This bonus lasts until the start of your next turn.

Deadly Accuracy (Combat)

Your ranged weapon attacks are more lethal than normal.

Prerequisites: Dex 13, base attack bonus +6.

Benefit: When you deal damage with a ranged weapon, you can reroll any result of 1 on your weapon's damage dice. Only weapon attacks that require an attack roll can benefit from this feat. You must keep the result of the reroll.

Death Butterfly Blossom (Combat)

Once they are fed, your larval young undergo a metamorphosis. They complete the Shadow Plane butterfly life cycle—potentially killing their hosts during the process.

Prerequisites: Dex 13, Wis 13, Acrobatics 11 ranks, Perform (dance) 11 ranks, Death Butterfly Style, Death Butterfly Wings, Elemental Fist^{APG}, Improved Unarmed Strike.

Benefit: While using Death Butterfly Style, you can expend two daily attempts of your Elemental Fist as a standard action to accelerate the growth of the larvae implanted within a creature that is already suffering ongoing acid damage from your Elemental Fist. The larvae tear through skin and consume flesh as they burrow out of the victim's body; when they reach the surface, they sprout wings and take flight.

The violent process deals your unarmed strike damage and Elemental Fist acid damage to the victim, and it deals

your Elemental Fist acid damage to adjacent creatures as the butterflies swarm out. Any creature that takes acid damage from this ability is also nauseated for 1 round. A successful Fortitude save (DC 10 + 1/2 your character level + your Wisdom modifier) halves the damage and prevents the nausea. After the initial attack, the butterflies fly off before dissolving into shadows mid-flight. Use of this ability ends any ongoing Elemental Fist acid damage dealt to the target.

Death Butterfly Style (Combat, Style)

Drawing on power from the Shadow Plane, you conjure tiny larvae made of shadow-stuff and acid. The larvae crawl around on your arms, waiting to spring and feed upon the next foe you strike.

Prerequisites: Wis 13, Acrobatics 5 ranks, Perform (dance) 5 ranks, Elemental Fist^{APG}, Improved Unarmed Strike.

Benefit: While you are using Death Butterfly Style, creatures that take acid damage from your Elemental Fist take an additional 1d6 hp acid damage 1 round later as the shadow-stuff larvae feed. The larvae dissolve into harmless wisps of shadow after feeding.

Special: If you are proficient with a butterfly sword, when you are using Death Butterfly Style, you may use Stunning Fist and Elemental Fist when making melee attacks with butterfly swords, sun and moon rings*, or wind and fire wheels*.

Normal: You can use Stunning Fist or Elemental Fist only when making an attack with an unarmed strike.

Death Butterfly Wings (Combat)

Your larvae persist and feed for longer. They gorge on the flesh of your enemies before dissolving back into shadow-stuff.

Prerequisites: Wis 13, Acrobatics 8 ranks, Perform (dance) 8 ranks, Death Butterfly Style, Elemental Fist^{APG}, Improved Unarmed Strike.

Benefit: While you are using Death Butterfly Style, the acid damage caused by your Elemental Fist persists for 1 additional round for every die of damage, beyond the first die, dealt by your Elemental Fist.

Special: While you are wielding a paired set of butterfly swords, sun and moon rings*, or wind and fire wheels*, you are still considered to have one hand free when determining the benefits of other feats such as Deflect Arrows.

Defensive Shot (Combat)

You can make ranged attacks without being distracted by immediate threats.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: You may make ranged attacks defensively. To do so, you must take a –2 penalty to all ranged attacks you



make during the round. These attacks do not provoke attacks of opportunity. If you take other actions during the round that do provoke attacks of opportunity, you suffer those consequences normally.

Normal: Ranged attacks provoke attacks of opportunity.

Delayed Detonation

Although they are still unstable, you have figured out how to control the detonation rate of your grenades . . . somewhat.

Prerequisite: Grenades class feature.

Benefit: If you do not use a grenade in the round it was created, it remains unstable but does not immediately explode. This instability quickly increases, however—at the beginning of each subsequent round, on your turn, there is a cumulative 25% chance that the grenade explodes. If the grenade is still in your hand when it explodes, it does maximum damage. Otherwise, it deals damage as normal.

Normal: If a grenade is not used in the round it was created, it explodes.

Desert Scorpion Horror (Combat)

You lash out with your leg, emulating the scorpion's sting and distracting your opponent. Your arms, emulating the scorpion's claws, drag your foe to the ground.

Prerequisites: Wis 13, Acrobatics 9 ranks, Escape Artist 9 ranks, Desert Scorpion Hunter, Desert Scorpion Style, Improved Grapple, Improved Trip, Improved Unarmed Strike.

Benefit: While you are using Desert Scorpion Style, after any successful combat maneuver against an opponent, you may attempt to trip the same opponent as a swift action using the same attack bonus with a –4 penalty. Further, your melee damage is no longer reduced while you use Desert Scorpion Style.

Desert Scorpion Hunter (Combat)

Through twisting and contorting your body, your limbs imitate the deadly claws and sting of a scorpion. This allows you to attack even when others could not.

Prerequisites: Wis 13, Acrobatics 6 ranks, Escape Artist 6 ranks, Desert Scorpion Style, Improved Grapple, Improved Unarmed Strike.

Benefit: While you are using Desert Scorpion Style, you do not take a penalty to unarmed attacks from the grappled condition. You may also make unarmed attacks even when pinned, albeit with a –4 penalty. Further, your speed is no longer reduced while you are using Desert Scorpion Style.

Desert Scorpion Style (Combat, Style)

You keep low to the ground and emulate the gait and balance of an arachnid. Though you cannot generate much power from such a low stance, you can strike out from unexpected angles and catch opponents off guard.

Prerequisites: Wis 13, Acrobatics 3 ranks, Escape Artist 3 ranks, Improved Unarmed Strike.

Benefit: You add 2 to your CMD against bull rush, drag, reposition, and trip attempts. While you are using Desert Scorpion Style, your speed is reduced by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Further, while you are using Desert Scorpion Style, you are considered one size smaller than normal when determining your bonus to attack rolls, your AC, and the damage dealt by your unarmed and weapon melee attacks.

Disabling Shot (Grit)

You have a knack for destroying machinery with your trusty firearm.

Prerequisites: Grit class feature or Amateur Gunslinger; Utility Shot deed.

Benefit: So long as you have at least 1 grit point, you can attempt to disable a device with a well-placed attack against its weak point. The weak point of a device is considered a Fine object, which has a base AC of 11.

The weak point gains a bonus to its AC based on the device's complexity. A simple device has a +10 bonus to its AC, a tricky device has a +15 bonus to its AC, a difficult device has a +20 bonus to its AC, and an extreme device has a +25 bonus to its AC. A successful attack applies the broken condition to the device. A second successful attack disables it completely.

If the attack misses by 5 or more, the device does not have a weak spot, and no further attempts can be made.

This feat cannot be used to sabotage a device so that it malfunctions at a later time.

Eagle Flight Swoop (Combat)

You strike, grip, and then tear flesh in one fluid motion.

Prerequisites: Dex 15, Wis 13, Heal 12 ranks, Eagle Style, Eagle Talons, Improved Dirty Trick^{APG}, Improved Unarmed Strike.

Benefit: While you are using Eagle Style, whenever you confirm an unarmed critical hit, as a free action you can attempt a combat maneuver check to perform a dirty trick on your opponent.

Eagle Style (Combat, Style)

You are an expert at striking your opponent's vital areas, including the throat, neck, and windpipe.

Prerequisites: Dex 13, Heal 6 ranks, Improved Dirty Trick^{APG}, Improved Unarmed Strike.

Benefit: While you are using this style, you may deal slashing damage with your unarmed strikes. Additionally, while using Eagle Style, when you successfully perform a dirty trick combat maneuver, you may choose to render your opponent unable to speak or vocalize,

instead of applying one of the conditions the combat maneuver normally allows. The target is unable to use its mouth to attack, to speak clearly, or to employ verbal spell components.

Eagle Talons (Combat)

Your mastery of joint locks, your knowledge of anatomy, and the tearing strength of your fingers allow you to inflict nearly incapacitating pain.

Prerequisites: Dex 13, Wis 13, Heal 9 ranks, Eagle Style, Improved Dirty Trick^{APG}, Improved Unarmed Strike.

Benefit: While you are using Eagle Style, whenever you successfully perform a dirty trick and exceed your opponent's CMD by 10 or more, you may apply a second condition, allowed by the dirty trick, to your opponent as part of the same dirty trick.

Extend Force Blast

Your force blasts have the twice the normal range.

Prerequisite: *Force blast* class feature.

Benefit: The range of your force blasts increases to 120 feet.

Extra Archer's Trick

You can use your archer's trick ability more often.

Prerequisite: Archer's trick class feature.

Benefit: You can use your archer's trick ability one additional time per day.

Special: You can gain Extra Archer's Trick multiple times. Its effects stack.

Extra Divine Gift

You can use your divine gift ability more often.

Prerequisite: Divine gift class feature.

Benefit: You can use your divine gift ability one additional time per day.

Special: You can gain Extra Divine Gift multiple times. Its effects stack.

Extra Force Blast

You can use your *force blast* ability more often.

Prerequisite: *Force blast* class feature.

Benefit: You gain two additional uses of your *force blast* ability per day.

Special: You can gain Extra Force Blast multiple times. Its effects stack.

Extra Innate Spell

Your mastery of magic allows you additional innate spells.

Prerequisite: *Innate spell* class feature.

Benefit: You may choose one additional innate spell of any level you qualify for. You must meet all the prerequisites for this additional innate spell.

Special: You can gain Extra Innate Spell multiple times. Its effects stack.

Extra Ranger Talent

You have more ranger talents than normal.

Prerequisite: Ranger talent class feature.

Benefit: You may choose an additional ranger talent.

Special: You can gain Extra Ranger Talent multiple times. You must select a different talent each time.

Extra Resource Point

You can make additional modifications and upgrades to your clockwork companion.

Prerequisites: Clockwork companion class feature, Craft (clockwork) 5 ranks.

Benefit: You gain 1 additional resource point.

Special: You can gain Extra Resource Point multiple times. Its effects stack.





Extra Wild Shape

You can use wild shape or animal shape more often.

Prerequisite: Wild shape or animal shape class feature.

Benefit: You can use wild shape or animal shape one additional time per day.

Special: You can gain Extra Wild Shape multiple times. Its effects stack.

Favored Terrain Expert

You are especially at home in a specific favored terrain.

Prerequisite: Favored terrain class feature.

Benefit: Specify one of your favored terrains. While in that terrain, you gain an additional +2 bonus to Knowledge (geography), Perception, Stealth, and Survival skill checks, and to initiative checks.

Favored Terrain Master

You have an intimate, almost spiritual, connection to a specific favored terrain.

Prerequisites: Favored terrain class feature, Favored Terrain Expert.

Benefit: The bonuses received from Favored Terrain Expert increase to +4. You are also able to guide and direct others in this terrain. As a standard action, you may grant all allies within 30 feet of you that can see or hear you a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with you, your allies leave no trail and can't be tracked. You can still choose for the group to leave a trail, or even for only specific members of the group to leave a trail, if you so desire. These benefits last for a number of rounds equal to your ranger level.

Galloping Shot (Combat)

The speed of your galloping steed bolsters the flight of your arrow. You can make more damaging ranged bow attacks as part of a mounted attack.

Prerequisites: Mounted Combat, Power Attack, base attack bonus +5.

Benefit: At any time during a riding move action, you can take your ranged attack with a bow. Doing this uses up your attack sequence, even though the attack is resolved during movement. The ranged attack suffers a –2 penalty to hit but gains +2 to damage for any arrow that hits.

Special: Centaurs are considered to have Mounted Combat for the purpose of this feat.

Gear Shred (Combat)

You carefully and selectively expose and reinforce some of your internal clockworks, using the moving gears to tear through flesh and apply extra leverage during a grapple.

Prerequisites: Gearforged; Improved Unarmed Strike; base attack bonus +3 or 3rd-level monk.

Benefit: You can deal slashing damage with your unarmed strike, and you gain a +2 bonus to your CMD against grapple attempts. Further, whenever you successfully maintain a grapple, you deal an additional 1d4 hp slashing damage to your grappled opponent.

Greater Animal Companion

Your animal companion is a truly exceptional creature.

Prerequisites: Improved Animal Companion, stealth attack class feature, fast movement class feature.

Benefit: Your animal companion receives a bonus feat, selected from those listed under Animal Feats (see the druid description in the *Pathfinder Roleplaying Game Core Rulebook*). If the animal companion has an Intelligence of 3 or higher, it can instead select any feat it is physically capable of using.

You may also spend a move action to grant your animal companion the benefits of your stealth attack and fast movement class features. These bonuses last for a number of rounds equal to double your Wisdom modifier (minimum 1). Your animal companion must remain within 30 feet of you and be able to see you, hear you, or otherwise sense you in order to receive your stealth attack and fast movement bonuses.

Greater Iron Will

Your superior force of will allows you to resist both magical and mundane fear.

Prerequisite: Improved Iron Will.

Benefit: Any effect that would normally cause you to become cowering, frightened, or panicked instead makes you only shaken for the same duration.

Hamstringing Shot (Combat)

Your well-placed ranged attacks are capable of slowing your foes.

Prerequisites: Base attack bonus +4; sneak attack +2d6 or stealth attack +2d6.

Benefit: As a full-round action, you take careful aim at the legs of your target. You make a single attack against that foe at a –4 penalty; if the attack hits, you deal damage as normal, and your target must make a Fortitude save (DC 10 + 1/2 your level + your Dexterity modifier). If the target fails the save, its speed is halved (round down, minimum 5 feet). This penalty lasts until the target receives a magical healing effect; alternatively, if the target receives a Heal check as a full-round action (DC 5 + damage dealt), the effect ends 1d2 rounds later.

Multiple uses of Hamstringing Shot stack, further halving the target's speed each time.

Improved Animal Companion

Your animal companion is hardier and tougher than most.

Prerequisites: Hunter's bond, nature bond, or similar class feature; you must have an animal companion.

Benefit: Your animal companion gains 1d8 hit points. You can also add +1 to any one of your animal companion's ability scores and +2 to its natural armor bonus.

Improved Arcane Aura

Your raw arcane power can protect you in times of need.

Prerequisites: Arcane aura class feature, arcane caster level 5th.

Benefit: As a swift action, you may expend any one arcane spell that you have prepared to temporarily increase the deflection bonus received from your arcane aura class feature. This increase is equal to the level of the spell expended (+1 bonus for a 1st-level spell, +2 for a 2nd-level spell, etc.). This bonus lasts for a number of rounds equal to your arcane caster level; these rounds must be consecutive.

Improved Arcane Strike

You draw upon your arcane power to enhance your weapons.

Prerequisite: Arcane Strike.

Benefit: Your imbued weapons receive a +1 bonus to hit as well as to damage.

Normal: Your weapons receive only a +1 bonus to damage.

Improved Bank Shot

Your trick shots are as good as your straight ones.

Prerequisites: Bank Shot, Precise Shot.

Benefit: You can use Bank Shot without taking a –4 penalty.

Improved Bonded Object

Your bonded object grows in magical power as you do.

Prerequisites: Arcane caster level 5th, you must have a bonded object.

Benefit: Your bonded object gains powers as you gain levels in the class that grants the feature, according to the table below. You must be in physical contact with your bonded object for these powers to function.

LEVEL	BONDED OBJECT POWERS GAINED
5th	Your bonded object grants a +1 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the Spell Penetration feat. In addition, you may add your Intelligence modifier to your CMD against attempts to disarm or sunder your bonded object.
7th	Your bonded object imparts magical protection to you in the form of a +1 resistance bonus on all saving throws. This bonus increases by +1 for every three additional arcane caster levels you have, to a maximum of +5 at 19th level.
9th	You may cast one additional spell per day that you have in your spellbook and are capable of casting, even if the spell is not prepared. If you specialize in an arcane school, this spell must come from that school. This additional spell otherwise follows all the rules of the standard wizard's arcane bond class feature.
11th	Your bonded object grants spell resistance, as the spell of the same name, to you equal to 12 + your arcane caster level.

Improved Covering Fire

Your rain of attacks protects a swath of allies at a time.

Prerequisites: Alertness, Covering Fire, Point-Blank Shot, Precise Shot, base attack bonus +8.

Benefit: As a standard action, you may make a ranged attack against a single opponent. If you hit, the attack does no damage. Instead, you grant one ally per level a +4 cover bonus to AC against attacks from that opponent. This bonus lasts until the beginning of your next turn.

Improved Deadly Accuracy (Combat)

You enjoy even greater efficiency with ranged weapon attacks.

Prerequisites: Dex 15, Deadly Accuracy, base attack bonus +9.

Benefit: When you deal damage with a ranged weapon, you can reroll any result of 1 or 2 on your weapon's damage dice. Only weapon attacks that require an attack roll benefit from this feat. Any 1 or 2 on the reroll is treated as a roll of 3 instead.

Improved Force Blast

Your force blasts penetrate anything but total concealment and cover.

Prerequisites: *Force blast* class feature, Dex 16, base attack bonus +6.

Benefit: Your force blasts ignore the AC bonus granted to targets by anything less than total cover, and also the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your force blasts.

Improved Nature's Healing

You are especially skilled at healing when within one of your favored terrains.

Prerequisite: Nature's healing class feature.

Benefit: When you use nature's healing, you can treat deadly wounds on the same creature a number of times per day equal to half your spell-less ranger level. In addition, the number of additional hit points you can restore increases to 1d6, plus 1 for every spell-less ranger level you possess.



Normal: A creature can benefit from its deadly wounds being treated only once per day. Also, when treating deadly wounds, a spell-less ranger can normally restore an additional 1d6 hp damage, plus 1 hp for every three spell-less ranger levels he possesses.

Improved Rapid Reload (Combat)

Your intimate knowledge of crossbows allows you to operate yours incredibly quickly.

Prerequisites: Weapon Proficiency (crossbow type chosen), Rapid Reload, base attack bonus +9.

Benefit: You can load a heavy crossbow as a free action. In addition, you no longer provoke an attack of opportunity when loading any type of crossbow.

Special: You can select Improved Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

Improved Shaman's Touch

You are particularly skilled at healing others because of your close connection to the spirit world.

Prerequisites: *Shaman's touch* class feature, Heal 4 ranks.

Benefit: When you use your *shaman's touch* ability, treat any die result of 1 or 2 as if you had rolled a 3 instead.

Increased Devotion

Your animal companion's strong attachment to you gives it even greater resistance to unwanted mental control.

Prerequisites: Improved Animal Companion, 6th-level ranger.

Benefit: Your animal companion's morale bonus from its devotion ability is equal to 4 + half your ranger level.

Normal: An animal companion's morale bonus from devotion is +4.

Invulnerable Animal Companion

Your animal companion's hide or body is unusually tough and resistant to damage.

Prerequisite: Improved Animal Companion.

Benefit: Your animal companion gains DR/magic. The amount of DR is equal to half your ranger level.

Natural Tracker

You have a natural gift for following or identifying tracks.

Prerequisite: Track class feature.

Benefit: You add your ranger levels as a bonus to Survival skill checks made to follow or identify tracks. If your Survival check exceeds the DC by 10 or more, you can learn a wealth of additional information about your prey (including number and type of creatures being tracked, their physical health, condition, and general status).

Normal: A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Necrotic Spell (Metamagic)

Your spells are more effective against corporeal undead.

Prerequisite: Spell Focus (necromancy).

Benefit: You treat corporeal undead that were once humanoids as humanoids for the purpose of determining which of your spells affect them. In addition, you may affect any corporeal undead creature with mind-affecting spells, regardless of its Intelligence score. A necrotic spell uses up a spell slot one level higher than the spell's actual level.

Nightwave Drown (Combat)

You can call forth the freezing, ink-black waters of the Negative Energy Plane to drown your foes.

Prerequisites: Con 13, Wis 13, Stealth 11 ranks, Swim 11 ranks, Elemental Fist, Improved Unarmed Strike, Nightwave Jaws, Nightwave Style.

Benefit: While you are using Nightwave Style, as a standard action you can spend two Elemental Fist attempts to create an area of crushing pressure and freezing cold, similar to the waters through which the nightwave swims.

Any creatures adjacent to you, or in your square, take damage equal to your unarmed strike damage plus the cold damage from your Elemental Fist. You and your equipment are not harmed by this effect. When this feat is used above water, it alters the air in your square and the squares adjacent to you; the affected area is considered underwater (affecting movement, attack and damage rolls, the ability to speak and breathe, and the use of the feat Nightwave Jaws) until the end of your next turn.

When this feat is used underwater, the affected area instead darkens (as *deeper darkness*, with a caster level equal to your character level) until the end of your next turn.

A successful Reflex save (DC 10 + 1/2 your character level + your Wisdom modifier) reduces the damage by half. When the feat is used above water, a successful Reflex save against the same DC allows a character to jump to safety in the nearest open space to avoid being caught in the altered air.

Nightwave Jaws (Combat)

Your attacks mimic the deadly jaws and hunting techniques of sharks.

Prerequisites: Con 13, Wis 13, Stealth 8 ranks, Swim 8 ranks, Improved Unarmed Strike, Nightwave Style.

Benefit: You can hold your breath for twice as long as normal. When holding your breath, you are not at risk of being affected by inhaled poisons and gases. While you are using this style, whenever you deal unarmed slashing damage to a foe that was denied its Dexterity bonus to AC against the attack, you deal 1d4 bleed damage to that foe.

Whenever you deal bleed damage with an unarmed strike against an underwater foe, you may make a Stealth check as an immediate action to hide within the resulting cloud of blood and churn of bubbles.

Normal: A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. If a character takes a standard or a full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. A creature holding its breath has a 50% chance of not having to make a Fortitude save each round against an inhaled poison.

Nightwave Style (Combat, Style)

You are as lethal beneath the waves as you are upon dry land.

Prerequisites: Wis 13, Stealth 5 ranks, Swim 5 ranks, Improved Unarmed Strike.

Benefit: You add your Wisdom modifier on Swim checks and on Constitution checks to avoid suffocation or drowning. When you use Nightwave Style, you may deal slashing damage with your unarmed strikes. While you use this style, your movement is not hindered by liquids and watery terrain such as bogs, mud (such as that caused by the *soften earth and stone* spell), and even thick fog (such as that caused by the *solid fog* spell). Further, you take no penalty to unarmed attack and damage rolls in such environments or while underwater.

One-Inch Punch (Combat)

You have mastered the art of explosive power and are able to generate tremendous force with an extremely short punch.

Prerequisites: Improved Unarmed Strike, Stunning Fist.

Benefit: As a standard action, you can make a single unarmed Stunning Fist attempt. If the attack hits, you may attempt to bull rush the opponent, in addition to any damage dealt and effects caused by the Stunning Fist. This bull rush attempt does not provoke an attack of opportunity. If your target also failed its save against the Stunning Fist, the bull rush attempt receives a +2 bonus.

Polearm Acrobat (Combat)

You are skilled at using your polearm to aid in movement and keeping your enemies at bay.

Prerequisite: Acrobatics 1 rank.

Benefit: While wielding a polearm, spear, staff, or similarly shaped object, you receive a +2 bonus to Acrobatics checks and a +1 bonus to your CMD. If you have 10 or more ranks in Acrobatics, you receive a +4 bonus to Acrobatics checks and a +2 bonus to your CMD instead.

Powerful Channel

Your channeled energy is more potent, but its use exacts a physical toll.

Prerequisites: Cha 13, Improved Channel.

Benefit: You can expend one of your daily uses of channel energy as a full-round action that provokes attacks of opportunity. The dice rolled to determine damage dealt or healed become d10s instead of d6s (3d6 becomes 3d10, 4d6 becomes 4d10, and so on).

You are then fatigued for a number of rounds equal to the number of dice rolled (3 rounds for 3d10, 4 rounds for 4d10, and so on). You can't use Powerful Channel while you are fatigued or exhausted.





Practiced Spirit Dance

You are skilled in the intricacies of the spirit dance, allowing you to undertake other actions while performing one.

Prerequisites: Prolong Spirit Dance, Perform (dance) 10 ranks.

Benefit: You can perform a spirit dance with three move actions taken in consecutive rounds.

Normal: A spirit dance requires 3 full rounds to perform.

Prolong Spirit Dance

Your deep connection with the spirits allows you to extend the length of your spirit dance.

Prerequisite: Spirit dance class feature.

Benefit: The benefits you receive from your spirit dance last for 2 additional rounds.

Special: You can gain Prolong Spirit Dance multiple times. Its effects stack.

Siphon Spell (Metamagic)

By giving up lower-level spells, you can fuel a single, higher-level spell.

Prerequisites: Knowledge (arcana) 4 ranks, Spellcraft 4 ranks, Spell Focus (necromancy).

Benefit: You can expend multiple spell slots or prepared spells to power a single, higher-level spell. The total levels of the combined spell slots or prepared spells expended must equal or exceed the level of the spell you wish to cast. Any unused spell levels are wasted.

This feat allows you to cast an additional prepared or known spell of a higher level, even if you have exhausted your spells per day for that spell level. It does not allow you to cast a spell of a level you cannot normally cast. Casting a spell in this way requires more time than casting a regular spell. If the higher-level spell's normal casting time is a standard action, the siphoned spell instead takes a full-round action to cast. A siphoned spell with a longer casting time requires an additional full-round action to cast.

Staredown (Grit)

Your steely gaze and quick reflexes unnerve opponents, causing them to hesitate and stammer.

Prerequisites: Dazzling Display, Improved Initiative, Weapon Focus (firearm).

Benefit: On the first round of combat, you may make an Intimidate check as a free action against all opponents within 30 feet who have not yet acted, so long as you have at least 1 grit point.

Steel Fury

Getting shot slows most people down, but it just makes you angry.

Prerequisite: Rage class feature, grit class feature, or Amateur Gunslinger.

Benefit: Once per round, when you suffer firearm damage in combat, you gain 1 grit point or 1 additional round of rage. You must decide if your steel fury generates rage or grit when the feat is selected.

Sudden Strike

Before your enemy can react, you can launch a devastating attack.

Prerequisites: Dex 13, base attack bonus +1, favored terrain class feature.

Benefit: When you are in one of your favored terrains, you gain a +2 bonus on attack rolls against flat-footed opponents. If you successfully land your attack, your opponent is dazed for 1 round.

NEW STYLE FEATS

Presented below is a sampling of new fighting styles, using the rules for style feats introduced in *Pathfinder Roleplaying Game Ultimate Combat*.

BROKEN MIRROR STYLE: A blend of illusion magic and martial mastery, the broken mirror style teaches adherents to skillfully manage illusory copies of themselves to trick, manipulate, and overwhelm their foes.

Feat Path: Broken Mirror Style, Broken Mirror Shards, Broken Mirror Trap.

DEATH BUTTERFLY STYLE: Practitioners of this graceful martial art spend years mastering dance-like katas and routines. Combining skillful blade work, precise footwork, and circular arm movements, this style mirrors the fluttering of butterfly wings. Masters of the style go beyond mimicry of simple terrestrial butterflies; instead, they look to the moths and butterflies native to the Shadow Plane, or to those terrestrial species also corrupted by negative energy and these insects' larval young. Through imbuing their attacks with both shadow-stuff and the element of acid, masters produce their own larvae. They often implant these larvae in enemies, which then serve as incubators for the next generation of butterflies.

Feat Path: Death Butterfly Style, Death Butterfly Wings, Death Butterfly Blossom.

DESERT SCORPION STYLE: Adherents of this style are known for their strange stances and footwork, their skittering movements across the battlefield, and their ability to attack from awkward and unexpected angles.

Practitioners often walk upon both hands and one foot, or upon both hands, leaving one or both legs raised as if a scorpion's tail were ready to lash out.

Feat Path: Desert Scorpion Style, Desert Scorpion Hunter, Desert Scorpion Horror.

EAGLE STYLE: The eagle style features strong upward and downward movements, accurate strikes to vulnerable areas of the body, and painful joint locks, grips, and takedowns. Practitioners emphasize strengthening the fingers, aiming to mimic an eagle's flesh-tearing talons.

Feat Path: Eagle Style, Eagle Talons, Eagle Flight Swoop.

NIGHTWAVE STYLE: The nightwave style encapsulates the ferocity and lethal techniques of the mightiest of the known nightshades: the nightwave. Practitioners undergo harsh training, hardening their bodies in order to fight effortlessly in difficult or dangerous environments; this makes them deadly both in and out of the water. Masters of the style can conjure forth the freezing waters from the blackest depths, which nightwaves call home, to drown their foes.

Feat Path: Nightwave Style, Nightwave Jaws, Nightwave Drown.

ALTERNATE FEATS

The following sections provide optional feats that can be used to enhance your game. Death feats grant new abilities to those who have come back from the dead. Scaling combat feats replace standard "feat chains" with a single, scaling feat that grows in power with the character. The new Leadership feats split Leadership into two separate feats: Leadership (Cohort) and Leadership (Followers).

DEATH FEATS

Returning from the dead should be a monumental experience for a character. Even a character who is dead for only a short time is unlikely to return completely unchanged. Perhaps the experience shakes the character's outlook on life to the core, causing him to rebuild his core values. While one character might become withdrawn and contemplative, another might become obsessed with how to best use the time she has left. Others might find their thoughts consumed with revenge or be beset with well-earned phobias.

The following death feats are available only to characters who have died and then subsequently been revived. They are not bonus feats; players select them when characters would normally gain a feat through advancement or a class feature.

Bestial Specter (Death)

An imprint from your time in the spirit world manifests when you use wild shape, causing your animal form to glow with a ghostly flickering light.

Prerequisite: Wild shape ability.

Benefit: When you use wild shape, your animal form gains 20% concealment, as though under the effect of a *blur* spell.

Death's Door Warrior (Death)

Your journey beyond the mortal world has taught you that pain and fear are just the sensations of weakness leaving your body. Rather than panicking as the end draws near, your focus and concentration become sharper. Life is never greater than when it hangs from a precipice.

Prerequisites: Diehard, Survival 5 ranks.

Benefit: Rather than die once your hit points reach a negative value equal to your Constitution score, you can take your turn as though your hit points were above 0. When your hit points reach a negative value equal to your Constitution score + your level, you die. In addition, whenever your hit points are negative and you are still alive, you may choose to take 10 on a single attack roll or saving throw once per round.

Imageless (Death)

You are back from the dead, yet sometimes it is difficult to be entirely sure. Somehow, you have no reflection. Stranger still, those who would scry upon you discover nothing; it is as if you weren't there at all.

Benefit: You cannot be the subject of a scrying or greater scrying spell, and if you are in range of a scrying sensor, the sensor cannot detect your image or any sounds that you make. You are also immune to the spell *nightmare*, since the caster cannot locate you. Your image does not appear on or in reflective surfaces such as mirrors or pools of water, and if someone sketches or paints your portrait, the image gradually vanishes over the following day.

Irrepressible Vitality (Death)

Now that you have a second chance at life, the weakness of your flesh no longer limits your life force. Instead, you now power it with sheer resolve and conviction.

Benefit: When you calculate your bonus hit points for advancing a level, you may substitute your Charisma score for your Constitution score. Any hit points gained prior to your death are not recalculated and remain based on your Constitution score.

Reversal of Fortune (Death)

Returning to life has altered your relationship with the karma of the cosmos by a tiny fraction. When you least expect it, your greatest failures transform into some of your most spectacular successes.

Benefit: Once per week, the first time you roll a natural 1 on a d20, you treat the result as though you rolled a natural 20.



Spectral Brawler (Death)

Having crossed over to the afterlife and come back, your body has attuned itself to the spirit world.

Prerequisite: Improved Unarmed Attack.

Benefit: Your unarmed attacks now have the *ghost touch* weapon special ability.

Shadow of the Afterlife (Death)

Although you have returned from the dead, not all is the same. Your very shadow now acts as though it were an extension of your will, often detaching itself from your body to perform simple tasks.

Benefit: Once per day per character level, as a free action, you may direct your shadow as though it were a servant controlled by the *unseen servant* spell with a maximum duration of 10 minutes.

Special: This ability does not function in perfect or magical darkness where no light exists to make a shadow possible. Nor does it work within the area of a *daylight* spell.

Spell-Adapted (Death)

After you died from a specific spell, the supernatural forces responsible for your return enabled you to permanently expunge that particular weakness from your body or mind.

Prerequisite: Death caused by a specific spell.

Benefit: You gain immunity to the specific spell that resulted in your death.

Special: You can take this feat only once.

Spirit World Summoner (Death)

Having been to the afterlife, you are now able to briefly summon animals or beasts with an even closer connection to the beyond.

Prerequisite: Ability to cast 3rd-level divine or arcane summoning spells.

Benefit: On a successful attack, any creature you summon deals an additional 1d6 points of holy or unholy damage, depending on your alignment. If your alignment is neutral, you must choose whether this feat bestows unholy or holy damage at the time the feat is selected.

Weapon Avenger (Death)

You have recovered the weapon that once killed you, and a piece of your spirit still lies within it. That spirit is rekindled when the weapon rests in your grasp.

Prerequisite: Base attack bonus +3, death caused by a melee weapon, recovery of the weapon that killed you.

Benefit: Choose one of the following weapon special abilities: *flaming*, *frost*, *shock*, *keen*, *merciful*, or *thundering*. When you grasp the weapon that once slew you in battle, it manifests the chosen quality for 2 rounds per level per

day, as a free action. You can choose which rounds to apply the benefit; the rounds need not be consecutive, but you must indicate your choice before you make your attack roll. You choose the weapon special ability when you take this feat, and the quality chosen can't be changed.

Special: You can take this feat only once.

DEATH FLAWS

If the GM wishes, he might decide to require a player to select a death flaw in order to gain one of the above bonus death feats when the character is brought back from death. The player may not use a death flaw to obtain other types of feats such as general feats or fighter bonus feats. Death flaws are available only at the GM's discretion, and a player may select only one flaw each time their PC returns to life.

Blade Stalked (Death)

You escaped death once, but it continues to stalk you. Every sword and every arrow is a chance for death to set right the wrong that is your unnatural existence.

Prerequisite: Death caused by a melee weapon or a missile weapon.

Benefit: One bonus death feat of your choice.

Penalty: When an opponent threatens a critical hit against you with a melee weapon or a missile weapon, the critical automatically confirms.

Grave Held (Death)

Although back from the dead, you retain a sickly pallor, as though your return to this world is but a temporary aberration. Perhaps one foot is still in the grave after all.

Benefit: One bonus death feat of your choice.

Penalty: Each time you gain a level, you gain 1 less hit point than you normally would (this applies retroactively). You also suffer a –2 penalty on saving throws against death magic.

Hesitator (Death)

Having once died causes you to second-guess your instincts. After all, they let you down once before. But while you are now more methodical, that frequently costs you a precious split-second when you are in the heat of the moment.

Benefit: One bonus death feat of your choice.

Penalty: You take a –4 penalty to initiative checks. In addition, you take a –2 penalty to all Reflex saving throws.

Necrotic Jealousy (Death)

You have cheated death, and the undead can instinctively sense that. Rather than remaining in the grave, you have obtained the second chance that they could not. They feel compelled to balance the scale.

Benefit: One bonus death feat of your choice.

Penalty: Any nonintelligent undead in your line of sight gains the benefit of a *rage* spell against you, except it takes no penalty to AC. The *rage* effect lasts until either you are dead or the undead is destroyed. Intelligent undead increase the save DCs of their special abilities against you by 2. Finally, you suffer a –6 penalty to Bluff, Diplomacy, and Intimidate checks when interacting with intelligent undead.

Trap Bait (Death)

A trap slew you once, and you cannot escape the feeling that a trap will slay you again. If you were a different person, you would stay home, where it's safe, but that is not your calling.

Prerequisite: Death caused by a trap.

Benefit: One bonus death feat of your choice.

Penalty: Anytime a trap deals damage to you, you take double damage. If the trap does not deal damage but instead requires a saving throw, you take a –4 penalty to your saving throw. If the trap does not deal damage or require a saving throw, this flaw has no effect. You also gain no benefit from evasion, improved evasion, and similar abilities.

SCALING COMBAT FEATS

Scaling combat feats are an alternative feat system. Each scaling combat feat replaces two or more standard feats with a single feat that grows in power with the character—much like the existing combat feats Power Attack and Deadly Aim. Scaling combat feats allow characters to be more effective combatants with fewer feats. Additionally, with more feat slots available, players can create more versatile characters or even better fighters. Each GM should consider the effect on the game's power scale before utilizing scaling combat feats.

Implementing scaling combat feats in your game is simple. Below are twelve scaling combat feats presented like normal feats, except that each includes a “Replaces” line detailing which feats should be removed to use the scaling combat feat system. This modular approach allows you to use all twelve scaling combat feats or to pick only those that suit your current game.

Using Other Scaling Feats

Although only the combat feat chains detailed in the *Pathfinder Roleplaying Game Core Rulebook* are featured here, you can use the same approach to modify combat feat chains in other rulebooks—which might also include core feats not mentioned here. For example, the *Pathfinder Roleplaying Game Advanced Player's Guide* adds further scaling possibilities to Bull Rush with Bull Rush Strike, and it makes Blind-Fight part of a feat chain by adding Improved Blind-Fight and Greater Blind-Fight.

Scaling feats may create some gray areas requiring GM adjudication. Use the following guidelines to help resolve such issues.

Ability Minimums as Prerequisites

Some feat chains require a progressively higher minimum ability score. For instance, Precise Shot has no ability score minimum, but Improved Precise Shot requires Dexterity 19. In such instances, the GM should assign an ability score minimum to the scaling feat equal to the highest ability score minimum required – 2.

In the previous example, since Dexterity 19 is the highest requirement in the chain, acquiring the Precise Shot (Combat, Scaling) feat requires Dexterity 17.

Feats as Prerequisites

If a feat in your game requires a prerequisite feat that is now part of a scaling combat feat, you can use the scaling combat feat as the new prerequisite. If necessary, you can also use the minimum base attack bonus requirement from the replaced feat as an additional prerequisite. For example, if a feat normally requires Great Cleave as a prerequisite, you could change that feat's prerequisite to: Cleave (Scaling), base attack bonus +4.

Feats and Class Features

If a bonus feat given as a class feature has been replaced by a scaling combat feat, use the appropriate scaling combat feat in its place. Remove any subsequent feats from the replaced feat chain gained at later levels.

For example, if a ranger selects archery as his combat style, he can normally choose one of the following whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, or Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

With the use of scaling combat feats, the ranger's style feat list looks like this: Far Shot, Point Blank Shot, Precise Shot (Scaling), or Rapid Shot, adding Manyshot at 6th level, and Pinpoint Targeting and Shot on the Run at 10th level. Precise Shot (Scaling) replaces Precise Shot, and Improved Precise Shot is removed.

Cleave (Combat, Scaling)

You can strike adjacent foes with a single swing.

Replaces: Cleave, Great Cleave.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make one additional attack (using your full base attack bonus) against one additional foe within reach and adjacent to the first. When your base attack bonus reaches +4, you



can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. Using this feat imposes a –2 penalty to Armor Class until your next turn.

Improved Bull Rush (Combat, Scaling)

You are very skilled at pushing your foes around.

Replaces: Improved Bull Rush, Greater Bull Rush.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your CMD whenever an opponent tries to bull rush you.

When your base attack bonus reaches +6, your bonus on checks made to bull rush a foe increases to +4. In addition, whenever you bull rush an opponent, the foe's movement now provokes attacks of opportunity from all of your allies (but not from you).

Normal: You provoke an attack of opportunity when performing a bull rush. Creatures moved by a bull rush do not provoke attacks of opportunity.

Improved Disarm (Combat, Scaling)

You are skilled at knocking weapons from a foe's grasp.

Replaces: Improved Disarm, Greater Disarm.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your CMD whenever an opponent tries to disarm you.

When your base attack bonus reaches +6, your bonus on checks made to disarm a foe increases to +4. Whenever you successfully disarm an opponent, the weapon lands 15 feet away from its previous wielder, in a random direction, instead of landing at the feet of the disarmed creature.

Normal: You provoke an attack of opportunity when performing a disarm combat maneuver. Disarmed weapons and gear land at the feet of the disarmed creature.

Improved Feint (Combat, Scaling)

You are skilled at fooling your opponents in combat.

Replaces: Improved Feint, Greater Feint.

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action. When your base attack bonus reaches +6, using such a feint to cause an opponent to lose its Dexterity bonus causes the foe to lose that bonus until the beginning of your next turn, in addition to losing its Dexterity bonus against your next attack.

Normal: Feinting in combat is a standard action. A creature you feint loses its Dexterity bonus against your next attack.

Improved Grapple (Combat, Scaling)

You are skilled at grappling opponents.

Replaces: Improved Grapple, Greater Grapple.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your CMD whenever an opponent tries to grapple you.

When your base attack bonus reaches +6, your bonus on checks made to grapple a foe increases to +4. In addition, once you have grappled a creature, maintaining the grapple is a move action. You may make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You need to succeed at only one of these checks to maintain the grapple.

Normal: You provoke an attack of opportunity when performing a grapple combat maneuver. Maintaining a grapple is a standard action.

Improved Overrun (Combat, Scaling)

You are skilled at running down your foes.

Replaces: Improved Overrun, Greater Overrun.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your CMD whenever an opponent tries to overrun you. Targets of your overrun attempts may not choose to avoid you. When your base attack bonus reaches +6, your bonus on checks made to overrun a foe increases to +4. In addition, whenever you overrun opponents, they now provoke attacks of opportunity if they are knocked prone by your overrun.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver. Creatures knocked prone by your overrun do not provoke an attack of opportunity.

Improved Sunder (Combat, Scaling)

You are skilled at damaging your foe's weapons, armor, and eventually even the foe itself.

Replaces: Improved Sunder, Greater Sunder.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your CMD whenever an opponent tries to sunder your gear.

When your base attack bonus reaches +6, your bonus on checks made to sunder an item increases to +4. In addition, whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

Improved Trip (Combat, Scaling)

You are skilled at sending your opponents to the ground.

Replaces: Improved Trip, Greater Trip.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your CMD whenever an opponent tries to trip you.

When your base attack bonus reaches +6, your bonus on checks made to trip a foe increases to +4. In addition, whenever you successfully trip an opponent, that opponent now provokes attacks of opportunity.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver. Creatures do not provoke attacks of opportunity from being tripped.

Penetrating Strike (Combat, Scaling)

Your attacks can penetrate the defenses of some creatures.

Replaces: Penetrating Strike, Greater Penetrating Strike.

Prerequisites: Weapon Focus, base attack bonus +1, 12th-level fighter, proficiency with weapon.

Benefit: Your attacks with weapons selected with Weapon Focus ignore damage reduction of up to 5. This benefit does not apply to damage reduction without a type (such as DR 10/—).

When your fighter level reaches 16th, your attacks with weapons selected with Weapon Focus ignore damage reduction of up to 10; you may ignore damage reduction of up to 5 even for damage reduction without a type.

Precise Shot (Combat, Scaling)

You are adept at firing ranged attacks into melee.

Replaces: Precise Shot, Improved Precise Shot, Pinpoint Targeting.

Prerequisites: Dex 17, Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

When your base attack bonus reaches +11, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and

total concealment provide their normal benefits against your ranged attacks.

When your base attack bonus reaches +16, you may, as a standard action, make a single ranged attack that ignores the target's armor, natural armor, or shield bonuses to Armor Class. Magic armor still provides its enhancement bonus. You do not gain the benefit of this feat if you move.

Normal: See the rules on cover and concealment in the *Pathfinder Roleplaying Game Core Rulebook*.

Two-Weapon Fighting (Combat, Scaling)

You are skilled at fighting with two weapons at a time.

Replaces: Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting.

Prerequisite: Dex 17.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2, and the one for your off hand lessens by 6.

When your base attack bonus reaches +6, you get a second attack (in addition to the single extra attack you normally get), at a –5 penalty, with your off-hand weapon.

When your base attack bonus reaches +11, you get a third attack, at a –10 penalty, with your off-hand weapon.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way, you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are each reduced by 2. An unarmed strike is always considered light.

Vital Strike (Combat, Scaling)

You make a single attack that deals significantly more damage than normal.

Replaces: Vital Strike, Improved Vital Strike, Greater Vital Strike.

Prerequisite: Base attack bonus +6.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon properties (such as *flaming*), or precision damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

When your base attack bonus reaches +11, the number of times you may roll the weapon's damage dice for the attack increases to three.

When your base attack bonus reaches +16, the number of times you may roll the weapon's damage dice increases to four.



NEW LEADERSHIP FEATS

Below is an alternative take on the Leadership feat. Instead of a single Leadership feat, GMs and players might prefer Leadership to be split it into two feats: Leadership (Cohort) and Leadership (Followers). This change allows greater customization for the player, and a better way to maintain game balance for the GM.

Leadership (Cohort)

You attract a loyal companion to join you on your adventures.

Prerequisite: Character level 7th.

Benefits: This feat enables you to attract a loyal cohort to assist you. A cohort is generally an NPC with class levels. See Table 30: Leadership (Cohorts) for what level of cohort you can recruit.

Base Leadership Score: Your base Leadership score equals your level plus your Charisma modifier. In order to take into account negative Charisma modifiers, the Cohorts table allows for very low Leadership scores, but you must still be 7th level or higher in order to gain the Leadership (Cohort) feat. Outside factors can affect your base Leadership score, as detailed below.

Several factors can affect your base Leadership score, causing it to vary from the starting value (character level + Cha modifier). Specifically, your reputation raises or lowers your base Leadership score:

LEADER'S REPUTATION	MODIFIER
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Other modifiers may apply when you try to attract a cohort, as listed below.

THE LEADER...	MODIFIER
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

* Cumulative per cohort killed.

Table 30: Leadership (Cohorts)

LEADERSHIP (COHORT) SCORE	COHORTLEVEL
1 or lower	—
2	1st
3	2nd
4	3rd
5	3rd
6	4th
7	5th
8	5th
9	6th
10	7th
11	7th
12	8th
13	9th
14	10th
15	10th
16	11th
17	12th
18	12th
19	13th
20	14th
21	15th
22	15th
23	16th
24 or higher	17th



Leadership (Cohort) Score: Your base Leadership score, adjusted as necessary by the modifiers above, results in your Leadership (Cohort) score, which is used to determine the level of your cohort.

Cohort Level: You attract a cohort of up to this level. Regardless of your Leadership (Cohort) score, you can recruit only a cohort who is two or more levels lower than yourself. The cohort should be equipped with gear appropriate for its level (see *Creating NPCs in the Pathfinder Roleplaying Game Core Rulebook*). A cohort can be of any race or class. The cohort's alignment may not be opposed to your alignment on either the law/chaos or the good/evil axis, and you take a –1 penalty to your Leadership (Cohort) score if you recruit a cohort of an alignment different from your own.

A cohort does not count as a party member when determining the party's XP. Instead, divide the cohort's level by your level. Multiply this result by the total XP awarded to you, then add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than your level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed to attain the next level.

Leadership (Followers)

You attract loyal followers to your cause.

Prerequisites: Character level 9th, Leadership (cohort).

Benefits: This feat enables you to attract a number of devoted followers and subordinates who assist you. These followers are typically lower-level NPCs. See Table 31: Leadership (Followers) for how many followers you attract.

Leadership Score: Your base Leadership score equals your level plus your Charisma modifier.

Your reputation among potential followers raises or lowers your base Leadership score:

THE LEADER...	MODIFIER
Has a stronghold, base of operations, guildhouse, etc.	+2
Moves around a lot	–1
Caused the death of other followers	–1



Table 31: Leadership (Followers)

LEADERSHIP (FOLLOWERS) SCORE	NUMBER OF FOLLOWERS BY LEVEL					
	1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—
2	—	—	—	—	—	—
3	—	—	—	—	—	—
4	—	—	—	—	—	—
5	—	—	—	—	—	—
6	—	—	—	—	—	—
7	—	—	—	—	—	—
8	—	—	—	—	—	—
9	—	—	—	—	—	—
10	5	—	—	—	—	—
11	6	—	—	—	—	—
12	8	—	—	—	—	—
13	10	1	—	—	—	—
14	15	1	—	—	—	—
15	20	2	1	—	—	—
16	25	2	1	—	—	—
17	30	3	1	1	—	—
18	35	3	1	1	—	—
19	40	4	2	1	1	—
20	50	5	3	2	1	—
21	60	6	3	2	1	1
22	75	7	4	2	2	1
23	90	9	5	3	2	1
24	110	11	6	3	2	1
25 or higher	135	13	7	4	2	2

Leadership (Followers) Score: Your base Leadership score, adjusted as necessary by the modifiers above, results in your Leadership (Followers) score, which determines the number and levels of the followers you attract.

Note that your Leadership (Followers) score and your Leadership (Cohort) score might be different.

Number of Followers by Level: You can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're usually five or more levels behind you, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. When you gain a new level, consult Table 31: Leadership (Followers) to determine if you acquire more followers, some of whom may be higher in level than your existing followers.

4

SPILLS



CLERIC/ORACLE SPELLS

1st-Level Cleric/Oracle Spell

Cloying Darkness: Ranged touch attack deals negative energy damage, saps Strength.

2nd-Level Cleric/Oracle Spell

Trench: Shapes the earth before you into a long, shallow hole.

4th-Level Cleric/Oracle Spell

By the Light of the Watchful Moon: Beams of moonlight illuminate all threats around you.

5th-Level Cleric/Oracle Spell

Arrow of the Animal Spirit: Ghostly animals attack a target struck with your arrow.

6th-Level Cleric/Oracle Spell

Final Rest^{DM}: Negates an undead creature's rejuvenation ability.

DRUID/SPIRIT SHAMAN SPELLS

2nd-Level Druid/Spirit Shaman Spells

Conjure Energy Arrows: Your arrows deal energy damage.

Heartstrike: Your next ranged attack gains a +10 bonus.

Point the Way: Your projectile shows you which direction to go.

Shed the Rain: Your skin, clothes, and gear are protected from water.

Slice the Air: Your next arrow ignores natural winds and reduces magical winds one category.

Trench: Shapes the earth before you into a long, shallow hole.

Webbed Arrow: Your arrow exudes spider silk that encases an enemy.

3rd-Level Druid/Spirit Shaman Spells

By the Light of the Watchful Moon: Beams of moonlight illuminate all threats around you.

Ghostly Arrow: Your arrows become insubstantial and ignore armor bonuses.

Hunter's Intuition^M: Gain a brief vision of an arrow's previous owner.

Inflict Doom: A living creature becomes panicked or shaken.

Rain of Fangs: Cylinder of fangs causes 3d6 hp damage and causes creatures to bleed.

Seeker's Arrow: Gain constant awareness of a creature you've struck with an arrow.

Thunder Arrow: Your arrow emits a tremendous noise when it hits.

Wind Arrow: Touched arrow spreads a powerful wind gust.

4th-Level Druid/Spirit Shaman Spells

Avenge the Pain: You shoot an arrow that has damaged you back at your attacker.

Blood Spoor: You follow your quarry's trail unerringly.

Mercurial Arrow: Your projectiles are treated as adamantine, silver, or cold iron.

River of Moonlight: Shimmering moonlight fascinates living creatures for 2d4 rounds.

Share Insight: You share your physical archery skills with a willing creature.

5th-Level Druid/Spirit Shaman Spells

Arrow of the Animal Spirit: Ghostly animals attack a target struck with your arrow.

Fireburst^M: Your next arrow explodes, dealing 1d4 hp fire damage/caster level (max 15d4).

Fly True: Your next arrow hits exactly where you indicate.

6th-Level Druid/Spirit Shaman Spells

Elemental Blast: Cone deals 6d6+1 hp damage/caster level plus an elemental effect.

Hunter's Shot: Slay a creature with one arrow.

MYSTIC ARCHER SPELLS

1st-Level Mystic Archer Spells

Conjure Energy Arrows: Your arrows deal energy damage.

Heartstrike: Your next ranged attack gains a +10 bonus.

Point the Way: Your projectile shows you which direction to go.

Shed the Rain: Your skin, clothes, and gear are protected from water.

Slice the Air: Your next arrow ignores natural winds and reduces magical winds one category.

Webbed Arrow: Your arrow exudes spider silk that encases an enemy.

2nd-Level Mystic Archer Spells

Ghostly Arrow: Your arrows become insubstantial and ignore armor bonuses.

Hunter's Intuition^M: Gain a brief vision of an arrow's previous owner.

Inflict Doom: A living creature becomes panicked or shaken.

Seeker's Arrow: Gain constant awareness of a creature you've struck with an arrow.



Thunder Arrow: Your arrow emits a tremendous noise when it hits.

Wind Arrow: Touched arrow spreads a powerful wind gust.

3rd-Level Mystic Archer Spells

Avenge the Pain: You shoot an arrow that has damaged you back at your attacker.

Blood Spoor: You follow your quarry's trail unerringly.

Mercurial Arrow: Your projectiles are treated as adamantine, silver, or cold iron.

Share Insight: You share your physical archery skills with a willing creature.

4th-Level Mystic Archer Spells

Fireburst^M: Your next arrow explodes, dealing 1d4 hp fire damage/caster level (max 15d4).

Fly True: Your next arrow hits exactly where you indicate.

Hunter's Shot: Slay a creature with one arrow.

RANGER SPELLS

1st-Level Ranger Spell

Shed the Rain: Your skin, clothes, and gear are protected from water.

2nd-Level Ranger Spells

Conjure Energy Arrows: Your arrows deal energy damage.

Heartstrike: Your next ranged attack gains a +10 bonus.

Point the Way: Your projectile shows you which direction to go.

Slice the Air: Your next arrow ignores natural winds and reduces magical winds one category.

Webbed Arrow: Your arrow exudes spider silk that encases an enemy.

3rd-Level Ranger Spells

Ghostly Arrow: Your arrows become insubstantial and ignore armor bonuses.

Hunter's Intuition^M: Gain a brief vision of an arrow's previous owner.

Inflict Doom: A living creature becomes panicked or shaken.

Seeker's Arrow: Gain constant awareness of a creature you've struck with an arrow.

Thunder Arrow: Your arrow emits a tremendous noise when it hits.

Wind Arrow: Touched arrow spreads a powerful wind gust.

4th-Level Ranger Spells

Avenge the Pain: You shoot an arrow that has damaged you back at your attacker.

Blood Spoor: You follow your quarry's trail unerringly.

Mercurial Arrow: Your projectiles are treated as adamantine, silver, or cold iron.

Share Insight: You share your physical archery skills with a willing creature.

5th-Level Ranger Spell

Arrow of the Animal Spirit: Ghostly animals attack a target struck with your arrow.



SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

CONJURATION

Black Ribbons: Wisps of shadow clutter terrain, restrain creatures in area.

Cloak in Shadows: You call forth shadows to conceal you and keep you safe.

EVOCATION

Claws of Darkness: Melee touch attack with inky claws deals cold damage.

NECROMANCY

Cloying Darkness: Ranged touch attack deals negative energy damage, saps Strength.

2nd-Level Sorcerer/Wizard Spells

CONJURATION

Dark Path: Shadow substance creates sturdy bridge or smooth passageway.

EVOCATION

Bone Shards: You fire up to three bone shards to deal 2d6 hp damage + 1d4 hp bleed damage.

Bone Swarm: You animate a mass of bones to damage your foes.

Darkbolts: Three rays of darkness fly from your hand to strike foes.

TRANSMUTATION

Trench: Shapes the earth before you into a long, shallow hole.

4th-Level Sorcerer/Wizard Spells

DIVINATION

By the Light of the Watchful Moon: Beams of moonlight illuminate all threats around you.

EVOCATION

Thunderous Wave: Shock wave pushes creatures away from the spot you designate.

NECROMANCY

Dance of the Dead: At the expense of 2d4 of your hp, animates remains that can attack enemies.

5th-Level Sorcerer/Wizard Spells

EVOCATION

Bone Shards, Greater: You fire shards that deal 1d6 hp/caster level damage + 1d4 hp bleed.

CONJURATION

Chain of Bones: Bone chains impede and can attempt to grapple, disarm, or trip creatures nearby.

Wall of Bones: Creates a wall that covers a 10-ft.-square area/caster level.

6th-Level Sorcerer/Wizard Spell

EVOCATION

Elemental Blast: Cone deals 6d6+1 hp damage/caster level plus an elemental effect.

9th-Level Sorcerer/Wizard Spell

EVOCATION

Umbral Storm: You control a sphere of shadow that saps life energy from those it engulfs.

WHITE NECROMANCER SPELLS

0-Level White Necromancer Spell

Grave Words^{OA}: Force a corpse to babble.

1st-Level White Necromancer Spell

Repair Undead: Heals one undead of 1d8 hp + 1/level (max +5).

2nd-Level White Necromancer Spells

Bone Shards: You fire up to three bone shards to deal 2d6 hp damage + 1d4 hp bleed damage.

Bone Swarm: You animate a mass of bones to damage your foes.

Calm Spirit^{OA}: Postpone hostile action by a haunt or incorporeal undead.

Catatonica^{OA}: Make a willing target appear to be dead.

Life Pact^{ACG}: Affected creatures automatically donate hp to stabilize fallen ally.

Purge Spirit^{OA}: Deal 1d6 points of damage per level to one haunt or spirit creature and stagger it.

3rd-Level White Necromancer Spells

Aura Sight^{ACG}: Alignment auras become visible to you.

Dance of the Dead: At the expense of 2d4 of your hp, animates remains that can attack enemies.

Well of Angry Souls^{DM}: Conjures ghostly creatures that shake, frighten, or panic enemies.

4th-Level White Necromancer Spells

Anti-Incorporeal Shell^{ACG}: Incorporeal creatures stay 10 ft. away from you.

Bloatbomb^{ACG}: Kill a weak creature and turn its corpse into an explosive trap.

Eyes of the Void^{ACG}: See 60 ft. in darkness, including magical darkness.

Riding Possession^{OA}: As *possession*, but you observe instead of control the subject.

Speak with Haunt^{ACG}: Haunt answers one question/2 levels.



5th-Level White Necromancer Spells

Bone Shards, Greater: You fire shards that deal 1d6 hp/caster level damage + 1d4 hp bleed.

Call Spirit^{OA}: Make the spirit of one creature manifest.

Chain of Bones: Bone chains impede and can attempt to grapple, disarm, or trip creatures nearby.

Entrap Spirit^{OA}: Trap an incorporeal creature or a haunt in a mirror.

Final Rest^{DM}: Negates an undead creature's rejuvenation ability.

Possession^{OA}: Project your soul into a creature's body.

Repair Undead, Mass^{ACG}: Heals undead of 1d8 hp + 1/level; affects 1 undead/level.

Sessile Spirit^{OA}: Cause a spirit inhabiting a creature or an object to go dormant.

Wall of Bones: Creates a wall that covers a 10-ft.-square area/caster level.

Wall of Ectoplasm^{OA}: Wall of spirits blocks movement on the Material Plane and Ethereal Plane and causes fear.

WITCH SPELLS

1st-Level Witch Spells

Black Ribbons: Wisps of shadow clutter terrain, restrain creatures in area.

Claws of Darkness: Melee touch attack with inky claws deals cold damage.

Cloak in Shadows: You call forth shadows to conceal you and keep you safe.

Cloying Darkness: Ranged touch attack deals negative energy damage, saps Strength.

2nd-Level Witch Spells

Bone Shards: You fire up to three bone shards to deal 2d6 hp damage + 1d4 hp bleed damage.

Bone Swarm: You animate a mass of bones to damage your foes.

Dark Path: Shadow substance creates sturdy bridge or smooth passageway.

Darkbolts: Three rays of darkness fly from your hand to strike foes.

4th-Level Witch Spells

Dance of the Dead: At the expense of 2d4 of your hp, animates remains that can attack enemies.

River of Moonlight: Shimmering moonlight fascinates living creatures for 2d4 rounds.

5th-Level Witch Spells

Bone Shards, Greater: You fire shards that deal 1d6 hp/caster level damage + 1d4 hp bleed.

Chain of Bones: Bone chains impede and can attempt to grapple, disarm, or trip creatures nearby.

Wall of Bones: Creates a wall that covers a 10-ft.-square area/caster level.

9th-Level Witch Spell

Umbral Storm: You control a sphere of shadow that saps life energy from those it engulfs.

SPELL DESCRIPTIONS

Many of the new classes presented in this book are spellcasters, and spellcasters are always hungry for new magic. The following new arcane and divine spells are presented in alphabetical order, with the exception of those whose names begin with “greater,” “lesser,” or “mass.”

Mythic Versions: A few of the spells described below have mythic versions, designed for use with *Mythic Adventures* by Paizo Publishing. Feel free to disregard this information if your campaign doesn't use these rules.

ARROW OF THE ANIMAL SPIRIT

School transmutation; **Level** cleric/oracle 5, druid/spirit shaman 5, ranger 5

Casting Time 1 standard action

Components V, S

Range touch

Target one touched arrow or bolt

Duration 1 round

Saving Throw none; **SR** no

You bind powerful animal spirits to an arrow, which you must loose during your next turn for the spell to take effect. If the arrow strikes, ghostly wolves, bears, aurochs, or wildcats appear around its shaft and attack the target. The arrow's successful hit deals 6d6 hp damage; in addition, you may make a combat maneuver check for the ghostly animals and add a +10 competency bonus to your CMB. This maneuver may be a bull rush, grapple (1 round), trip, or feint.

Regardless of whether you make a successful combat maneuver check, the terrible, ghostly spirits cause a struck target to be frightened for a number of rounds equal to your caster level.

MYTHIC: You can target a number of arrows or bolts equal to your mythic tier. You must loose these arrows or bolts in the next minute for the ghostly animals to attack.

AUGMENTED (4TH): You can expend two uses of mythic power to increase the competence bonus to CMB for a bull rush, grapple, or feint you make with these arrows by a number equal to your mythic tier.

AVENGE THE PAIN

School necromancy; **Level** druid/spirit shaman 4, mystic archer 3, ranger 4

Casting Time 1 swift action

Components V, S

Range unlimited

Target one creature

Duration instantaneous

Saving Throw none; **SR** yes

You pluck an arrow that has damaged you and shoot it back at your attacker. You needn't be able to see your attacker—you don't even need to know its location.

After casting this spell, shoot the arrow into the air; the winds of vengeance propel it back toward its point of origin. The arrow always strikes its target, regardless of distance or intervening obstacles. The spell fails only if the target is warding against scrying or is located on another plane.

The avenged wound must be fresh—less than 1 hour old. The spell allows the caster to easily extract the arrow in a usable condition. When it strikes its target, it deals its normal damage in addition to the damage you originally suffered from it.

BLACK RIBBONS

School conjuration [shadow]; **Level** sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (a piece of ribbon)

Range 40 ft.

Area 20-ft. cube

Duration 1 round/level (D)

Saving Throw yes (see text); **SR** no

You pull pieces of the Shadow Realm into your own reality, causing a 20-foot cube to fill with inky ribbons that turn the area into difficult terrain and wrap around nearby creatures.

Any creature that ends its turn in the area becomes restrained by the shadow ribbons until the end of its next turn unless it makes a successful Reflex saving throw. Once a creature makes this saving throw successfully, it can't be restrained again by these black ribbons, but it's still affected by the difficult terrain.

BLOOD SPOOR

School divination; **Level** druid/spirit shaman 4, mystic archer 3, ranger 4

Casting Time 1 standard action

Components V, S, M (drop of quarry's blood)

Range personal

Target you

Duration 10 min./level

By touching a drop of your quarry's fresh blood (spilled within the past hour), you can follow its trail unerringly across land or through water, no matter how fast you are

moving. If your quarry takes flight, you can follow the trail from the ground or through the air if you have means to fly.

If your quarry moves magically (such as through a *dimension door* or *teleport* spell), you sense its trail as a straight line from where the magical movement started to where it ended, though the line may lead through impassable barriers. This spell even reveals a druid's path, regardless of the trackless step ability.

Successful spells, item effects, or other effects that prevent scrying also prevent this spell's effects. In addition, if your quarry moves to another plane, its trail suddenly ends.

BONE SHARDS

School evocation; **Level** sorcerer/wizard 2, white necromancer 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area one or more bone shards

Duration instantaneous

Saving Throw none; **SR** yes

A jagged shard of bone bursts from your hand. You may fire one bone shard, plus one additional shard for every four levels beyond 2nd (to a maximum of three bone shards at 10th level). Each bone shard requires a ranged touch attack to hit and deals 1d6 hp piercing damage. You must be within 30 feet of the target to make a ranged touch attack.

This damage also causes deep gashes that deal an additional 1d4 hp bleed damage to the target each round at the start of the target's turn. Creatures that are not living do not sustain this bleeding damage.

The bone shards may be fired at the same or different targets, but all shards must be aimed at targets within 30 feet of each other and fired simultaneously. The bone shards vanish immediately after hitting or missing their target.

BONE SHARDS, GREATER

School evocation; **Level** sorcerer/wizard 5, white necromancer 5, witch 5

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **SR** yes

Jagged shards of bone burst from your hand, dealing 1d6 hp piercing damage per caster level (maximum 15d6) to all creatures within the burst. Living creatures affected by the bone shards also sustain an additional 1d4 hp bleed damage each round. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The bone shards vanish immediately after hitting or missing their target.



BONE SWARM

School conjuration (creation); **Level** sorcerer/wizard 2, white necromancer 2, witch 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect 5-ft.-cubic mass of animated bones

Duration 1 round/level (D)

Saving Throw Reflex half; **SR** yes

A 5-foot-cubic mass of animated bones appears and attacks foes as directed.

These bones strike the opponent you designate, dealing 1d6 hp bludgeoning damage plus an additional 1d6 hp damage per four caster levels (1d6 at 4th level, 2d6 at 8th, 3d6 at 12th, etc.). A successful Reflex save halves this damage.

Each round after the first, you may use a move action to redirect the bones to a new target. The bones move 60 feet per round. As part of this movement, the swarm can ascend up to 60 feet. If not directed to a new target, the bones attack the previous round's target. Casting a spell or concentrating on a spell while within the area of a bone swarm requires a successful caster level check (DC 20 + spell level). Similarly, using skills that involve patience or concentration requires a successful DC 20 Will save.

BY THE LIGHT OF THE WATCHFUL MOON

School divination; **Level** cleric/oracle 4, druid/spirit shaman 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range 40 ft.

Area 40-ft.-radius emanation centered on you

Duration 1 round/level (D)

Saving Throw none; **SR** no

Regardless of the time of day or location of your battle, you command the watchful gaze of the moon to illuminate threats to your allies. Shafts of bright moonlight, each 5 feet wide, shine down from the sky (or from the ceiling if you are indoors), illuminating all threats within range, whether they're enemies seen or unseen, or traps or hidden hazards. An enemy creature that makes a successful Fortitude saving throw resists the effect and is not picked out by the moon's soft glow.

The glow does not make invisible creatures visible, but it does mark the invisible creature's general location (somewhere within the 5-foot beam). The light moves with targets while the effect lasts, but targets that move out of the spell's range are no longer illuminated. New threats are not revealed as they enter the range or as you move; only those that were within 40 feet of you when the spell was cast are illuminated.

CHAIN OF BONES

School conjuration (creation); **Level** sorcerer/wizard 5, white necromancer 5, witch 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 20-ft.-radius spread

Duration 1 round/level (D)

Saving Throw none; **SR** no

Writhing chains of bone appear floating in a 20-foot-radius space of your choosing within range and wrap around or otherwise impede hostile creatures in the area of effect. Every creature within or entering the area of the spell becomes the target of a combat maneuver (see below), as determined when the spell is cast.

The bone chains can target each individual creature within range with a different combat maneuver if desired, although a creature may be affected by only one combat maneuver at a time. If not otherwise directed, the spell attempts a grapple combat maneuver. A bone chain will attempt to maintain a successful combat maneuver, or continue attempting the same unsuccessful combat maneuver, until the spell ends or it is otherwise directed by the spell's caster.

The bone chains are Medium and do not provoke attacks of opportunity when making combat maneuvers. Their CMB is equal to your caster level + 5. Bone chains suffer no penalty or miss chance due to darkness, invisibility, or other forms of concealment. They cannot be damaged physically, but they can be dispelled as normal.

Grapple: A bone chain can attempt to grapple a foe using the grapple combat maneuver. If the bone chain succeeds in grappling a foe, that foe takes 1d8+4 hp damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The chain receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move or pin foes. Each round the bone chain succeeds on a grapple check, it deals an additional 1d8+4 hp bludgeoning damage. The grappled foe can attempt to break free by making a combat maneuver check or Escape Artist check as a standard action. The bone chain's CMD for the purpose of escaping the grapple is equal to 10 + its CMB.

Disarm: A bone chain can use the disarm combat maneuver. Weapons or items disarmed drop at the foe's feet and cannot be picked up by a bone chain.

Trip: A bone chain can use the trip combat maneuver.

As a standard action you may change any or all of the combat maneuvers targeting foes within the spell's area of effect. This immediately ceases the current combat maneuver and replaces it with a new one of your choice, which requires a new CMB attempt as normal.

CLAWS OF DARKNESS

School evocation [shadow]; **Level** sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration 1 round/level

Saving Throw none; **SR** yes

You shape shadows into claws that grow from your fingers and drip inky blackness. Your successful melee touch attack deals 1d4 hp cold damage per caster level (maximum 5d4).

CLOAK IN SHADOWS

School conjuration [shadow]; **Level** sorcerer/wizard 1, witch 1

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration 1 round

Saving Throw no; **SR** no

You siphon energy from the Plane of Shadow to protect yourself from an imminent threat. As an immediate action, you pull shadows around yourself to distort reality. Until the start of your next turn, attacks against you are made at a -4 penalty to hit, and you have concealment (attacks have a 20% miss chance) against all creatures 10 feet or farther away from you.

CLOYING DARKNESS

School necromancy; **Level** cleric/oracle 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature with 5 or fewer HD

Duration 1 round

Saving Throw Fortitude partial; **SR** yes

You reach out with a hand of chill darkness. You must succeed on a ranged touch attack to strike a target. If you are successful, the target takes 1d8 hp negative energy damage per caster level (maximum 5d8) and must make a Fortitude saving throw. If the save fails, the target also takes a -1 penalty to Strength until the start of your next turn.

CONJURE ENERGY ARROWS

School conjuration (creation); **Level** druid/spirit shaman 2, mystic archer 1, ranger 2

Casting Time 1 swift action

Components V, S

Range touch

Target one bow or crossbow string touched

Duration 1 round/level

Saving Throw none; **SR** no

At the start of each round, *conjure energy arrows* equips your bow or crossbow with an energy arrow or bolt when its string is drawn. You select the energy type (acid, cold, electricity, fire, or sonic) at the time of casting. The





weapon deals the same amount of damage as its standard ammunition, but the spell turns the damage into that of the chosen energy type. You may shoot as many energy arrows or bolts per round as you have attacks. Each arrow evaporates into a wisp of mist 1 round after being created, so it must be used quickly.

DANCE OF THE DEAD

School necromancy; **Level** sorcerer/wizard 4, white necromancer 3, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one Medium skeleton or zombie per caster level; see text

Duration 1 round/level

Saving Throw no; **SR** no

You imbue normal humanoid remains with mobility and a bit of your life essence. On casting the spell, you lose 2d4 hit points that return when the spell ends. Each animated skeleton or corpse immediately attacks any target you designate or performs simple tasks as directed.

These animated creatures must be created from existing skeletons or corpses. You may animate one Medium skeleton or zombie per caster level. These skeletons or zombies immediately revert to their previous, inanimate state when the spell ends or they move out of the spell's radius.

If used to attack enemies, treat as standard human skeletons or zombies (alignment neutral). You can change the designated target or targets as a move action, as if directing an active spell.

If used to perform basic tasks, treat the skeletons or zombies as having capabilities similar to an unseen servant.

DARK PATH

School conjuration (summoning); **Level** sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S, M (a lodestone)

Range close (25 ft. + 5 ft./2 levels)

Effect one shadowy bridge

Duration 1 min./level (D)

Saving Throw none; **SR** no

You conjure a shadowy road between points to create a bridge or path where there was none before. This effect can bridge a chasm or create a smooth path through difficult terrain to aid in movement. The path is 10 feet wide and up to 50 feet long. It can support up to 500 pounds of weight at one time. A creature that adds more weight than the path can support sinks through the path as if it didn't exist.

DARKBOLTS

School evocation; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one or more rays

Duration instantaneous

Saving Throw none; **SR** yes

You create a black nimbus around your hand, and then fire three rays of darkness at one or more targets within range. Each ray requires a ranged touch attack to hit and deals 1d8 hp cold damage plus an additional 1 hp cold damage for every 3 levels beyond 3rd (to a maximum of 1d8 + 5 at 18th level). The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. A target that was hit by any number of rays must make a successful Constitution saving throw or be staggered until the start of its next turn.

ELEMENTAL BLAST

School evocation [acid, cold, electricity, or fire]; **Level** druid/spirit shaman 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a bit of the chosen element: earth, water, air, or fire)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **SR** yes

Elemental energy erupts from your hand and extends outward in a cone. Choose an energy type: acid, cold, electricity, or fire. The elemental blast causes 6d6 hp damage +1 hp per caster level of that energy type to all creatures in the cone. A successful Reflex save halves this damage.

An elemental blast also has a special effect based on its energy type, described below.

Acid: Your elemental blast deals 1d6 hp acid damage for the next 2d6 rounds. Those affected must make a Fortitude save or be sickened for the duration of the ongoing acid damage.

Cold: Creatures taking damage become fatigued (or exhausted, if already fatigued, such as from a previous elemental blast) for 2d6 rounds.

Electricity: Creatures taking damage are staggered for 2d6 rounds.

Fire: Your elemental blast deals 1d6 hp fire damage for the next 2d6 rounds. Those affected can use a full-round action to extinguish the flames and negate this additional damage.

When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

FIREBURST

School evocation [fire]; **Level** druid/spirit shaman 5, mystic archer 4

Casting Time 1 standard action

Components V, S, M (a drop of pitch mixed with sawdust)

Range touch

Target one touched arrow or bolt

Area 20-ft.-radius spread; see text

Duration 1 round

Saving Throw no; **SR** yes

The next arrow you shoot resembles a *flaming* arrow, and you may choose to have it explode at any point in its trajectory. The explosion scatters burning sawdust and embers in a 20-foot radius. These burning, colored embers hang suspended in the air for 1 round. After 1 round, nothing remains but a bit of smoke and some light ash.

You choose how loud the explosion is, from a tiny pop to a large boom. You also choose the flame's colors. The arrow may be shot high into the air as a signal, or low over an area to provide 1 round of illumination. *Fireburst* provides clear illumination in a 100-foot radius. It provides shadowy illumination out to 200 feet.

Fireburst does not burn as hot as a wizard's *fireball*. A creature struck by an arrow that has had *fireburst* cast on it takes 1d4 hp fire damage per caster level (maximum 15d4). *Fireburst* does ignite combustibles, but it cannot melt metals.

An arrow enchanted with *fireburst* always explodes on contact with any solid object—thus, an invisible wall or similar barriers can stop it. Objects struck with arrows enchanted with *fireburst* also take 1d4 hp fire damage per caster level with no maximum (no saving throw).

MYTHIC: The arrow deals 1d6 hp fire damage per caster level (maximum 15d6 hp) and causes creatures struck to catch on fire.

AUGMENTED (4TH): You can expend two uses of mythic power to have this fire damage ignore resistance to fire of 10 or less.

FLY TRUE

School transmutation; **Level** druid/spirit shaman 5, mystic archer 4

Casting Time 1 swift action

Components V, S

Range touch

Target one touched arrow or bolt

Duration 1 round

Saving Throw none; **SR** no

You can disable or destroy a device by directing your next shot with an arrow or bolt to hit exactly where you want. For example, you can cleave an opponent's arrow in twain with ease, sever a hangman's rope, or snuff a candle's flame without disturbing the melted wax below.

The target of your shot must be a stationary, inanimate object within your weapon's range. The spot you wish to hit must be within your line of sight. When cast, *fly true* grants a +20 bonus to your ranged attack roll, allows your arrow or bolt to ignore 30 points of hardness, and causes it to deal its maximum damage + 5 hp per caster level. This spell is most useful against objects hidden behind walls of force.

If you do not make a shot within 1 round of casting *fly true*, the spell dissipates.

GHOSTLY ARROW

School transmutation; **Level** druid/spirit shaman 3, mystic archer 2, ranger 3

Casting Time 1 round

Components V, S

Range touch

Target arrows or bolts touched

Duration 1 round/level

Saving Throw none; **SR** no

Arrows you fire while this spell lasts become misty and insubstantial while in flight. They return to normal when they strike a foe's corporeal body. Arrows that miss are lost.

Attacking with ghostly arrows requires a successful touch attack. The arrows ignore any AC bonuses from armor or cover from intervening creatures or terrain.

HEARTSTRIKE

School divination; **Level** druid/spirit shaman 2, mystic archer 1, ranger 2

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration see text

The spirits of ancient elven warriors carry your next shot true and straight. Your next bow or crossbow ranged attack roll (if it is made within the same round as the spell is cast) gains a +10 insight bonus.

Additionally, your ranged attack is not affected by any miss chance for concealed targets, including total concealment.

HUNTER'S INTUITION

School divination (scrying); **Level** druid/spirit shaman 3, mystic archer 2, ranger 3

Casting Time 10 min.

Components V, S, M (three drops of quicksilver)

Range unlimited

Effect magical vision; see text

Target one touched arrow or bolt

Duration 1 round

Saving Throw none; **SR** yes

You touch an arrow and gain a brief vision of the creature that last owned or used it, no matter how distant it is.



You clearly see (but do not hear) the previous owner for 1 round, even if fog, darkness, or other visual cover shrouds the individual. You see only the individual, not its surroundings. This spell fails if the targeted creature succeeds on a Will save, is warded against scrying, or is on another plane.

If the spell succeeds, you also learn one piece of random information about the individual. The added information is common knowledge to the individual's normal companions—you cannot discover someone's secrets with this spell. At the GM's discretion, you might learn the owner's:

- Commonly used name or nickname.
- Destination (if the creature is traveling).
- Master (if it has one).
- Favored combat tactic (such as a frequently used feat or special ability).
- Current location (unless the creature is magically hidden).

If your caster level is 10th or higher, you learn a second piece of information; if it is 20th or higher, you learn three. By casting this spell, you become the last person to have used the arrow.

The next casting of this spell using the same arrow grants a vision of you.

MYTHIC: Upon touching the arrow, you not only see its previous owner but also the previous owner's current surroundings. Instead of learning a random bit of information, you can ask a single question about the owner. If the previous owner is a non-mythic creature, you automatically receive the answer to that question. If the owner is a mythic creature, that creature receives a Will save. If the owner succeeds on the save, you do not receive the answer to the question.

HUNTER'S SHOT

School necromancy; **Level** druid/spirit shaman 6, mystic archer 4

Casting Time 1 standard action

Components V, S

Range touch

Target arrows or bolts touched

Duration 1 round/level

Saving Throw see text; **SR** yes

You can slay creatures with one shot. If your prey's total Hit Dice are less than or equal to half your character level, on a failed Fortitude save, your prey must succeed on a second Fortitude save or be killed. On a successful Fortitude save, your prey takes damage equal to half its current hit points, or equal to your normal arrow damage, whichever is greater.

If your prey's total Hit Dice exceed half your archer level, on a failed Fortitude save your prey takes damage equal to

half its current hit points, or equal to your normal arrow damage, whichever is greater. On a successful Fortitude save, your prey takes only your normal arrow damage.

This spell affects all the arrows you shoot while it remains in effect. Although this spell can kill outright, it is not a "death attack"; it simply helps your arrows strike as effectively as possible. Therefore, it does not prevent the subsequent use of *raise dead* or similar magic.

INFLECT DOOM

School necromancy [fear, mind-affecting];

Level druid/spirit shaman 3, mystic archer 2, ranger 3

Casting Time 1 standard action

Components V, S

Range 60 ft.

Effect ray

Target one living creature

Duration 1 round/level or 1 round; see text

Saving Throw Will partial; **SR** yes

Although your bow need not be drawn, you must have an arrow nocked in it to cast this spell. When you point, a black ray projects from your pointing finger and causes your target to feel the naked horror of your arrow piercing its heart. You must succeed on a ranged touch attack with the ray to further affect your target, as described below.

The target becomes panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is instead shaken for 1 round.

You may point at as many creatures per round as you have attacks. Creatures must be able to see you or sense your presence to be affected.

MERCURIAL ARROW

School transmutation; **Level** druid/spirit shaman 4, mystic archer 3, ranger 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target up to 50 arrows or bolts

Duration 1 hour/level

Saving Throw none; **SR** no

You can imbue up to 50 arrows or bolts with one of the following traits: adamantite, silver, or cold iron, allowing them to bypass damage reduction that is vulnerable to these traits. The projectiles affected by this spell must all be of the same kind, and they must be in a single quiver or similar container as a group. You must pick which trait you desire before casting the spell, and you cannot change it after *mercurial arrow* is cast.

The projectiles lose their transmutation once they are used or when the spell's duration expires.

POINT THE WAY

School divination; **Level** druid/spirit shaman 2, mystic archer 1, ranger 2

Casting Time 1 standard action

Components V, S

Range touch

Target one touched arrow or bolt

Duration instantaneous

Saving Throw no; **SR** no

After casting this spell, as a free action you may whisper a question concerning a location to an arrow or bolt, and then you toss the projectile into the air. In response to your question, the arrow or bolt lands pointing in a specific direction—indicating, if you’ve utilized the spell correctly, the direction you seek.

For this spell to function properly, you must request straight-line directions to geographic features and landmarks. This spell does not reveal the direction to features or landmarks whose locations are not common knowledge, were never common knowledge, or are deliberately hidden.

Suitable questions might include: “Which way to Ridgeline Road?” or “In what direction is the Bridal Veil waterfall?” Unsuitable questions might include: “Where is the lost city of Shibolet?” or “Which way to the secret lair of the goblin king?”

If you cast this spell and ask an unsuitable question, the arrow or bolt lands pointing in a random direction, at the GM’s discretion.

RAIN OF FANGS

School conjuration (creation); **Level** druid/spirit shaman 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area cylinder (30-ft. radius, 20 ft. high)

Duration instantaneous

Saving Throw none; **SR** no

A rain of razor-sharp animal fangs and teeth rains down upon the area, dealing 3d6 hp piercing damage to every creature in the area. This damage occurs only once, when the spell is cast. In addition, each creature taking damage from the fangs also takes bleed damage equal to half your caster level.

RIVER OF MOONLIGHT

School enchantment (compulsion) [mind-affecting];

Level druid/spirit shaman 4, witch 4

Casting Time 1 standard action

Components V, S, M (a pinch of powdered moonstone)

Range 60 ft.

Area see text

Duration 2d4 rounds

Saving Throw Will half; **SR** yes

You create a shimmering line of moonlight that you can shape as desired. The *river of moonlight* spell affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The river of moonlight cannot extend beyond its maximum range. Living creatures in this path are transfixed by the luminous, sparkling moonlight, causing them to be fascinated for 2d4 rounds. Creatures that succeed on a Will save are fascinated for half the number of rounds.

SEEKER’S ARROW

School transmutation; **Level** druid/spirit shaman 3, mystic archer 2, ranger 3

Casting Time 1 round

Components V, S

Range touch

Target one touched arrow or bolt

Duration 1 hr./level

Saving Throw no; **SR** no

You make a minor spiritual bond with one of your arrows, which you—and only you—then can fire at an enemy. If this arrow hits, the creature must make a Will save.

If the save fails, the spiritual bond transfers from the arrow to the creature, and you gain a constant awareness of the creature’s presence, even after the creature has extracted and discarded your arrow. If the creature is invisible and within 300 feet, you sense the exact square it is in, but you cannot see it. You also gain a +10 bonus to Survival checks to track this enemy, and you always know in which direction your target lies.

This bond lasts as long as the target is within a number of miles equal to 10 times your caster level.

SHARE INSIGHT

School transmutation; **Level** druid/spirit shaman 4, mystic archer 3, ranger 4

Casting Time 1 standard action

Components V, S

Range touch

Target one touched creature

Duration 1 round/level

Saving Throw Will negates (harmless); **SR** yes (harmless)

You share your physical archery skills with a willing recipient. This includes your base attack bonus, Dexterity bonus, combat feats, and extraordinary abilities. This spell does not allow you to share supernatural or spell-like abilities, nor can you share innate magical abilities or advantages granted by magic items.

While the spell lasts, the recipient can choose to use either your archery skills or its own combat skills, but not both in the same round.



SHED THE RAIN

School abjuration; **Level** druid/spirit shaman 2, mystic archer 1, ranger 1

Casting Time 1 standard action

Components V, S, M (a duck feather)

Range touch

Target one touched creature

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **SR** yes (harmless)

Rain and similar liquids bead and roll off the target like water off a duck's back.

In addition to the target's skin, this protection extends to anything it is wearing or carrying, allowing the target to, for example, walk outside during a downpour and remain dry. This effect also grants a +1 circumstance bonus on saving throws against splash attacks, such as acid and flaming oil. Any damage from such attacks is reduced by 1 (but never can be less than 0).

This spell does not affect gooey liquids or substances significantly thicker than water, such as grease. This spell also does not protect against immersion; wading through a puddle or falling into a lake still leaves the affected equipment and body parts soaked. In addition, this spell does not affect items that are already wet.

SLICE THE AIR

School transmutation; **Level** druid/spirit shaman 2, mystic archer 1, ranger 2

Casting Time 1 swift action

Components V, S

Range touch

Target one touched arrow or bolt

Duration 1 round

Saving Throw none; **SR** no

The next arrow or bolt you shoot ignores all natural winds, from gentle breezes to tornado-force winds. The spell also reduces the effects of magical winds by one category (see *Pathfinder Roleplaying Game Core Rulebook*).

If you do not make a shot within 1 round of casting, the spell dissipates.

THUNDER ARROW

School evocation [sonic]; **Level** druid/spirit shaman 3, mystic archer 2, ranger 3

Casting Time 1 swift action

Components V, S

Range touch

Target one touched arrow or bolt

Area 30-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude partial (see text); **SR** yes

The next arrow you shoot emits a tremendously loud noise when it hits a solid surface, which may be a creature. You may choose whether the noise is, for example, a hideous shriek, a thunderclap, an animal or demonic roar, or any other wordless clamor.

All creatures within 30 feet must succeed on a Fortitude save or be stunned for 1 round. Creatures with fewer than 6 Hit Dice that are within 10 feet of the arrow's impact must make a Fortitude save or be knocked unconscious for 1 round. Deaf creatures are immune to the arrow's effects. In addition, magical effects that negate noise, such as silence, can cancel this spell's effect.

You must shoot the enchanted arrow within 1 round of casting *thunder arrow*, or the spell dissipates.

THUNDEROUS WAVE

School evocation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 30-ft.-radius sphere

Duration instantaneous

Saving Throw Fortitude partial (see text); **SR** no

You initiate a shock wave centered at a point you designate within range. The shock wave explodes outward with a thunderous boom in a 30-foot-radius sphere. This does no damage directly, but every creature the shock wave passes through must make a Fortitude saving throw. Those that fail are pushed back 30 feet, knocked prone, and deafened for 1 minute; if they strike a solid obstruction, they also take 5d6 hp bludgeoning damage. Those that succeed on the save are pushed 15 feet and are not knocked prone or deafened; they take 2d6 hp bludgeoning damage if they strike an obstruction.

TRENCH

School transmutation [earth]; **Level** cleric/oracle 2, druid/spirit shaman 2, sorcerer/wizard 2

Casting Time 1 full round

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect trench 5 ft. deep, 5 ft. across, and 60 ft. long

Duration Instantaneous

Saving Throw none (see text); **SR** no

With scooping gestures, you cause the ground to slowly sink into a trench 5 feet deep, 5 feet across, and 60 feet long. The trench forms slowly enough that enemies have no chance of falling into it.

For every three caster levels beyond 3rd, the trench's width may be increased by 1 foot and its length by 10 feet, to a maximum of 10 feet across and 110 feet long at 18th level.

UMBRAL STORM

School evocation [fire]; **Level** sorcerer/wizard 9, witch 9

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius sphere

Duration 1 min./level (D)

Saving Throw Fortitude half (see text); **SR** yes

You create a channel to a region of the Plane of Shadow that is inimical to life and order. A storm of dark, raging entropy fills a sphere 20 feet in radius, centered on a point you can see within range. Any creature that starts its turn in the storm or enters it for the first time on its turn takes 6d8 hp negative energy and is exhausted; a successful Fortitude saving throw halves the damage, and the creature is only fatigued.

You can move the umbral storm up to 30 feet per round as a move action. As part of this movement, it can ascend or descend up to 30 feet. An umbral storm winks out of existence if it exceeds the spell's range.

WALL OF BONES

School conjuration (creation); **Level** sorcerer/wizard 5, white necromancer 5, witch 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect wall of interlocking bones, up to one 10-ft. cube/level (S)

Duration 10 min./level (D)

Saving Throw none; **SR** no

This spell creates a solid wall of very strong, interlocking bones, 1 inch thick per caster level.





It covers up to a 10-foot-square area per caster level. Thus, a 10th-level caster can create a wall 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet.

The wall can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting surface must be anchored on two opposite sides. The wall cannot be conjured to occupy the same space as a creature or another object.

A wall of bones can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 6 and 10 hp per inch of thickness.

A section of the wall is breached when its hit points drop to 0. If a creature tries to smash through the wall with a single attack, the DC for the Strength check is $20 + 2$ per inch of thickness.

WEBBED ARROW

School conjuration (creation); **Level** druid/spirit shaman 2, mystic archer 1, ranger 2

Casting Time 1 swift action

Components V, S, M (a bit of spider web)

Effect webs in a 10-ft.-radius spread

Range touch

Target one touched arrow or bolt

Duration 1 min./level (D)

Saving Throw Reflex negates (see text); **SR** no

The next arrow you shoot trails a gossamer web of strong, sticky spider silk behind it. The web's strands anchor to any targeted creature that is Large or smaller, trapping it. The web does not affect the arrow's range or accuracy.

If your arrow hits its target, it does its normal damage, and the creature must make a Reflex save or gain the grappled condition. If the creature successfully saves, the web harmlessly encases its body, but it is otherwise unaffected. Grappled creatures can break free by making a combat maneuver check or an Escape Artist check as a standard action against the spell's DC.

Any fire can set the web alight and burn away the constricting web on a creature; that creature takes 2d4 hp fire damage from the flames.

Alternatively, the archer may shoot near the creature to avoid causing it damage (treat as a tricky shot, with a -5 penalty—see *Pathfinder Roleplaying Game Ultimate Combat*). If successful, and the creature fails its Reflex save, the creature is still grappled but is not harmed.

The arrow must be shot within 1 round of this spell's casting, or the spell dissipates.

WIND ARROW

School evocation [air]; **Level** druid/spirit shaman 3, mystic archer 2, ranger 3

Casting Time 1 swift action

Components V, S

Range touch

Target one touched arrow or bolt

Area see text

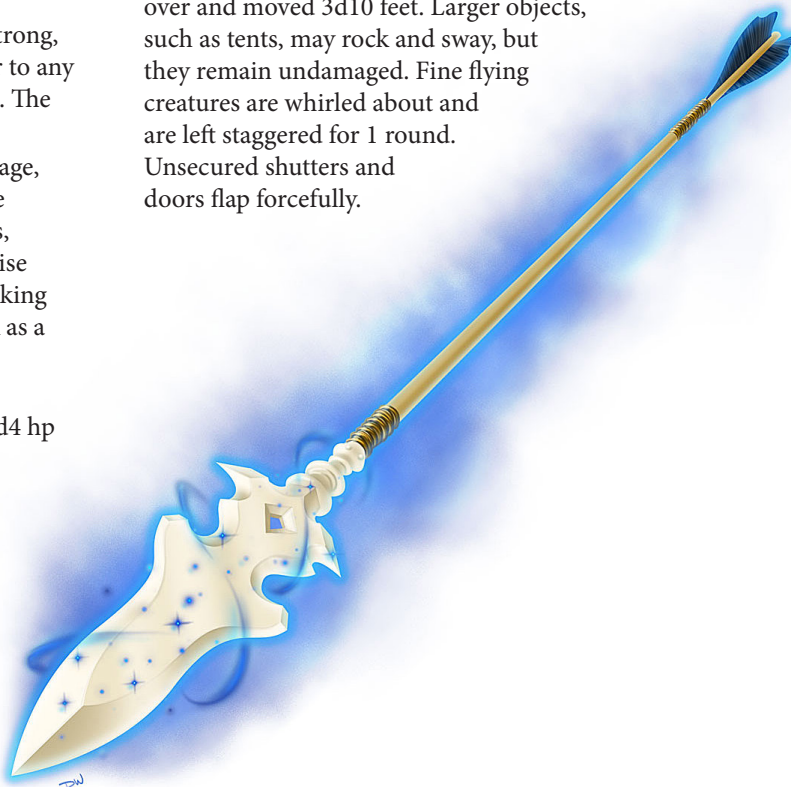
Duration 1 round

Saving Throw see text; **SR** yes

When you shoot the touched arrow, it spreads a brief, powerful wind gust in its wake, as if some enormous creature had just sped by.

Small fires—including candles and torches—located within 10 feet of the arrow's path are extinguished. Further, the gust scatters live embers from larger fires, tears papers and similar items from unsuspecting hands (Reflex save to maintain a grip on the object), and knocks Fine flying creatures out of the air. Small, unattended items are sucked up into the wind's wake and are carried for $3d6 \times 10$ feet before falling to the ground. Large but lightweight items, such as tents, have a 10% chance of being knocked over. Unsecured shutters flap violently, while unsecured doors slam shut or burst open.

In spaces more than 10 feet from the arrow's path but 20 feet or less away from it, the gust extinguishes tiny flames, including most candles, and small fires sputter. Small, unattended objects are knocked over and moved 3d10 feet. Larger objects, such as tents, may rock and sway, but they remain undamaged. Fine flying creatures are whirled about and are left staggered for 1 round. Unsecured shutters and doors flap forcefully.



COMBAT DIVINATIONS

To some, the art of combat divination is prized above all other spellcraft. At its heart, combat divination is the ability to react to a foe before the foe attempts an action. The battle-seers who practice combat divination are trained to pay heed to premonition and intuition until their skills are finely honed. As a result, the spells used in combat divination all have a casting time of an immediate action or a swift action.

Bard Combat Divinations

- 1st—*alter arrow's fortune, anticipate weakness, foretell distraction, seer's reaction*
- 2nd—*anticipate attack, avoid grievous injury, distraction cascade, distracting divination, soothsayer's shield, sudden slip, targeting foreknowledge*
- 3rd—*sidestep arrow*
- 4th—*scry ambush*
- 6th—*energy foreknowledge*

Battle Scion Combat Divinations

- 1st—*anticipate weakness, foretell distraction, insightful maneuvers, seer's reaction*
- 2nd—*anticipate attack*
- 3rd—*anticipate arcana, avoid grievous injury, scry ambush*

Cleric/Oracle/Priest Combat Divinations

- 1st—*alter arrow's fortune, anticipate weakness, foretell distraction*
- 2nd—*anticipate attack, distraction cascade, distracting divination, insightful maneuvers, seer's reaction, soothsayer's shield*
- 3rd—*avoid grievous injury, scry ambush, sudden slip, targeting foreknowledge*
- 4th—*anticipate arcana*
- 5th—*sidestep arrow*
- 6th—*energy foreknowledge*

Druid/Spirit Shaman Combat Divinations

- 1st—*alter arrow's fortune, anticipate weakness*
- 2nd—*anticipate attack, distraction cascade, seer's reaction, soothsayer's shield, sudden slip*
- 3rd—*avoid grievous injury, targeting foreknowledge*
- 4th—*scry ambush*
- 5th—*sidestep arrow*
- 6th—*energy foreknowledge*

Inquisitor Combat Divinations

- 2nd—*soothsayer's shield*
- 3rd—*sidestep arrow*

Magus Combat Divinations

- 1st—*anticipate weakness, foretell distraction, insightful maneuvers, seer's reaction*
- 2nd—*anticipate attack*
- 3rd—*anticipate arcana, avoid grievous injury, scry ambush*

Mystic Archer Combat Divinations

- 1st—*alter arrow's fortune, anticipate attack*
- 2nd—*targeting foreknowledge*

Paladin Combat Divination

- 1st—*insightful maneuvers*

Ranger Combat Divinations

- 1st—*alter arrow's fortune, anticipate weakness, foretell distraction, insightful maneuvers, seer's reaction, soothsayer's shield*
- 2nd—*anticipate attack, distraction cascade, targeting foreknowledge*
- 3rd—*scry ambush, sidestep arrow*

USING COMBAT DIVINATION IN YOUR GAME

In terms of game mechanics, there isn't a simple way to reflect divination in combat without the GM telling a player what the GM intends for the foes to do. However, through the use of immediate actions, players can demonstrate precognitive combat abilities by interrupting a foe's turn during the combat round.

Instead of thinking about it as the character reacting to a foe, treat the character as if she is acting before the foe because she has foreseen the enemy's actions. GMs who allow players to use combat divination spells should keep in mind that characters can take immediate actions even if it is not their turn, and that casting a spell as a swift action or an immediate action does not provoke attacks of opportunity.



Sorcerer/Wizard/Theurge Combat Divinations

- 1st—alter arrow's fortune, anticipate weakness, foretell distraction
- 2nd—anticipate attack, distraction cascade, distracting divination, insightful maneuvers, seer's reaction, soothsayer's shield
- 3rd—avoid grievous injury, scry ambush, sudden slip, targeting foreknowledge
- 4th—anticipate arcana
- 5th—sidestep arrow
- 6th—energy foreknowledge

Summoner Combat Divinations

- 1st—foretell distraction
- 2nd—distraction cascade, distracting divination, insightful maneuvers
- 3rd—anticipate arcana
- 4th—sidestep arrow

Trickster Combat Divinations

- 1st—alter arrow's fortune, anticipate attack, anticipate weakness, foretell distraction, seer's reaction
- 2nd—avoid grievous injury, distraction cascade, distracting divination, sudden slip, targeting foreknowledge
- 3rd—sidestep arrow
- 4th—anticipate arcana, scry ambush
- 6th—energy foreknowledge

Warlock Combat Divinations

- 1st—anticipate attack, anticipate weakness, foretell distraction, insightful maneuvers, seer's reaction
- 2nd—distraction cascade, distracting divination, targeting foreknowledge
- 3rd—avoid grievous injury, scry ambush, sudden slip
- 4th—anticipate arcana
- 5th—sidestep arrow
- 6th—energy foreknowledge

White Necromancer Combat Divinations

- 1st—anticipate weakness, foretell distraction
- 2nd—distracting divination, seer's reaction, soothsayer's shield
- 3rd—avoid grievous injury, targeting foreknowledge
- 4th—anticipate arcana
- 5th—sidestep arrow
- 6th—energy foreknowledge

Witch Combat Divinations

- 1st—anticipate weakness, foretell distraction
- 2nd—distracting divination, distraction cascade
- 3rd—avoid grievous injury, scry ambush, sudden slip
- 4th—anticipate arcana
- 5th—sidestep arrow

ALTER ARROW'S FORTUNE

School divination; **Level** bard 1, cleric/oracle/priest 1, druid/spirit shaman 1, mystic archer 1, ranger 1, sorcerer/wizard/theurge 1, trickster 1

Casting Time 1 immediate action

Components S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no

You clap your hands, foreseeing how a small action on your part can set off a chain of events leading to the protection of an ally. Upon casting this spell, you impart a penalty upon a target about to make a ranged attack until the end of the target's next turn. This penalty is equal to 1 + half your caster level to a maximum penalty of –10 at 18th level.

ANTICIPATE ARCANA

School divination; **Level** battle scion 3, cleric/oracle/priest 4, magus 3, sorcerer/wizard/theurge 4, summoner 3, trickster 4, warlock 4, white necromancer 4, witch 4

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

Your foresight gives you an instant to ready your defenses against a magical attack. When a foe casts a spell or uses a spell-like ability that would affect you, you can cast this spell to gain spell resistance equal to 12 + your caster level against that foe's specific effect. If the spell or spell-like ability does not allow spell resistance, the spell or spell-like ability is unaffected by this spell. This spell resistance dissipates as soon as the spell or spell-like ability resolves.

ANTICIPATE ATTACK

School divination; **Level** bard 2, battle scion 2, cleric/oracle/priest 2, druid/spirit shaman 2, magus 2, mystic archer 1, ranger 2, sorcerer/wizard/theurge 2, trickster 1, warlock 1

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

In a flash of foreknowledge, you spot an oncoming attack in time to avoid it. Upon casting this spell, you can take a 5-foot step that does not provoke attacks of opportunity. You may make this move even if you have already taken a 5-foot step during your turn. If this move creates enough distance between you and an attacking foe such that you're not a legal target for its attack, the attack is wasted.

ANTICIPATE WEAKNESS

School divination; **Level** bard 1, battle scion 1, cleric/oracle/priest 1, druid/spirit shaman 1, magus 1, ranger 1, sorcerer/wizard/theurge 1, trickster 1, warlock 1, white necromancer 1, witch 1

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

With a quick gaze into the future, you pinpoint where a gap in your foe's defense will be, and then you strike. Upon casting this spell, you gain a +1 insight bonus to your next attack this round. The bonus increases by +1 for every two caster levels beyond 1st, to a maximum of +5 at 9th level.

AVOID GRIEVOUS INJURY

School divination; **Level** bard 2, battle scion 3, cleric/oracle/priest 3, druid/spirit shaman 3, magus 3, sorcerer/wizard/theurge 3, trickster 2, warlock 3, white necromancer 3, witch 3

Casting Time 1 immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When a foe has successfully struck you but before it deals damage, just as the attack gets through your defenses, you receive a foretelling that helps you to dodge enough to keep the blow from being mortal. Upon casting this spell, you impart a –5 penalty to your foe's roll to confirm a critical hit. For every two caster levels beyond 5th, the penalty increases by –1, to a maximum penalty of –10 at 15th level.

DISTRACTING DIVINATION

School divination; **Level** bard 2, cleric/oracle/priest 2, sorcerer/wizard/theurge 2, summoner 2, trickster 2, warlock 2, white necromancer 2, witch 2

Casting Time 1 immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no

Foresight tells you when and how to be just distracting enough to foil an enemy spellcaster. You can interrupt a foe's attempt to cast a spell, forcing that target to make a concentration check or lose the spell. The DC of the concentration check is equal to this spell's DC + 2.

DISTRACTION CASCADE

School divination; **Level** bard 2, cleric/oracle/priest 2, druid/spirit shaman 2, ranger 2, sorcerer/wizard/theurge 2, summoner 2, trickster 2, warlock 2, witch 2

Casting Time 1 immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no

Small actions have a ripple effect on reality, and with a flash of foresight you throw a foe off balance. Upon casting this spell, you can target one creature that is about to be attacked by an ally. That foe must succeed at a Will save or be flat-footed against that ally's attack. This spell affects only the ally's next attack; the magic dissipates after the ally's attack action.

ENERGY FOREKNOWLEDGE

School divination; **Level** bard 6, cleric/oracle/priest 6, druid/spirit shaman 6, sorcerer/wizard/theurge 6, trickster 6, warlock 6, white necromancer 6

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

As your foe's spell fills your vision, you thank the fates that you had the foresight to prepare the proper countermeasures. You may use this spell after being targeted by a spell that has the acid, cold, electricity, fire, or sonic descriptor, but before the results of the spell are known. When you cast this spell, you gain the effect of *resist energy*, with the type matching the descriptor of the spell targeting you.

Alternatively, if you already have an ongoing protective spell that has an elemental or energy component, you instead may alter that spell so its type is the same as the descriptor of the spell targeting you. This energy resistance stacks, but the change to the ongoing protective spell lasts only for the foe's single spell, after which your protective spell reverts to the type it had when it was originally cast. The *resist energy* effect also lasts only for this single spell.



FORETELL DISTRACTION

School divination; **Level** bard 1, battle scion 1, cleric/oracle/priest 1, magus 1, ranger 1, sorcerer/wizard/theurge 1, summoner 1, trickster 1, warlock 1, white necromancer 1, witch 1

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

Thanks to your foreknowledge, you know just when your foe will take his or her eyes off you. Upon casting this spell, you gain a +2 insight bonus on Bluff and Stealth checks to feint or hide. This bonus lasts for the rest of your turn and increases by +1 for every two levels beyond 3rd, to a maximum of +5 at 9th level.

INSIGHTFUL MANEUVERS

School divination; **Level** battle scion 1, cleric/oracle/priest 2, magus 1, paladin 1, ranger 1, sorcerer/wizard/theurge 2, summoner 2, warlock 2

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

With a flash of insight, you know just how to maneuver your foe to your advantage. You gain a +2 insight bonus on your next combat maneuver check. This bonus increases by +1 for every three caster levels, to a maximum of +5 at 12th level.



SCRY AMBUSH

School divination; **Level** bard 4, battle scion 3, cleric/oracle/priest 3, druid/spirit shaman 4, magus 3, ranger 3, sorcerer/wizard/theurge 3, trickster 4, warlock 3, witch 3

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

You foresee your foe's attack an instant before it begins, giving you time to prepare yourself. You can cast this spell during a surprise round, when combat is announced but before initiative has been determined; if you do so, you are not flat-footed during the surprise round.

SEER'S REACTION

School divination; **Level** bard 1, battle scion 1, cleric/oracle/priest 2, druid/spirit shaman 2, magus 1, ranger 1, sorcerer/wizard/theurge 2, trickster 1, warlock 1, white necromancer 2

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

Your foreknowledge allows you to act before others. This spell can be cast when combat is announced, but before initiative order has been determined. You gain a +5 insight bonus to your initiative check for this combat only. For every five caster levels beyond 3rd, this bonus increases by +2, to a maximum of +11 at 18th level.

SIDESTEP ARROW

School divination; **Level** bard 3, cleric/oracle/priest 5, druid/spirit shaman 5, inquisitor 3, ranger 3, sorcerer/wizard/theurge 5, summoner 4, trickster 3, warlock 5, white necromancer 5, witch 5

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

Combining a sudden vision of the immediate future with a few strategic steps, you place a foe in the way of certain danger. You may cast this spell while a foe is targeting you with a ranged attack (including ranged spells) when another foe is within 10 feet of you. You must cast this spell when the foe has targeted you but before it makes its attack roll, casts its spell, or otherwise resolves its attack.

When you do so, you may make a free move at your normal speed within the threatened area of that nearby foe,

putting it in the way of the ranged attack. This move does not provoke an attack of opportunity. Resolve the ranged attack with the nearby foe as the target instead of you.

SOOTHSAYER'S SHIELD

School divination; **Level** bard 2, cleric/oracle/priest 2, druid/spirit shaman 2, inquisitor 2, ranger 1, sorcerer/wizard/theurge 2, white necromancer 2

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

Knowing the next attack is coming before it lands gives you the chance to shift and potentially avoid being hit. This spell must be cast when an enemy attacks you but before the outcome of that attack is determined. This spell provides a +4 insight bonus to your AC against that attack.

SUDDEN SLIP

School divination; **Level** bard 2, cleric/oracle/priest 3, druid/spirit shaman 2, sorcerer/wizard/theurge 3, trickster 2, warlock 3, witch 3

Casting Time 1 swift action

Components V, S

Range close (25 feet + 5 ft./2 levels)

Target one creature; see text

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** Yes

You set in motion a series of minor events that requires the targeted creature to succeed at a Will saving throw or drop one nonmagical held item. If the target is holding more than one nonmagical item and fails its save, randomly determine the item dropped.

TARGETING FOREKNOWLEDGE

School divination; **Level** bard 2, cleric/oracle/priest 3, druid/spirit shaman 3, mystic archer 2, ranger 2, sorcerer/wizard/theurge 3, trickster 2, warlock 2, white necromancer 3

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

Sometimes, it takes only a small shift to make an attack much more deadly. This spell must be cast when you have made a successful attack but before the damage of that attack is determined. This spell adds 2d6 points of damage to your attack (of a type identical to that of your attack). If cast on a successful critical hit, this spell increases the critical multiplier by 1 (×2 becomes ×3, ×3 becomes ×4, and so on, to a maximum of ×5).

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GEAR & MAGIC ITEMS



NEW WEAPONS AND EQUIPMENT

Table 32: New Exotic Weapons

	PRICE	DMG (S)	DMG (M)	CRIT	RANGE	WEIGHT	TYPE	SPECIAL
Light Melee Weapons								
Horsetail whisk	2 gp	1d4	1d6	×2	—	2 lbs.	B	Disarm, distracting, monk
Sun and moon rings	20 gp	1d4	1d6	19–20	10 ft.	2 lbs.	S	Blocking, disarm, monk
Wind and fire wheels	20 gp	1d4	1d6	19–20	—	2 lbs.	P or S	Blocking, disarm, monk
One-Handed Melee Weapons								
Iron flute	10 gp	1d4	1d6	×2	—	2 lbs.	B	Monk, performance
Tamo cane	10 gp	1d4	1d6	×3	—	2 lbs.	B	Blocking, monk, trip
Two-Handed Melee Weapons								
Ding pa	8 gp	1d6	1d8	×3	—	12 lbs.	P or S	Disarm, monk, reach
Farmer's hoe	5 gp	1d6	1d8	19–20	—	12 lbs.	S	Monk, reach, trip

Table 33: New Arrow Types and Other Gear

NAME	COST	WEIGHT	CRAFT DC	CRAFT SKILL
Alchemical arrow (1)	20 gp	5 lbs. per 20 arrows/10 bolts/10 bullets	20	Alchemy
Barbed arrow (20)	20 gp	3 lbs. per 20 arrows/10 bolts	20	Bows or Weapons
Dragon's tooth arrow	100 gp	3 lbs. per 20 arrows/10 bolts	30	Bows or Weapons
Thunder arrow (1)	80 gp	3 lbs. per 20 arrows/10 bolts	30	Alchemy
Hardened bow	100 gp	2 lbs.	—	—
Portable hunting stand	25 gp	15 lbs.	—	—

ALCHEMICAL ARROW OR BOLT: This special arrow or crossbow bolt contains a hollow shaft and has a tip made of glass. A creature that has ranks in Craft (alchemy) can opt to fill the arrow with a liquid alchemical substance, such as acid, holy water, or alchemist's fire.

An alchemical arrow or bolt does not inflict normal damage. Instead, when it strikes its target, the glass head shatters, splashing the liquid substance over the target. The damage from an alchemical arrow or bolt is the same as for the liquid contained within, but decreased by one die step since it holds less of the substance than a typical flask. For example, an alchemical arrow filled with acid inflicts 1d4 hp acid damage on the target.

Range increments for an alchemical arrow or bolt are the same as for a standard arrow or bolt. An alchemical projectile can also be fashioned from either a crossbow bolt or a sling bullet, with the same weight and cost as the arrow.

BARBED ARROW OR BOLT: This projectile has a head consisting of vicious barbs. A target struck by it suffers 1 hp bleed damage each round until it receives magical healing or is the beneficiary of a successful DC 20 Heal check.

DING PA: This spear has a double-sided rake attached to the haft just below the spear head. Thrusting attacks are made with the spear head, while the rake is used to tear flesh and disarm weapons.

DRAGON'S TOOTH ARROW OR BOLT: This arrow or crossbow bolt has a dragon's tooth in place of the arrowhead, as well as small dragon scales for fletching. A dragon's tooth arrow pierces objects better than a standard

FIGHTER WEAPON GROUPS

For the purpose of the fighter class's weapon training ability, these new weapons are part of the following weapon groups:

Ding pa: monk, polearm, and spear.

Farmer's hoe: monk and polearm.

Horsetail whisk: flail, hammer, and monk.

Iron flute: hammer and monk.

Sun and moon rings: light blades and monk.

Tamo cane: hammer and monk.

Wind and fire wheels: light blades and monk.



arrow; it ignores 3 points of Armor Class from armor or natural armor. If fired at an object instead of a creature, it instead ignores 2 points of hardness.

FARMER'S HOE: This weapon features a long wooden haft with a mounted, angled blade. Derived from a farm tool used for functions such as tilling soil and weed control, a hoe is an unwieldy but powerful weapon. In combat, the angled blade can be used to trip or hack at foes.

HORSETAIL WHISK: The long strands at the end of this versatile weapon can be used much like a whip to distract an opponent or wrap around weapons or limbs. The wooden handle can be used as a club.

HARDENED BOW: A hardened bow is more difficult to sunder. Its hardness increases by 2 points. The listed price and weight are in addition to the cost and weight of the bow or crossbow to which this option is added.

IRON FLUTE: Ranging in length from 3 to 5 feet, iron flutes are reinforced to serve as both cudgels and musical instruments. An iron flute can be played using the Perform (wind instruments) skill.

PORTABLE HUNTING STAND: This small kit consists of a heavy-duty belt attached to a small platform. The belt is designed to wrap around a tree trunk and then be tightened to hold the stand in place. Hunters and snipers who use a portable hunting stand gain the benefit of higher ground against ground-based foes. They also gain a +2 circumstance bonus to Perception checks to spot their targets as long as the portable hunting stand is assembled at least 20 feet off the ground. If the hunter uses camouflage netting appropriate for the terrain (see *Pathfinder Roleplaying Game Ultimate Equipment*), the circumstance bonus to Stealth checks increases by +2, to a total of +6.

SUN AND MOON RINGS: Wielded in pairs, each of these flat metal rings has a padded grip and a cross-guard in one section; the rest of the ring's outside surface is a sharp cutting edge. Skilled practitioners can capture enemy thrusts and weapons between the outer ring and the inner cross-guard.

TAMO CANE: Easily disguised as a walking stick, a tamo cane is a well-balanced length of wood that is used to block, thrust, sweep, or hook enemy limbs. The handle can bludgeon enemies, much like a hammer. An observer must succeed at a DC 20 Perception check to realize that a tamo cane is a weapon rather than a walking stick.

THUNDER ARROW OR BOLT: The head of this arrow or crossbow bolt is a thunderstone shaped like an arrowhead. The item deals damage decreased by one die step but has the same effects as a thunderstone. For example, a thunder arrow fired from a Medium creature's longbow deals 1d6 hp damage instead of 1d8. The target and all within 10 feet of the target must make successful Fortitude saves or become deafened.

WIND AND FIRE WHEELS: Each of these flat metal rings has a padded grip and a cross-guard across one quarter-segment. The other three segments have protruding blades, typically styled as flames. Often wielded in pairs, wind and fire wheels are used to slash, stab, block, and disarm enemies.

NEW MAGIC ITEMS

The following new magic items are available to players and GMs alike.

BRACERS OF ARCHERY, SUPERIOR

Aura strong transmutation; **CL** 12th
Slot wrists; **Price** 50,000 gp; **Weight** 1 lb.

DESCRIPTION

These normal-looking wristbands empower the wearer to use any bow, including crossbows, as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +3 competence bonus on attack rolls and a +2 competence bonus on damage rolls whenever she uses that type of bow. Both bracers must be worn for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft Magic Arms and Armor; crafter must be proficient with a longbow or shortbow; **Cost** 25,000 gp

CLOAK OF WEATHER PROTECTION

Aura moderate abjuration; **CL** 5th
Slot shoulders; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

The finely crafted cloak is lined and trimmed with rabbit fur, and it has a hood. The wearer is protected against the weather; she is comfortable in temperatures ranging from -50 to 140 degrees Fahrenheit, without having to make Fortitude saves. In addition, rain, snow, sleet, and other forms of precipitation roll off the wearer and her possessions, allowing her and the belongings she carries to stay dry even in the worst storms.

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*, *shed the rain*; **Cost** 1,500 gp

COLLAR OF BEAST ARMOR

Aura moderate conjuration; **CL** 7th
Slot neck; **Price** 1,000 gp (+1), 3,000 gp (+2), 6,000 gp (+3), 11,000 gp (+4), 18,000 gp (+5), 25,000 gp (+6), 34,000 gp (+7), 44,000 gp (+8); **Weight** 1 lb.

DESCRIPTION

This item appears to be a worked leather collar made to fit the neck of a Medium or Large animal or similar beast.

The collar surrounds the wearer with an invisible but tangible field of magical force, granting it an armor bonus of +1 to +8, just as though the beast were wearing armor. A *collar of beast armor* functions only for a creature of the animal or magical beast type.

Alternatively, a *collar of beast armor* can be enchanted with armor special abilities just as other magic armor can be (see the *Pathfinder Roleplaying Game Core Rulebook*). Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. A *collar of beast armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. One must have at least a +1 armor bonus to gain an armor special ability. *Collars of beast armor* cannot have any armor special abilities that add a flat gp amount to their cost. *Collars of beast armor* and ordinary armor do not stack. If a creature receives a larger armor bonus from another source, the *collar of beast armor* ceases functioning and does not grant its armor bonus or armor special abilities. If the *collar of beast armor* grants a larger armor bonus, the other source of armor ceases functioning.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the collar, plus any requirements of the armor special abilities; **Cost** 500 gp (+1), 1,500 gp (+2), 3,000 gp (+3), 5,500 gp (+4), 9,000 gp (+5), 12,500 gp (+6), 17,000 gp (+7), 22,000 gp (+8)

EVER-FULL QUIVER

Aura strong conjuration; **CL** 11th

Slot shoulders; **Price** 5,500 gp (standard arrows), 6,600 gp (alchemical silver arrows), 9,900 gp (adamantine arrows); **Weight** 2 lbs.

DESCRIPTION

This quiver never runs out of ammunition; it always provides an archer with arrows or bolts when they're needed. To use it, the archer simply makes the motion of pulling ammunition from the quiver as normal, and the ammunition type the quiver produces appears in her hand. If the ammunition is not fired within 1 round, it disappears; likewise, if the ammunition is passed to another creature, it instantly disappears.

Each *ever-full quiver* generates only one type of ammunition. There are three distinct varieties of this quiver, producing arrows or bolts with either standard, adamantite, or alchemical silver heads.

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation*; **Cost** 2,750 gp (standard), 3,300 gp (alchemical silver), 4,950 gp (adamantine)

ORC-HOLD ARROW

Aura faint enchantment; **CL** 5th

Slot none; **Price** 375 gp; **Weight** 1/10 lb.

DESCRIPTION

This +1 *arrow* has bright red fletching and a wooden shaft painted with red streaks. If the arrow strikes an orc or a goblinoid, it deals damage as normal; in addition, the target must make a successful Will save (DC 14) or be paralyzed, as if affected by a *hold person* spell.

Elven archers often use these arrows to decimate much larger groups of orc or goblinoid invaders, giving the item its name.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *hold person*; **Cost** 188 gp

LEGENDARY MAGIC ITEMS

Legendary items begin as typical, minor magic items. However, they come complete with full histories and back stories. If a character makes the commitment to learn this history and can meet the appropriate prerequisites, he becomes attuned to the legendary magic item, which unlocks its more powerful abilities as the character increases in level.

Legendary Magic Item Rules

- Legendary items begin as +1 magic items.
- Each legendary item has specific requirements for the level, feats, and skill ranks necessary for an owner to become attuned to it. If the owner meets these requirements, he and the legendary item become magically attuned. The owner then begins to unlock the legendary item's additional powers, as detailed in each item's description. The owner can meet the feat and skill rank requirements at any time, but must be at least 4th level before the legendary item can begin granting the owner any of its powers.
- If these level, feat, and skill rank requirements are not met, the item remains only a +1 magic item.
- Any spell-like abilities gained through the use of a legendary item are based on the owner's highest mental ability score (Int, Wis, or Cha).
- The caster level required for legendary item effects is based on the owner's character level.
- Unless otherwise noted, the benefits of any bonus feats granted by a legendary item last as long as the owner is touching or wielding the item. The owner does not need to meet any prerequisites for these bonus feats.



The Three Legendary Items of Gax the Great

Long ago, before the memories of even the most ancient elves, a legendary warrior-mage called Gax walked the land. Gax, later known to history as Gax the Great, was a mysterious figure renowned for an uncanny ability to combine his combat and spellcasting abilities in new and powerful ways. How he learned this skill is a matter of tales and supposition. What is agreed on, however, is that Gax was the first true battle scion, the one who founded the tradition and from whom all other battle scions descend.

Gax was an unparalleled master at crafting magic arms and armor. He created his wondrous *battlecaster armor* and *Gauntlet*, his magic shield. Perhaps his most famous creation, however, was *Cailebryn*, his mystical, razor-sharp longsword.

GAX'S BATTLECASTER ARMOR

This fine chainmail is so light and exquisitely made that it can be worn under normal clothing without betraying its presence.

REQUIREMENTS

To successfully use *Gax's Battlecaster Armor* to its fullest potential, a character must fulfill the following requirements.

FEATS: Combat Casting, any one metamagic feat

SKILLS: Craft (armor) 4 ranks, Spellcraft 4 ranks

ATTUNED

LEVEL	ABILITIES GRANTED
	+1 <i>chainmail</i>
4th	Arcane focus
6th	Arcane smite
8th	+2 <i>chainmail</i>
10th	Arcane Shield
12th	Metamagic adept
14th	+2 <i>spell resistance</i> 17 <i>chainmail</i>
16th	<i>Deflection</i> 1/day
18th	Arcane repulsion
20th	+3 <i>spell resistance</i> 19 <i>chainmail</i>

Gax's Battlecaster Armor has a maximum Dexterity bonus of +4 and an armor check penalty of -2.

ARCANE FOCUS (Su): Arcane spells cast while wearing *Gax's Battlecaster Armor* receive a +1 bonus to the spell's caster level.

ARCANE SMITE (Su): As a swift action, the wearer may expend any one spell he knows and is able to cast in order to store that raw magical energy in a melee weapon. The next time the wearer successfully hits with that weapon, the stored magical energy is discharged, adding +1d6

hp damage per spell level expended (+1d6 for a 1st-level spell, +2d6 for a 2nd-level spell, etc.). The spell energy is not expended if the attack misses. The spell energy is immediately lost if the weapon is wielded by anyone other than the wearer.

ARCANE SHIELD (Ex): The wearer of *Gax's Battlecaster Armor* gains Arcane Shield as a bonus feat.

METAMAGIC ADEPT (Su): The wearer may maximize a spell he is about to cast, as if using the Maximize Spell feat. Doing this does not alter the level of the spell or the casting time. Even though this ability does not modify the spell's actual level, the wearer cannot use this ability to maximize a spell whose modified spell level would be above the level of the highest-level spell he is capable of actually casting. The wearer can use this ability three times per day.

DEFLECTION (Sp): The wearer of *Gax's Battlecaster Armor* may cast *deflection* once per day as a spell-like ability.

ARCANE REPULSION (Sp): Three times per day, the wearer of *Gax's Battlecaster Armor* may, as an immediate action, use a targeted *greater dispel magic* effect against a single creature coming in physical contact with the wearer; a magic weapon or item used to touch or attack the wearer; or a touch spell or spell-like ability (ranged or melee) targeting the wearer.

GAUNTLET

Gauntlet is a sturdy metal shield with the amazingly realistic likeness of a metal gauntlet carved in its center.

REQUIREMENTS

To successfully wield *Gauntlet* to its fullest potential, a character must fulfill the following requirements.

FEATS: Shield Focus, Toughness

SKILLS: Craft (armor) 4 ranks

ATTUNED

LEVEL	ABILITIES GRANTED
	+1 <i>shield</i>
4th	Gauntleted fist
6th	Improved Shield Bash
8th	+2 <i>bashing shield</i>
10th	<i>Interposing hand</i> 3/day
12th	Touch defense
14th	+3 <i>bashing light fortification shield</i>
16th	<i>Spell turning</i>
18th	<i>Crushing hand</i> 1/day
20th	+4 <i>bashing medium fortification shield</i>

GAUNTLETED FIST (Su): As a swift action, the wielder can turn one of his fists into metal, allowing him to make an

unarmed strike that deals 1d6 hp bludgeoning damage plus Strength modifier, + 1 hp for every two levels the wielder possess. These unarmed strikes do not provoke attacks of opportunity and ignore 10 points of hardness. The wielder can use this ability a number of rounds per day equal to half his level.

IMPROVED SHIELD BASH (Ex): The wielder of *Gauntlet* gains Improved Shield Bash as a bonus feat.

INTERPOSING HAND (Sp): The wielder of *Gauntlet* gains the ability to cast *interposing hand* three times per day as a spell-like ability.

TOUCH DEFENSE (Su): The wielder may add *Gauntlet's* shield and enchantment bonus to his Armor Class when defending against any touch attack.

SPELL TURNING (Sp): *Gauntlet* gains the properties of a *ring of spell turning*.

CRUSHING HAND (Sp): The wielder of *Gauntlet* gains the ability to cast *crushing hand* once per day as a spell-like ability.

CAILEBRYN

Cailebryn (elven for "the sharpest cut") is a razor-sharp longsword of outstanding craftsmanship. The blade is faintly etched with numerous arcane runes and symbols.

REQUIREMENTS

To successfully wield *Cailebryn* to its fullest potential, a character must fulfill the following requirements.

FEATS: Combat Casting, Weapon Focus (longsword)

SKILLS: Craft (weapons) 4 ranks, Knowledge (arcana) 4 ranks

ATTUNED

LEVEL	ABILITIES GRANTED
	+1 long sword
4th	Bravery of Gax
6th	Cleave
8th	+2 keen long sword
10th	Critical Focus
12th	Great Cleave
14th	+3 keen spell storing long sword
16th	Sundering blade
18th	Dispelling strike
20th	+3 vorpal keen spell storing long sword

BRAVERY OF GAX (Ex): The wielder of *Cailebryn* is immune to the shaken and frightened conditions. In addition, the wielder receives a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 4th, to a maximum of +5 at 20th level.

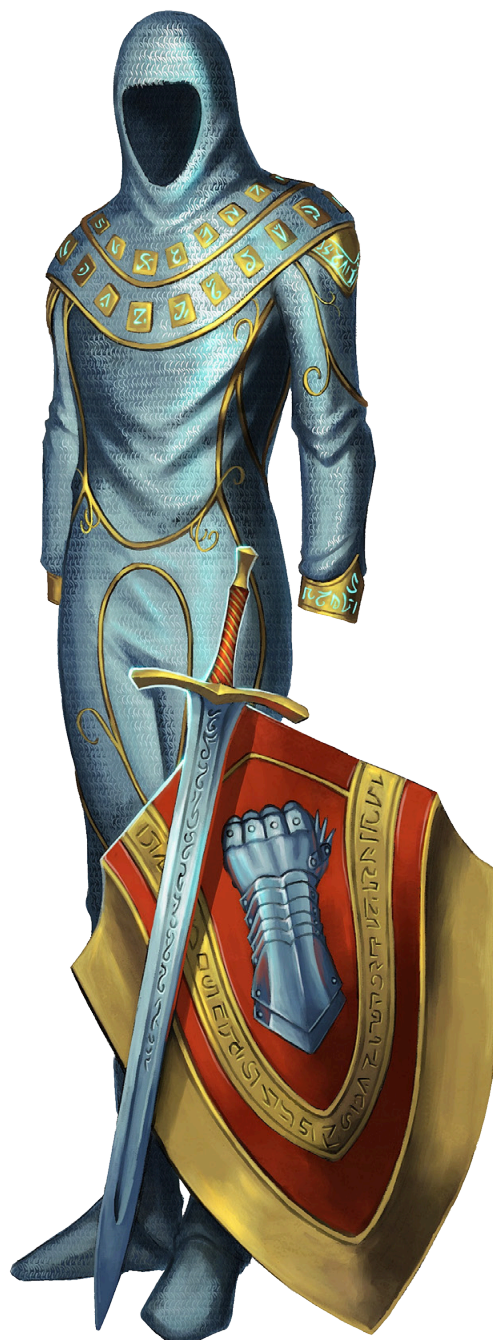
CLEAVE (Ex): The wielder receives Cleave as a bonus feat.

CRITICAL FOCUS (Ex): *Cailebryn's* wielder gains Critical Focus as a bonus feat.

GREAT CLEAVE (Ex): The wielder receives Great Cleave as a bonus feat.

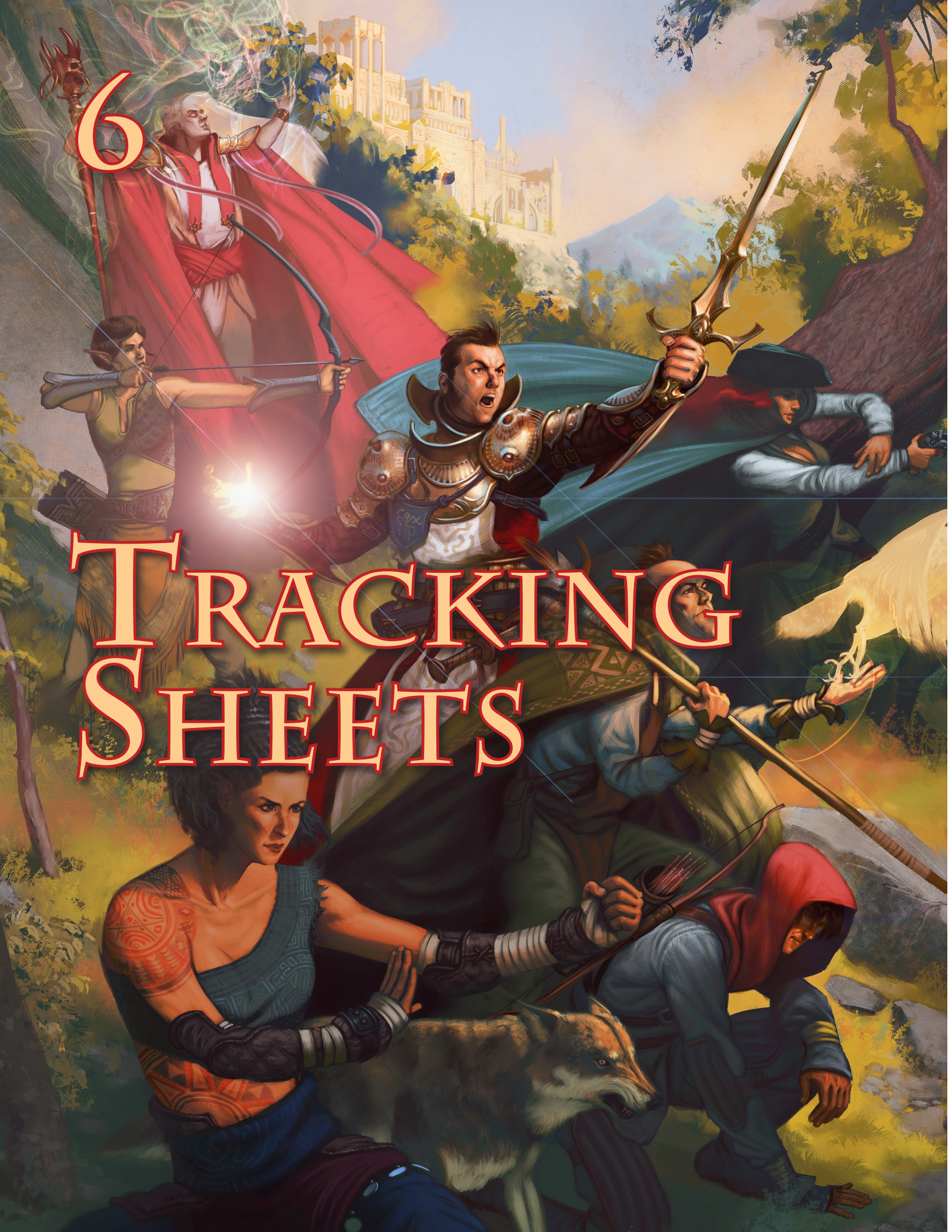
SUNDERING BLADE (Ex): *Cailebryn's* wielder receives Improved Sunder and Sundering Strike as bonus feats. In addition, whenever *Cailebryn* is used to sunder, it ignores hardness equal to half the wielder's level.

DISPELLING STRIKE (Sp): Three times a day, the wielder may use a targeted *greater dispel magic* effect as a free action on the subject of a successful melee attack with *Cailebryn*.



6

TRACKING SHEETS



COMPANION
NAME _____

Animal Type _____ Age _____

Alignment _____ Size _____

Hit Dice (d8) _____

Hit Points _____

Character Class Level _____

STR / DEX Bonus _____

WOUNDS / CURRENT HP

Space _____ Reach _____

SPEED

BASE SPEED

SWIM

FLY

MANEUVERABILITY

CLIMB

BURROW

ATTRIBUTES

	SCORE	MOD.	MISC.		SCORE	MOD.	MISC.
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MOD.	+	MAGIC MOD.	+	MISC. MOD.	+	TEMP. MOD.
Fortitude	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Reflex	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Will	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

COMBAT

	TOTAL	=	DEX MOD.	+	MISC. MOD.	+	MISC. MOD.	+	MISC.
Initiative	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

ARMOR CLASS

TOTAL	=	10	+	ARMOR BONUS	+	DEX MOD.	+	SIZE MOD.	+	NATURAL ARMOR	+	MISC. MOD.	+	MISC. MOD.
<input type="text"/>	=	10	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

Touch	<input type="text"/>	Flat-Footed	<input type="text"/>	MISC.	<input type="text"/>
	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>

BASE ATTACK BONUS	<input type="text"/>	DAMAGE REDUCTION / RESISTANCES	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>

TOTAL	=	BAB	+	STR MOD	+	SIZE MOD	+	MISC. MOD
CMB <input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

TOTAL	=	BAB	+	STR MOD	+	DEX MOD	+	SIZE MOD	+	+10
CMD <input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	10

ATTACKS / DAMAGE**TRICKS**

Bonus Tricks _____ Total Tricks _____

SKILLS

SKILLNAME	TOTAL BONUS	=	ABILITY MOD.	+	RANKS	+	MISC. MOD.
<input type="checkbox"/> Acrobatics (Dex)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Climb (Str)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Escape Artist (Dex)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Fly (Dex)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Intimidate (Cha)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Perception (Wis)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Stealth (Dex)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Survival (Wis)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Swim (Str)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> _____	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> _____	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> _____	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> _____	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> _____	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

SPECIAL QUALITIES & ABILITIES

FEATS

NOTES

ARROW TRACKING SHEET

Use this sheet to track an elven archer's many varieties of arrows. Simply record the type and number of arrow in the appropriate spaces; then, when an arrow is used, note it in the Arrows Fired box.

Arrow Type: _____
Quantity Available: _____
Arrows Fired:

Arrow Type: _____
Quantity Available: _____
Arrows Fired:

Arrow Type: _____
Quantity Available: _____
Arrows Fired:

Arrow Type: _____
Quantity Available: _____
Arrows Fired:

Arrow Type: _____
Quantity Available: _____
Arrows Fired:

Arrow Type: _____
Quantity Available: _____
Arrows Fired:

Arrow Type: _____
Quantity Available: _____
Arrows Fired:

Arrow Type: _____
Quantity Available: _____
Arrows Fired:

COMMANDS

FAVORED ENEMIES

FIRST FAVORED ENEMY	
Type (Sub type): _____	
Skill Bonus <input type="text"/>	Attack/Damage Bonus <input type="text"/>
Total Skill Bonus Bluff _____ Knowledge _____ Perception _____ Sense Motive _____ Survival _____	
Notes: <div></div>	

SECOND FAVORED ENEMY	
Type (Sub type): _____	
Skill Bonus <input type="text"/>	Attack/Damage Bonus <input type="text"/>
Total Skill Bonus Bluff _____ Knowledge _____ Perception _____ Sense Motive _____ Survival _____	
Notes: <div></div>	

THIRD FAVORED ENEMY	
Type (Sub type): _____	
Skill Bonus <input type="text"/>	Attack/Damage Bonus <input type="text"/>
Total Skill Bonus Bluff _____ Knowledge _____ Perception _____ Sense Motive _____ Survival _____	
Notes: <div></div>	

FOURTH FAVORED ENEMY	
Type (Sub type): _____	
Skill Bonus <input type="text"/>	Attack/Damage Bonus <input type="text"/>
Total Skill Bonus Bluff _____ Knowledge _____ Perception _____ Sense Motive _____ Survival _____	
Notes: <div></div>	

FIFTH FAVORED ENEMY	
Type (Sub type): _____	
Skill Bonus <input type="text"/>	Attack/Damage Bonus <input type="text"/>
Total Skill Bonus Bluff _____ Knowledge _____ Perception _____ Sense Motive _____ Survival _____	
Notes: <div></div>	

SIXTH FAVORED ENEMY	
Type (Sub type): _____	
Skill Bonus <input type="text"/>	Attack/Damage Bonus <input type="text"/>
Total Skill Bonus Bluff _____ Knowledge _____ Perception _____ Sense Motive _____ Survival _____	
Notes: <div></div>	

FAVORED TERRAINS

FIRST FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="text"/>	Initiative Bonus <input type="text"/>
Total Skill Bonus Know. (Geog) _____ Perception _____ Stealth _____ Survival _____	
Notes: <div></div>	

SECOND FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="text"/>	Initiative Bonus <input type="text"/>
Total Skill Bonus Know. (Geog) _____ Perception _____ Stealth _____ Survival _____	
Notes: <div></div>	

THIRD FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="text"/>	Initiative Bonus <input type="text"/>
Total Skill Bonus Know. (Geog) _____ Perception _____ Stealth _____ Survival _____	
Notes: <div></div>	

FOURTH FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="text"/>	Initiative Bonus <input type="text"/>
Total Skill Bonus Know. (Geog) _____ Perception _____ Stealth _____ Survival _____	
Notes: <div></div>	

FIFTH FAVORED TERRAIN	
Terrain: _____	
Skill Bonus <input type="text"/>	Initiative Bonus <input type="text"/>
Total Skill Bonus Know. (Geog) _____ Perception _____ Stealth _____ Survival _____	
Notes: <div></div>	

STEALTH ATTACK *	MOVEMENT BONUS **
NATURE'S HEALING ** <div> Heal Skill Bonus <input type="text"/> Additional Damage Healed <input type="text"/> </div>	

* When against a Favored Enemy or in a Favored Terrain
 ** When in a Favored Terrain

PREPARED SPELLS TRACKING SHEET

Use this tracking sheet to record your prepared spells. Simply record the spell level (1st, 2nd, and so forth); the number of times per day you can cast spells of that level; and the spell DC for that level. Then list the spells you typically prepare. On each new adventuring day, put an X in the Prepared box for each spell you prepare (or use numbers or tick marks if you decide to prepare a given spell more than once). Next, jot down any notes about individual spells (effects, duration, damage, range, targets, etc). Then, mark off each spell in the Cast box after you've cast it.

Spell Level		Spells per Day		Spell DC	
Prepared	Spell Name	Notes		Cast	
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>

Spell Level		Spells per Day		Spell DC	
Prepared	Spell Name	Notes		Cast	
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>
<input type="checkbox"/>					<input type="checkbox"/>

Monster _____

Type _____

Size _____ Space _____ Reach _____

Speed _____

ATTRIBUTES

	SCORE	MOD.		SCORE	MOD.
STR	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MOD.	+	MOD.
Fort	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Reflex	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Will	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

AC Touch Flat

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

HIT POINTS

COMBAT

INIT	BAB	TOTAL	BAB	STR MOD	SIZE MOD	MISC. MOD		
<input type="text"/>	<input type="text"/>	CMB <input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
		TOTAL	BAB	STR MOD	DEX MOD	SIZE MOD	+10	
		CMD <input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

ATTACKS / DAMAGE

SPECIAL QUALITIES, ABILITIES, NOTES

Monster _____

Type _____

Size _____ Space _____ Reach _____

Speed _____

ATTRIBUTES

	SCORE	MOD.		SCORE	MOD.
STR	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MOD.	+	MOD.
Fort	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Reflex	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Will	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

AC Touch Flat

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

HIT POINTS

COMBAT

INIT	BAB	TOTAL	BAB	STR MOD	SIZE MOD	MISC. MOD		
<input type="text"/>	<input type="text"/>	CMB <input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
		TOTAL	BAB	STR MOD	DEX MOD	SIZE MOD	+10	
		CMD <input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

ATTACKS / DAMAGE

SPECIAL QUALITIES, ABILITIES, NOTES

Wild Shape

Type	Size
------	------

Hit Points	WOUNDS / CURRENT HP
-------------------	---------------------

Space	Reach	
<p>  The space is defined by the physical environment, including the layout of the room, the placement of furniture, and the lighting. </p>	<p>  The reach is determined by the range of motion of the participants, the distance between them, and the volume of the room. </p>	<p>  The space and reach are both important factors in determining the quality of the interaction. </p>

Speed	BASE SPEED	SWIM

FLY	MANEUVERABILITY	CLIMB	BURROW
-----	-----------------	-------	--------

ATTRIBUTES

	SCORE	MOD.	MISC.
STR			
DEX			
CON			

SAVING THROWS

	TOTAL		BASE SAVE	ABILITY MOD.	MAGIC MOD.	MISC. MOD.	TEMP. MOD.				
Fort	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Reflex	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

COMBAT

	TOTAL	DEX MOD.	MISC. MOD.	MISC. MOD.	MISC.
Initiative					

ARMOR CLASS

TOTAL		ARMOR BONUS	DEX MOD.	SIZE MOD.	NATURAL ARMOR	DEFL. MOD.	MISC. MOD.
<div></div> = 10 +		<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Touch	<div></div>	Flat-Footed		<div></div>	MISC.		

BASE ATTACK BONUS		DAMAGE REDUCTION / RESISTANCES
--------------------------	--	--------------------------------

	TOTAL		BAB		STR MOD		SIZE MOD		MISC. MOD
CMB		=		+		+		+	

	TOTAL		BAB		STR MOD		DEX MOD		SIZE MOD
CMD	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

ATTACKS / DAMAGE

SKILLS

* Trained Only

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC MOD.
<input type="checkbox"/> Acrobatics	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Climb	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Disable Device*	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Escape Artist	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Fly	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Ride	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Sleight of Hand*	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Stealth	_____	_____	_____	_____
<input type="checkbox"/> Swim	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

SPECIAL QUALITIES & ABILITIES

NOTES

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Sometimes, unlikely heroes emerge from strange places: dragons' dens, murky swamps, magical forges, and the realms of Shadow.



The *Advanced Races Compendium* is a full-color, deluxe hardcover that gives you everything you need to play a monstrous, planar, undead, or underworld adventurer in the *Pathfinder Roleplaying Game*. Its pages are packed with PC racial feats, traits, spells, bloodlines, gear, magic items, archetypes and more for:

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- Darakhul
- Derro
- Dragonkin
- Drow
- Gearforged
- Gnoll
- Lamia
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- Minotaur
- Kobold
- Ravenfolk
- Shadow Fey
- Tiefling
- Tosculi
- Trollkin
- Werelion

**KOBOLD
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MIDGARD™

CAMPAIGN SETTING

BY WOLFGANG BAUR AND RICHARD GREEN

MIDGARD™

PLAYER'S GUIDE

EDITED BY AMANDA HAMON KUNZ

KOBOLD
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A dark fantasy illustration featuring a wizard in a purple robe and a bear-like warrior in a tan tunic. The wizard holds a glowing staff, and the bear-like warrior stands beside him. They are in a dark, twisted forest with gnarled trees and a dim, blue and purple light. The title 'MIDGARD' is written in a large, stylized, red and orange font with a yellow outline, positioned in the lower center of the image.

MIDGARD

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Enter the world of **Midgard**: a dark fantasy RPG setting inspired by the myths and folklore of Eastern and Central Europe. Here, you'll find ghostly knights and demon-cursed princes, mighty dwarven cantons and the deadly labyrinths of Zobeck's kobold ghetto...

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