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Battle Scion



New Paths Compendium

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ften referred to as 'arcane paladins', battle scions are highly trained, uniquely dedicated, and supremely disciplined. Primarily warriors, 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 through magic. Almost single-minded in 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 amounts of time locked in magical study and research in order to master a handful of spells and other arcane abilities which 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 (140 gp average)

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): The battle scion can unleash a single blast of arcane force targeting a foe within 60 feet as a ranged touch attack. The force blast deals 2d4 points of damage at 1st level plus an additional 1d4 points of 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 increases 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 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, Weapon Specialization etc.).

The battle scion may choose a fighter-only feat whenever he can normally choose a new feat. He must meet all other prerequisites the feat might have.

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 in the Spells per Day column.

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 other battle scion's spellbook to his own (see Chapter 9: Magic in the *Pathfinder RPG*).

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. At 5th level, this dweomer grants the weapon 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 RPG 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 dweomered again. The dweomer imparts no bonuses 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, a battle scion 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 may choose a metamagic feat or a combat feat. The battle scion 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 battle scion is not limited to metamagic or combat feats when choosing those feats.

SPELL TACTICIAN (SU): Beginning at 7th level, a battle scion learns how to use spells more effectively in combat. The bonus to concentration checks a battle



Table1: Battle Scion

Level	Base Attack	Fort	Ref	Will	Special	Spe	ells per	Day		
	Bonus	onus Save Save			0	1st	2nd	3rd	4th	
1st	+1	+2	+0	+2	Force blast 2d4	-	-	-	-	-
2nd	+2	+3	+0	+3	Arcane Aura	_	_	-	-	-
3rd	+3	+3	+1	+3	Combat Casting	_	-	-	-	-/
4th	+4	+4	+1	+4	Fighter training, force blast 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, Force blast 4d4	4	1	0	—	-
8th	+8/+3	+6	+2	+6	Armor Training		1	1	1	-
9th	+9/+4	+6	+3	+6	Spell tactician		2	1	-	_
10th	+10/+5	+7	+3	+7	Bonus feat, force blast 5d4	4	2	1	0	-
11th	+11/+6/+1	+7	+3	+7	Spell tactician	4	2	1	1	-
12th	+12/+7/+2	+8	+4	+8		4	2	2	1	121
13th	+13/+8/+3	+8	+4	+8	Force blast 6d4, spell tactician	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	Force blast 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	2		
19th	+19/+14/+9/+4	+11	+6	+11	Force blast 8d4 4 4 3 3		3	2		
20th	+20/+15/+10/+5	+12	+6	+12	Master scion	4	4	4	3	3

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 a 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 one 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 may use this ability once per day at 13th level and one additional time per day for every two battle scion levels beyond 13th. **ARMOR TRAINING (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, 15th, and 18th), these bonuses increase by +1 each time, 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): Beginning 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.







nyone who has ever ventured into a forest undoubtedly has come under the scrutiny of an elven archer. Masters of stealth, elven archers are adept at assessing threats to their woodland homes—and at using deadly marksmanship, when necessary, to keep them safe. Elven archers similarly protect travelers who respect their forests' majesty; to those who abuse nature, though, elven archers quickly deal painful lessons.

Although elven archers respect and safeguard nature, they leave veneration of it to druids and rangers. Instead, they honor the forest-bound spirits of their ancestors and elven-archer forebears by communing with them each morning. This communion grants elven archers access to divine spells; in turn, elven archers use their abilities to protect their homelands.

To elven archers, protecting their homes is more complicated than guarding them from intruders. Indeed, elven archers often can be found far from their ancestral lands, hunting specific foes or skirmishing with evil races to temper their destructive powers.

ROLE: Elven archers are adept at quickly dealing with single foes. They have mastered some ranger skills and, if necessary, can fill that role in a group. Elven archers excel at hit-and-run tactics; they are skilled at briefly skirmishing with large groups, disappearing, and later returning strategically to strike again. In groups of lessstealthy characters, elven archers can defend weaker members, including arcane casters. In addition, elven archers' precise marksmanship skills provide excellent ranged support for melee fighters.

RACE: Elves or half-elves.

ALIGNMENT: Any, though an elven archer's alignment typically matches his home community's predominant alignment.

HIT DIE: d8

Class Skills

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

Skill RANKS PER LEVEL: 6 + Int modifier.

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

Class Features

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

WEAPON AND ARMOR PROFICIENCY: An elven archer is proficient with all simple and martial weapons, and with light armor and bucklers. **TRACK (Ex)**: An elven archer regularly stalks his prey through the forests. An elven archer adds half his level (minimum of 1) to Survival skill checks made to follow or identify tracks.

WILD EMPATHY (EX): An elven archer can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The elven archer rolls 1d20 and adds his elven archer 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 elven archer and the animal must be within 30 ft. of one another under normal visibility conditions. Influencing an animal in this way takes 1 min., but it may take more or less time under especially stressful or favorable conditions.

The elven archer also can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

BONUS ARCHER FEAT: An elven archer is a bow expert. At 2nd level, and every 3 levels thereafter, an elven archer receives a bonus feat in addition to those gained from normal advancement. The elven archer must meet all the prerequisites of the feat prior to selecting it. An elven archer may select these bonus feats from the below-listed combat feats with this class ability. For prerequisites, treat his elven archer level as his fighter level –3. For example, a 7th-level elven archer qualifies for Weapon Specialization because he treats his fighter level as 4th.

An elven 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, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus, and Weapon Specialization. An elven archer must select a bow when selecting a feat that allows him to choose a weapon, such as Improved Critical or Weapon Focus.

PREFERRED TARGET (Ex): Much like a ranger, an elven archer becomes an expert at hunting a specific type of foe. At 3rd level, the elven archer selects a creature type (and subtype where appropriate) from the ranger favored enemies table. Against those creatures, he gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them.

The elven archer may make Knowledge skill checks untrained when attempting to identify these creatures. At 10th level, the bonus increases to +4, and at 17th level it increases to +6. (Unlike a ranger, an elven archer does not select an additional favored creature type at these levels.)



Table 2: Elven Archer

Level	Base Attack	Fort	Ref	Will	Special	Spel	ls per D	Day		
	Bonus	Save	Save	Save		1st	2nd	3rd	4th	
1st	+1	+2	+2	+0	Track, wild empathy	_	_	-	_	
2nd	+2	+3	+3	+0	Bonus feat	-	-		— 11	
3rd	+3	+3	+3	+1	Preferred target	-1	- 1	_	-	
4th	+4	+4	+4	+1	Precision +1d6	0	-	-	+ 1	
5th	+5	+4	+4	+1	Bonus feat	0	—	—	_	
6th	+6/+1	+5	+5	+2	Camouflage	1	—	-	_	
7th	+7/+2	+5	+5	+2	Lightfoot	1	0	-	_	
8th	+8/+3	+6	+6	+2	Bonus feat, swift tracker	1	0	-	-	
9th	+9/+4	+6	+6	+3	Enchant +1, precision +2d6	2	1	_	_	
10th	+10/+5	+7	+7	+3	Close combat shot	2	1	0	_	
11th	+11/+6/+1	+7	+7	+3	Bonus feat	2	1	0	—	
12th	+12/+7/+2	+8	+8	+4	Enchant +2	2	1	1	—	
13th	+13/+8/+3	+8	+8	+4	Take aim	3	2	1	0	
14th	+14/+9/+4	+9	+9	+4	Bonus feat, precision +3d6	3	2	1	0	
15th	+15/+10/+5	+9	+9	+5	Enchant +3	3	2	2	1	
16th	+16/+11/+6/+1	+10	+10	+5	Threatening shot	3	2	2	1	
17th	+17/+12/+7/+2	+10	+10	+5	Bonus feat	3	3	2	1	
18th	+18/+13/+8/+3	+11	+11	+6	Enchant +4 4		3	2	1	
19th	+19/+14/+9/+4	+11	+11	+6	Precision +4d6	4	3	3	2	
20th	+20/+15/+10/+5 +12 +12 +6 Bonus feat		Bonus feat	4	3	3	2			

PRECISION (Ex): Beginning at 4th level, an elven archer adds the indicated damage bonus to any shot he makes against a foe that is denied its Dexterity bonus to AC (whether the target already has a Dexterity bonus or not). This extra damage is 1d6 at 5th level. It only applies when the elven archer uses a bow while within 30 ft. of the target.

The extra damage increases by 1d6 every five elvenarcher levels thereafter.

At 16th level, when an elven archer gains the ability to flank with the bow, this damage also applies to shots against flanked targets.

An elven archer must see his target well enough to pick out a vital spot and must be able to reach such a spot. An elven archer cannot use precision while striking a creature with concealment.

SPELLS: Beginning at 4th level, an elven archer can call upon his ancestors and forebears, granting him the ability to cast a small number of divine spells, which are drawn from the elven archer's spell list.

To prepare or cast a spell, an elven archer must have a Wisdom score of 10 + the spell's level. The Difficulty Class for a saving throw against an elven archer's spell is 10 + the spell's level + the elven archer's Wisdom modifier.

Like other spellcasters, an elven archer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1: Elven Archer. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table 1: Elven Archer indicates that the elven archer gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

An elven archer must spend 1 hour per day in quiet meditation with his ancestors' spirits to regain his daily allotment of spells. An elven archer may prepare and cast any spell on the elven archer spell list (see page 20), provided that he can cast spells of that level. He must choose which spells to prepare during his daily meditation. Through 3rd level, an elven archer has no caster level. At 4th level and higher, his caster level is equal to his elven archer level -3.

- **CAMOUFLAGE (Ex)**: Beginning at 6th level, the elven archer may use the Stealth skill to hide in any natural environment, even if he does not have cover or concealment.
- LIGHTFOOT (EX): An elven archer spends his life in the woods, often far from home. Starting at 7th level, an elven archer may move through any sort of undergrowth (such as thorns, briars, overgrown areas, and similar terrain) at his normal speed without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him.

In addition, the elven archer leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if he so desires.

- **SWIFT TRACKER (EX)**: Beginning at 8th level, the elven archer 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 his normal speed while tracking.
- **ENCHANT (SU)**: Beginning at 9th level, the elven archer gains the ability to imbue arrows (no other weapons) with ambient, divine energy once per day. He must spend 15 min. communing with his ancestors' spirits to gain this ability; at the end of the ritual, he imbues up to 50 arrows with an enhancement of his choice.

At 9th level, he may imbue any ability up to a +1 enhancement. Every 3 levels thereafter, the bonus increases by +1.

The elven archer may spend these bonuses as he sees fit. For example, a 12th-level elven archer could enhance his arrows with a +2 bonus, or he could enhance them with a +1 bonus and the flaming ability. Once the abilities are set, they cannot be changed until the next day's ritual. Unlike when crafting magical weapons, the elven archer need not invest an initial +1 enhancement bonus before imbuing the arrows with special properties. For example, a 12th-level elven archer could imbue his arrows with *bane* and *flaming*.

These enchantments vanish at the end of each day.

CLOSE COMBAT SHOT (EX): Beginning at 10th level, an elven archer no longer provokes attacks of opportunity when making a ranged attack with his bow. When making other ranged attacks, such as throwing a dagger, an elven archer provokes as normal.

TAKE AIM (Ex): At 13th level, an elven archer may spend a full round to aim at a target. If the target remains stationary (moves no more than 5 ft.), he may

add half his class level to all ranged attacks he makes against that target within the next round.

THREATENING SHOT (Ex): Beginning at 16th level, the elven archer is so deadly with his bow that he may flank targets. He threatens an area at 10 ft. away, but not adjacent.

VARIANT ARCHERS

The elven archer class can be adapted quickly to create many variants. The easiest way to do so involves simply altering or removing the racial requirement and reflavoring the class accordingly. For example, swapping the "elf or half-elf" racial requirement for "orc or half-orc" allows the class to function exactly as-is, but with an entirely different flavor—perhaps as the orcish skirmisher. Adding flavor text that describes orcish skirmishers as among the most disciplined of the orc race—and that emphasizes their love of discreetly picking off foes in forests—effectively creates a new class with the same abilities as an elven archer.

Similarly, some slight tweaks to the class's abilities allow the class to be rebuilt as needed. Presented here are three such options: the halfling sling master, dwarven crossbowyer, and the mystic archer. In addition, two archetypes are presented to provide players with more options to tweak the class as needed. Feel free to use these classes as written or to use them as inspiration for alternate versions.

HALFLING SLING MASTER

Stalkers lurking among the trees of their woodland homes, halfling sling masters undergo extensive training with slings after showing great skill with the weapons from an early age. These brave warriors defend their homelands from invaders and marauders by using stealth and ambush tactics to great effect.

RACE: Halflings.

ALIGNMENT: Any, though a halfling sling master's alignment typically matches her home community's predominant alignment.

HIT DIE: d8

Class Skills

The halfling sling master's class skills are: Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (local), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

SKILL RANKS PER LEVEL: 6 + Int modifier.



Table 3: Halfling Sling Master

Level	Base Attack	Fort	Ref	Will	l Special	Spell	s per I	Day	
6.90	Bonus	Save	Save	Save		1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Stealth master, superior slinging	—	_	—	_
2nd	+2	+3	+3	+0	Bonus feat	—	—	_	_
3rd	+3	+3	+3	+1	Preferred target	-	-	£ .,	—
4th	+4	+4	+4	+1	Precision +1d6	0		-2	-
5th	+5	+4	+4	+1	Sling trick	0	_		_
6th	+6/+1	+5	+5	+2	Camouflage	1	-	—	_
7th	+7/+2	+5	+5	+2	Lightfoot	1	0	_	-
8th	+8/+3	+6	+6	+2	Bonus feat, uperior stealth	1	0	_	—
9th	+9/+4	+6	+6	+3	Enchant +1, precision +2d6	2	1	-	-
10th	+10/+5	+7	+7	+3	Close combat shot	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Sling trick	2	1	0	-
12th	+12/+7/+2	+8	+8	+4	Enchant +2	2	1	1	-
13th	+13/+8/+3	+8	+8	+4	Take aim	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Bonus feat, precision +3d6	3	2	1	0
15th	+15/+10/+5	+9	+9	+5	Enchant +3	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Threatening shot	3	2	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Sling trick	3	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Enchant +4	4	3	2	1
19th	+19/+14/+9/+4	+11	+11	+6	Precision +4d6	4	3	3	2
20th	+20/+15/+10/+5	10/+5 +12 +12 +6 Bonus feat				4	3	3	2

Class Features

All of the following are class features of the halfling sling master.

- **WEAPON AND ARMOR PROFICIENCY**: A halfling sling master is proficient with all simple and martial weapons, and with light armor and bucklers.
- **STEALTH MASTER (Ex)**: A halfling sling master is adroit at using the Stealth skill. She can always take 10, even when threatened or being observed. She can move up to her normal speed while hiding and not incur any penalties (normally, moving at more than half but less than full speed incurs a –5 penalty). Finally, when using the sniping feature of the Stealth skill, her penalty is only –10 (rather than the usual –20).
- **SUPERIOR SLINGING (Ex)**: A halfling sling master can reload her sling as a free action, similar to the way an archer can nock an arrow. This ability counts as the Rapid Reload feat for the purposes of meeting prerequisites for other feats and prestige classes. In addition, only half the weight of the sling bullets she

carries counts towards her encumbrance total; she is adept at positioning her bullets in such a way that makes them easier to carry.

- **BONUS FEAT:** Halfling sling masters 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, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus, and Weapon Specialization. Halfling sling masters must select a sling when selecting a feat that allows them to choose a weapon, such as Improved Critical or Weapon Focus.
- **PREFERRED TARGET (Ex)**: Much like a ranger, a halfling sling master becomes an expert at hunting a specific type of foe. At 3rd level, the halfling sling master selects a creature type (and subtype where appropriate) from the ranger favored enemies table. Against those creatures, she gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them.

The halfling sling master may make Knowledge skill checks untrained when attempting to identify these creatures. At 10th level, the bonus increases to +4, and at 17th level it increases to +6. (Unlike a ranger, a halfling sling master does not select an additional favored creature type at these levels.)

PRECISION (Ex): Beginning at 4th level, a halfling sling master adds the indicated damage bonus to any shot she makes against a foe that is denied its Dexterity bonus to AC (whether the target already has a Dexterity bonus or not). This extra damage is 1d6 at 5th level. It applies only when the halfling sling master uses a sling while within 30 ft. of the target.

The extra damage increases by 1d6 every five halfling-sling-master levels thereafter.

At 16th level, when the halfling sling master gains the ability to flank with the sling, this damage also applies to shots against flanked targets.

The halfling sling master must be able to see the target well enough to pick out a vital spot, and she must be able to reach such a spot. A halfling sling master cannot use precision while striking a creature with concealment.

SPELLS: Beginning at 4th level, a halfling sling master can call upon her ancestors and forebears, granting her the ability to cast a small number of divine spells, which are drawn from the elven archer's spell list.

To prepare or cast a spell, a halfling sling master must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a halfling sling master's spell is 10 + the spell's level + the halfling sling master's Charisma modifier.

Like other spellcasters, a halfling sling master can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 2: Halfling Sling Master. In addition, she receives bonus spells per day if she had a high Charisma score. When Table 2: Halfling Sling Master indicates that the halfling sling master gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A halfling sling master must spend 1 hour per day in quiet meditation with her ancestors' spirits to regain her daily allotment of spells. A halfling sling master may prepare and cast any spell on the elven archer spell list (see page 20), provided that she can cast spells of that level. She must choose which spells to prepare during her daily meditation.

Through 3rd level, a halfling sling master has no caster level. At 4th level and higher, her caster level is equal to her halfling sling master level –3.

SLING TRICK (EX): At 5th level, and every 6 levels thereafter, the halfling sling master can select from

one of the tricks listed below. Once she makes this selection, it cannot be changed.

Bend It (*Ex*): As a standard action, the halfling sling master can clatter a sling bullet off a solid object, causing it to carom into a nearby foe. In this manner, she can strike a foe that has complete cover. She must be able to see the solid surface, and her target must be within 15 ft. of the spot she strikes. This attack takes a -2 penalty, and the target is treated as having concealment rather than cover (20% miss chance).

Blinding Blow (Ex): The halfling sling master can trade 1d6 points of precision damage to strike the foe in the eyes, causing it to gain the blinded condition for 1d2+1 rounds. The target must have functional eyes for this ability to work.

Deafening Strike (Ex): The halfling sling master can trade 1d6 points of precision damage to strike her foe's ears or temples, causing it to gain the deafened condition for 1d2+1 rounds. The target must have functional ears for this ability to work.

Opportunist (Ex): The halfling sling master must be 11th level or higher to select this ability. Once per round, the halfling sling master can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a halfling sling master with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Painful Shot (Ex): The halfling sling master with this ability is capable of causing great pain with her shots. Whenever she makes an attack with her sling that qualifies for precision damage, she can opt to forego the 2d6 points of precision damage and instead inflict a -2 penalty to the target's Strength. This penalty lasts for 1d3+1 rounds. The halfling sling master must have at least 2d6 points of precision damage to select this ability.

Stones from Above (Ex): Whenever the halfling sling master uses her sling while striking from higher ground, she gains a +2 bonus to the attack, rather than receiving no bonus. In addition, her racial bonus to the Climb skill increases to +4.

Surprising Strike (Ex): Once per encounter, the halfling sling master can catch a single foe off guard. The manner in doing so varies according to each encounter. For example, she may strike just as an ally also attacks; fire her sling in an unexpected direction; or briefly duck behind cover, causing the foe to temporarily lose sight of her. Whatever the method, for 1 round the chosen target loses its Dexterity bonus against the halfling sling master (whether or not the target has such a bonus), allowing the halfling sling master to gain her precision damage. If the target has uncanny dodge, treat the halfling



sling master as a rogue equal to her class level to determine whether she can overcome it.

Two For One (Ex): As a full-round action, the halfling sling master can fire her sling bullets in such a way as to cause them to ricochet off one target and strike another. The two targets must be adjacent to one another; she uses her highest attack bonus for both attacks, but each attack takes a -2 penalty due to the spin she must impart to create the ricochet effect.

CAMOUFLAGE (Ex): At 6th level, a halfling sling master may use the Stealth skill to hide in any natural environment, even if she does not have cover or concealment.

LIGHTFOOT (Ex): A halfling sling master spends her life in the forests, often far from home. Starting at 7th level, a halfling sling master may move through any sort of undergrowth (such as thorns, briars, overgrown areas, or similar terrain) at her normal speed without taking damage or suffering other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

In addition, the halfling sling master leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if she so desires.

SUPERIOR STEALTH (Ex): A halfling sling master uses stealth and trickery to her advantage in combat. Beginning at 8th level, her size bonus to Stealth checks doubles from +4 to +8; if her size changes from Small (such as through a reduce person spell) this bonus does not increase further. In addition, she takes only a -5 penalty while using the sniping feature of the Stealth skill, instead of the standard -20 penalty.

ENCHANT (SU): Beginning at 9th level, the halfling sling master gains the ability to imbue sling bullets (no other weapons) with ambient, divine energy once per day. She must spend 15 min. communing with her ancestors' spirits to gain this ability; at the end of the ritual, she imbues up to 50 sling bullets with an enhancement of her choice.

At 9th level, she may imbue any ability up to a +1 enhancement. Every 3 levels thereafter, the bonus increases by +1.

The halfling sling master may spend these bonuses as she sees fit. For example, a 12th-level halfling sling master could enhance her arrows with a +2 bonus, or she could enhance them with a +1 bonus and the flaming ability. Once the abilities are set, they cannot be changed until the next day's ritual. Unlike when crafting magical weapons, the halfling sling master need not invest an initial +1 enhancement bonus before imbuing the sling bullets with special properties. For example, a 12th-level halfling sling master could imbue her sling bullets with *bane* and *flaming*.

These enchantments vanish at the end of each day.

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- **CLOSE COMBAT SHOT (Ex):** Beginning at 10th level, the halfling sling master no longer provokes attacks of opportunity when making a ranged attack with her sling. When making other ranged attacks, such as throwing a dagger, she provokes as normal.
- **TAKE AIM (Ex)**: At 13th level, a halfling sling master may spend a full round to aim at a target. If the target remains stationary (moves no more than 5 ft.), she may add half her class level to all ranged attacks she makes against that target within the next round.
- **THREATENING SHOT (Ex)**: Beginning at 16th level, the halfling sling master is so deadly with her sling that she may flank targets. She threatens an area at 10 ft. away, but not adjacent.

DWARVEN CROSSBOWYER

Dwarven crossbowyers battle the vilest creatures often in underworld tunnels, far from their homes—in defense of their clans. Their great skills with crossbows make dwarven crossbowyers deadly hunters of the dark aberrations and depraved humanoids that otherwise would destroy everything the dwarves have built.

RACE: Dwarves.

ALIGNMENT: Any, though a dwarven crossbowyer's alignment typically matches his home community's predominant alignment.

HIT DIE: d8

Class Skills

The dwarven crossbowyer's class skills are: Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the dwarven crossbowyer.

- **WEAPON AND ARMOR PROFICIENCY**: A dwarven crossbowyer is proficient with all simple and martial weapons, with light and medium armor, and with bucklers.
- **ARMOR PIERCER (EX)**: A dwarven crossbowyer regularly defends his underground home from some of the most dangerous predators in the world. When using a crossbow (of any sort) a dwarven crossbowyer reduces the armor, shield, or natural armor bonus of

Table 4: Dwarven Crossbowyer

Level	Base Attack	Fort	Ref	Will	Special	Spell	s per D	ay	
	Bonus	Save	Save Save			1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Armor piercer, pack mule		_	-	-
2nd	+2	+3	+3	+0	Bonus feat	- 1	_	-	-
3rd	+3	+3	+3	+1	Preferred target	- 1	-	- 1	-17
4th	+4	+4	+4	+1	Precision +1d6 0				-
5th	+5	+4	+4	+1	Bonus feat	Bonus feat 0 –			_
6th	+6/+1	+5	+5	+2	Camouflage	1	-	-	_
7th	+7/+2	+5	+5	+2	Stone feet	1	0	-	_
8th	+8/+3	+6	+6	+2	Bonus feat, superior sight	1	0		
9th	+9/+4	+6	+6	+3	Enchant +1, precision +2d6		1	4	-
10th	+10/+5	+7	+7	+3	Close combat shot	2	1	0	-
11th	+11/+6/+1	+7	+7	+3	Bonus feat	2	1	0	-
12th	+12/+7/+2	+8	+8	+4	Enchant +2	2	1	1	121
13th	+13/+8/+3	+8	+8	+4	Take aim	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Bonus feat, precision +3d6	3	2	1	0
15th	+15/+10/+5	+9	+9	+5	Enchant +3	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Threatening shot	3	2	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Bonus feat	3	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Enchant +4	4	3	2	1
19th	+19/+14/+9/+4	+11	+11	+6	Precision +4d6	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat	4	3	3	2

his target by 1. This ability cannot reduce the target's modifier below 0. For every 4 additional class levels, a dwarven crossbowyer can reduce the armor, shield, or natural armor bonus of his target by an additional –1. (For example, –2 to armor, shield, or natural armor at 5th level, –3 at 9th level, and so on.)

A dwarven crossbowyer can apply this penalty to multiple aspects of the target's AC. For example, if a 9th-level dwarven crossbowyer attacks a creature with a +1 armor bonus and a +2 natural armor bonus, he can negate both bonuses completely.

In order to use this ability, the dwarven crossbowyer must be within 60 ft. of the target creature.

PACK MULE (Ex): Early in his career, a dwarven crossbowyer learns to better bear the burden of the gear and equipment he needs during long excursions away from home. He gains a +2 bonus to his Strength score for the purposes of determining carrying capacity. At 10th level, this bonus increases to +4.

In addition, even when bearing a large load or burdened by weighty armor, the dwarven crossbowyer fares better than others. At 1st level, he reduces his armor-check penalty by 1 when the penalty is caused by armor or by carrying a medium or heavy load. This ability never reduces the armor-check penalty below 0. At 5th level and every 5 levels thereafter, the reduction increases by a further +1 (+2 at 5th level, +3 at 10th, and so on).

BONUS FEAT: A dwarven crossbowyer is a crossbow expert. At 2nd level, and every 3 levels thereafter, a dwarven crossbowyer receives a bonus feat in addition to those gained from normal advancement. The dwarven crossbowyer must meet all the prerequisites of the feat prior to selecting it. A dwarven crossbowyer may select these bonus feats from the below-listed combat feats with this class ability. For prerequisites, treat his dwarven crossbowyer level as his fighter level –3. For example, a 7th-level dwarven crossbowyer qualifies for Weapon Specialization because he treats his fighter level as 4th.

A dwarven crossbowyer 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,



Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Shot on the Run, Weapon Focus, and Weapon Specialization. A dwarven crossbowyer must select a crossbow when selecting a feat that allows them to choose a weapon, such as Improved Critical or Weapon Focus.

PREFERRED ENVIRONMENT (Ex): When underground or in a structure made primarily from stone, a dwarven crossbowyer feels at home. He gains a +2 bonus on Acrobatics, Climb, Knowledge (dungeoneering), Perception, and Survival checks. He also gains a +2 bonus on weapon attack and damage rolls. A dwarven crossbowyer may make Knowledge (dungeoneering) skill checks untrained. At 10th level, the bonus increases to +4, and at 17th level it increases to +6.

PRECISION (Ex): Beginning at 4th level, a dwarven crossbowyer adds the indicated damage bonus to any shot he makes against a foe that is denied Dexterity to AC (whether the target already has a Dexterity bonus or not). This extra damage is 1d6 at 5th level. It only applies when a dwarven crossbowyer uses a crossbow while within 30 ft. of the target.

The extra damage increases by 1d6 every five dwarven-crossbowyer levels thereafter.

At 16th level, when a dwarven crossbowyer gains the ability to flank with the crossbow, this damage also applies to shots against flanked targets.

The dwarven crossbowyer must be able to see the target well enough to pick out a vital spot, and he must be able to reach such a spot. A dwarven crossbowyer cannot use precision while striking a creature with concealment.

SPELLS: Beginning at 4th level, a dwarven crossbowyer can call upon his ancestors and forebears, granting him the ability to cast a small number of divine spells, which are drawn from the elven archer's spell list (see page 20).

To prepare or cast a spell, a dwarven crossbowyer must have a Wisdom score of 10 + the spell's level. The Difficulty Class for a saving throw against a dwarven crossbowyer's spell is 10 + the spell's level + the dwarven crossbowyer's Wisdom modifier.

Like other spellcasters, a dwarven crossbowyer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3: Dwarven Crossbowyer. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table 3: Dwarven Crossbowyer indicates that the dwarven crossbowyer gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A dwarven crossbowyer must spend 1 hour per day in quiet meditation with his ancestors' spirits to regain his daily allotment of spells. A dwarven crossbowyer

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may prepare and cast any spell on the elven archer spell list, provided that he can cast spells of that level. He must choose which spells to prepare during his daily meditation.

Through 3rd level, a dwarven crossbowyer has no caster level. At 4th level and higher, his caster level is equal to his dwarven crossbowyer level -3.

CAMOUFLAGE (EX): At 6th level, a dwarven crossbowyer may use the Stealth skill to hide in any stone environment—including within structures made primarily of stone—even if he does not have cover or concealment.

STONE FEET (EX): A dwarven crossbowyer spends his life underground crawling through stone tunnels. While traveling through natural stone environments, a dwarven crossbowyer does not suffer any armor-check penalty or encumbrance penalty to the Stealth skill. In addition, a dwarven crossbowyer cannot be tracked through such an environment unless he explicitly decides to leave a trail.

SUPERIOR SIGHT (Ex): Beginning at 8th level, a dwarven crossbowyer's darkvision range increases by an additional 30 ft.

ENCHANT (SU): Beginning at 9th level, a dwarven crossbowyer gains the ability to imbue crossbow bolts (no other weapons) with ambient, divine energy once per day. He must spend 15 min. communing with his ancestors' spirits to gain this ability; at the end of the ritual, he imbues up to 50 bolts with an enhancement of his choice.

At 9th level, he may imbue any ability up to a +1 enhancement. Every 3 levels thereafter, the bonus increases by +1.

The dwarven crossbowyer may spend these bonuses as he sees fit. For example, a 12th-level dwarven crossbowyer could enhance his bolts with a +2 bonus, or he could enhance them with a +1 bonus and the flaming ability. Once the abilities are set, they cannot be changed until the next day's ritual. Unlike when crafting magical weapons, the dwarven crossbowyer need not invest an initial +1 enhancement bonus before imbuing the bolts with special properties. For example, a 12th-level dwarven crossbowyer could imbue his bolts with *bane* and *flaming*.

These enchantments vanish at the end of each day. CLOSE COMBAT SHOT (Ex): Beginning at 10th level,

a dwarven crossbowyer no longer provokes attacks of opportunity when making a ranged attack with his crossbow. When making other ranged attacks, such as throwing a dagger, a dwarven crossbowyer provokes as normal.

TAKE AIM (Ex): At 13th level, a dwarven crossbowyer may spend a full round to aim at a target. If the target remains stationary (moves no more than 5 ft.), he may



add half his class level to all ranged attacks he makes against that target within the next round.

THREATENING SHOT (Ex): Beginning at 16th level, the dwarven crossbowyer is so deadly with his crossbow that he may flank targets. He threatens an area at 10 ft. away, but not adjacent.

MYSTIC ARCHER

Natives of the deep jungle, mystic archers have strong connections with nature and spirits—and these connections that grant them strange powers. The spirits guide and aid mystic archers in their hunts; they grant these mysterious combatants protection and great prowess with bows.

RACE: Any.

ALIGNMENT: Any, though a mystic archer's alignment typically matches her home community's predominant alignment.

HIT DIE: d8

Class Skills

The mystic archer's class skills are: Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

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, and with light armor and bucklers.

TRACK (Ex): A mystic archer regularly stalks her prey through the jungles. A mystic archer adds half her level (minimum 1) to Survival skill checks made to follow or identify tracks.

WILD EMPATHY (Ex): A mystic archer can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. A mystic archer rolls 1d20 and adds her mystic archer level and her 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 mystic archer and the animal must be within 30 ft. of one another under normal visibility conditions. Influencing an animal in this way takes 1 min., but it might take more or less time under especially stressful or favorable conditions. A mystic archer also can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

BONUS FEAT: A mystic archer is a bow expert. At 2nd level, and every 6 levels thereafter, the mystic archer receives a bonus feat in addition to those gained from normal advancement. The mystic archer must meet all the prerequisites of the feat prior to selecting it. A mystic archer may select these bonus feats from the below-listed combat feats with this class ability. For prerequisites, treat her mystic archer level as her fighter level –3. For example, a 7th-level mystic archer qualifies for Weapon Specialization because she treats her fighter level as 4th.

A mystic 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, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus, and Weapon Specialization. A mystic archer must select a bow when selecting a feat that allows her to choose a weapon, such as Improved Critical or Weapon Focus.

PREFERRED TARGET (Ex): Much like a ranger, a mystic archer becomes an expert at hunting a specific type of foe. At 3rd level, the mystic archer selects a creature type (and subtype where appropriate) from





the ranger's favored enemies table. Against those creatures, she gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them.

The mystic archer may make Knowledge skill checks untrained when attempting to identify these creatures. At 10th level, the bonus increases to +4, and at 17th level it increases to +6. (Unlike a ranger, a mystic archer does not select an additional favored creature type at these levels.)

PRECISION (Ex): Beginning at 4th level, a mystic archer adds the indicated damage bonus to any shot she makes against a foe that is denied Dexterity to AC (whether the target already has a Dexterity bonus or not). This extra damage is 1d6 at 5th level. It only applies when the mystic archer uses a bow while within 30 feet of the target.

The extra damage increases by 1d6 every five mystic archer levels thereafter.

At 16th level, when the mystic archer gains the ability to flank with the bow, this damage also applies to shots against flanked targets.

The mystic archer must be able to see the target well enough to pick out a vital spot, and she must be able to reach such a spot. A mystic archer cannot use precision while striking a creature with concealment.

SPELLS: Beginning at 4th level, a mystic archer can call upon her ancestors and forebears, granting her the ability to cast a small number of divine spells, which are drawn from the elven archer's spell list (see page 20).

To prepare or cast a spell, a mystic archer must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a mystic archer's spell is 10 + the spell's level + the mystic archer's Charisma modifier.

Like other spellcasters, 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 4: Mystic Archer. In addition, she receives bonus spells per day if she has a high Charisma score. When Table 4: Mystic Archer indicates that the mystic archer gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A mystic archer must spend 1 hour per day in quiet meditation with the spirits to regain her daily allotment of spells. A mystic archer may prepare and cast any spell on the elven archer spell list, provided that she can cast spells of that level. She must choose which spells to prepare during her daily meditation.

Through 3rd level, a mystic archer has no caster level. At 4th level and higher, her caster level is equal to her mystic archer level –3.

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MYSTIC LORE: At 5th level, and again at 11th and 17th, the mystic archer may select one of the following mystic lore abilities. Once she makes her choice, it cannot be changed.

Ally of the Jungle (Sp): The mystic archer calls upon the jungle itself to aid her in her fight. The undergrowth and vines nearby grasp at her foe, with the same effect as an entangle spell. She can use this ability once per day for every four class levels she has.

Archer's Luck (Ex): The spirits grant the mystic archer good fortune. A number of times per day equal to her Charisma bonus (minimum 1), she may reroll any d20 roll made. She must choose to use this ability before learning the outcome of the die roll, and she must accept the results of the reroll, even if it's worse than the original die roll.

Arrow Transport (Su): The mystic archer must be at least 11th level to select this ability. As a standard action, she may fire an arrow at any object (including the ground) within 20 ft. per class level. As soon as the arrow strikes, her guiding spirits immediately whisk her through the ethereal plane, *teleporting* her to where the arrow lands. Some who have faced mystic archers and survived say she actually rides on her arrow as it travels through the air. The mystic archer may use this ability a number of times per day equal to her Charisma bonus (minimum 1).

Not There (Su): As an immediate action, the mystic archer can cause her form to blur and shift. An attacker who just successfully struck her in combat must roll as though the mystic archer had concealment (20% miss chance). She can use this ability a number of times per day equal to her Charisma modifier (minimum 1).

Splitting Arrow (Su): As a standard action, the mystic archer fires a single arrow and calls upon the spirits, causing it to split and strike two foes. The two targets must be no more than 20 ft. apart. She makes a single attack roll, with a -2 penalty, and compares that against each target's AC. If either shot is successful, that target takes half of the shot's damage. This includes bonus damage from precision, as well as from weapon properties such as flaming.

- **CAMOUFLAGE (EX):** At 6th level, the mystic archer may use the Stealth skill to hide in any jungle environment, even if she does not have cover or concealment.
- LIGHTFOOT (Ex): A mystic archer spends her life in the jungle. Starting at 7th level, a mystic archer may move through any sort of undergrowth (such as thorns, briars, overgrown areas, and similar terrain) at her normal speed without taking damage or suffering any impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

In addition, the mystic archer leaves no trail in



Table 5: Mystic Archer

Level Base Attack		Fort	Ref	Will	Special	Spell	s per D	ay	
	Bonus	onus Save Save Save		1st	2nd	3rd	4th		
1st	+1	+2	+2	+0	Track, wild empathy	— - I	_		-
2nd	+2	+3	+3	+0	Bonus feat	-	—	-	-
3rd	+3	+3	+3	+1	Preferred target —			-	5-1
4th	+4	+4	+4	+1	Precision +1d6 0		-	-	
5th	+5	+4	+4	+1	Mystic lore	Mystic lore 0 —			_
6th	+6/+1	+5	+5	+2	Camouflage	1	_	-	_
7th	+7/+2	+5	+5	+2	Lightfoot	1	0	—	_
8th	+8/+3	+6	+6	+2	Bonus feat, swift tracker	1	0	-	_
9th	+9/+4	+6	+6	+3	Enchant +1, precision +2d6	2	1	_	_
10th	+10/+5	+7	+7	+3	Close combat shot	2	1	0	_
11th	+11/+6/+1	+7	+7	+3	Mystic lore	2	1	0	_
12th	+12/+7/+2	+8	+8	+4	Enchant +2	2	1	1	-
13th	+13/+8/+3	+8	+8	+4	Take aim	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Bonus feat, precision +3d6	3	2	1	0
15th	+15/+10/+5	+9	+9	+5	Enchant +3	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Threatening shot	3	2	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Mystic lore	3	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Enchant +4	4	3	2	1
19th	+19/+14/+9/+4	+11	+11	+6	Precision +4d6 4 3 3		3	2	
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat	4	3	3	2

natural surroundings and cannot be tracked. She may choose to leave a trail if she so desires.

- **SWIFT TRACKER (Ex):** Beginning at 8th level, the mystic archer can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice her normal speed while tracking.
- **ENCHANT (SU):** Beginning at 9th level, the mystic archer gains the ability to imbue arrows (no other weapons) with ambient, divine energy once per day. She must spend 15 min. communing with her ancestors' spirits to gain this ability; at the end of the ritual, she imbues up to 50 arrows with an enhancement of her choice.

At 9th level, she may imbue any ability up to a +1 enhancement. Every 3 levels thereafter, the bonus increases by +1.

The mystic archer may spend these bonuses as she sees fit. For example, a 12th level mystic archer could enhance her arrows with a +2 bonus, or she could enhance them with a +1 bonus and the flaming ability. Once the abilities are set, they cannot be changed until the next day's ritual. Unlike when crafting magical weapons, the mystic archer need not invest an initial +1 enhancement bonus before imbuing the arrows with special properties. For example, a 12th-level mystic archer could imbue her arrows with *bane* and *flaming*.

- These enchantments vanish at the end of each day. **CLOSE COMBAT SHOT (EX):** Beginning at 10th level, the mystic archer no longer provokes attacks of opportunity when making a ranged attack with her bow. When making other ranged attacks, such as throwing a dagger, she provokes as normal.
- **TAKE AIM (Ex):** At 13th level, a mystic archer may spend a full round to aim at a target. If the target remains stationary (moves no more than 5 ft.), she may add half her class level to all ranged attacks she makes against that target within the next round.
- **THREATENING SHOT (Ex):** Beginning at 16th level, the mystic archer is so deadly with her bow that she may flank targets. She threatens an area at 10 ft. away, but not adjacent.



Elven Archer Spell List

The full elven archer spell list is presented here. Spell names that appear in italics are detailed in the Spells chapter.

Spells with a superscript ^{APG} can be found in the *Pathfinder Roleplaying Game Advanced Player's Guide*. Spells with a superscript ^{UC} are found in the *Pathfinder Roleplaying Game Ultimate Combat*. Spells with a superscript ^{UM} are found in the *Pathfinder Roleplaying Game Ultimate Magic*. Spells with a superscript ^{ARG} are

1st Level Spells

Abundant Ammunition^{UC} Air Bubble^{UC} Alarm Animal Messenger Ant HaulAPG Anticipate Peril^{UM} Aspect of the Falcon^{APG} BlendARG **Bowstaff**^{UC} Call Animal^{APG} Calm Animals Cloak of ShadeAPG Commune with Birds^{ARG} Compel Hostility^{UC} **Conjure Energy Arrows** Dancing Lantern^{APG} **Delay** Poison Detect Aberration^{APG} Detect Poison Detect Snares and Pits Diagnose Disease^{UM} **Endure Elements** Entangle Feather Step^{APG} GlideAPG Gravity Bow^{APG} Heartstrike Hide from Animals Horn of Pursuit^{UM} Hunter's Howlapg Ironbeard^{ARG} Jump Keen Senses^{APG} Know the Enemy^{UM} Lead Blades^{APG} Liberating Command^{UC}

LinebreakerARG Longshot^{UC} Longstrider Magic Fang Marid's MasteryARG Negate AromaAPG Pass without Trace Point the Way Read Magic Residual Tracking^{APG} Resist Energy Returning Weapon^{UC} Savage MawARG Shed the Rain Slice the Air Speak with Animals Strong Winds^{ARG} Summon Minor Ally^{UM} Summon Nature's Ally I Sun Metal^{UC} Tireless Pursuit^{APG} Urban GraceARG Wartrain Mount^{UM} Webbed Arrow Whispering Lore^{ARG} Winter FeathersARG

2nd Level Spells

Accelerate Poison^{APG} Acute Senses^{UM} Allfood^{APG} Animal Aspect^{UC} Ant Haul, Communal^{UC} Arrow Erruption^{APG} Aspect of the Bear^{APG} Badger's Ferocity^{UM} Barkskin Bear's Endurance found in the *Pathfinder Roleplaying Game Advanced Race Guide*.

All other spells listed here can be found in the *Pathfinder Roleplaying Game Core Rulebook*. At the GM's discretion, ranger spells from other sources may be added to the elven archer spell list.

When using elven archer varient classes, a GM might allow spells which specify "arrow" to also apply to bolts, bullets, etc.

Blood Scent^{ARG} BloodhoundAPG Brow Gasher^{UC} Campfire Wall^{APG} Cat's Grace Chameleon Strike^{APG} Create Treasure Map^{APG} Cure Light Wounds Delay DiseaseARG Eagle EyeAPG Effortless Armor^{UC} Endure Elements, Communal^{UC} Escaping Ward^{ARG} Forest Friend^{UC} **Ghostly Arrow** Groundswell^{ARG} Guiding Star^{APG} Hide Campsite^{APG} Hold Animal Hunter's EyeAPG Hunter's Intuition Improve TrapARG Inflict Doom Locate Weakness^{UC} Lockjaw^{APG} Owl's Wisdom Perceive CuesAPG Protection from Energy Protective Spirit^{APG} Reloading Hands^{UC} Returning Weapon, Communal^{UC} Ricochet Shot^{UC} Seeker's Arrow SlipstreamAPG Snare

Speak with Plants Spike Growth Stone Call^{APG} Summon Nature's Ally II *Thunder Arrow* Versatile Weapon^{APG} Web Shelter^{UM} *Wind Arrow* Wilderness Soldiers^{UC} Wind Wall

3rd Level Spells

Animal Aspect, Greater^{UC} Aspect of the Stag^{APG} Avenge the Pain Battle TranceARG Blessing of the Mole^{UM} Blood Spoor Bloody Claws^{APG} Burrow^{UM} Burst of Speed^{UC} **Command Plants** Companion Mind Link^{UC} Cure Moderate Wounds Darkvision Delay Poison, Communal^{UC} **Diminish Plants** Feather Step, Mass^{APG} Fickle Winds^{UM} Instant EnemyAPG Life Bubble^{APG} Magic Fang, Greater Mercurial Arrow Neutralize Poison Named Bullet^{UC} Plant Growth Protection from Energy, Communal^{UC}

Reduce Animal Remove Disease Repel Vermin Resist Energy, Communal^{UC} *Share Insight* Strong Jaw^{APG} Summon Nature's Ally III Tree Shape Tireless Pursuers^{APG} Venomous Bolt^{APG} Ward of the Season^{ARG} Water Walk

4th Level Spells

Animal Growth Arrow of the Animal Spirit Aspect of the Wolf^{APG} Blessing of the Salamander^{APG} Bow Spirit^{APG} Cloud Shape^{ARG} Commune with Nature Cure Serious Wounds

Darkvision, Communal^{UC} Darkvision, Greater^{UM} Find Quarry^{UC} Fireburst Fly True Freedom of Movement Grove of RespiteAPG Hunter's Shot Named Bullet, Greater^{UC} Nondetection Raise Animal Companion^{UM} Sickening Strikes^{ARG} Summon Nature's Ally IV Terrain Bond^{UC} Tree Strike Water Walk, Communal^{UC}

New Druid Spells 2nd Level Spells

Conjure Energy Arrows Heartstrike Point the Way Shed the Rain Slice the Air Webbed Arrow

3rd Level Spells

Ghostly Arrow Hunter's Intuition Inflict Doom Seeker's Arrow Thunder Arrow Wind Arrow

4th Level Spells

Avenge the Pain Blood Spoor Mercurial Arrow Share Insight

5th Level Spells

Arrow of the Animal Spirit Fireburst Fly True Hunter's Shot

Classes

New Ranger Spells 2nd Level Spells

Conjure Energy Arrows Heartstrike Point the Way Shed the Rain Slice the Air Webbed Arrow

3rd Level Spells

Ghostly Arrow Hunter's Intuition Inflict Doom Seeker's Arrow Thunder Arrow Wind Arrow

4th Level Spells

Avenge the Pain Blood Spoor Mercurial Arrow Share Insight









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alespinners and raconteurs, savants embody the legendary tales they tell. The story of a rampaging barbarian turns a savant into the wildest of warriors, while an anecdote about a great wizard unlocks arcane secrets in the savant's mind. His passion for knowledge and flare for the dramatic allow him to embody the powers that make legends legendary–at least temporarily.

Some believe a savant's power comes as a gift from the gods of theatre and poetry. Others suggest that they arise through esoteric insight into the nature of heroism, with heroic exemplars and personal flexibility standing in for arcane tomes. Others still believe that savants tap into the rhythms of energy that create magic, their heartbeats acting as spoken incantations, their blood flow as the subtle movements that unlock spells. As the question of the origins of a savant's power mostly gets debated between savants, the truth may remain forever buried beneath conjecture and hyperbole. All anyone knows is that savants have a knack for adventure.

Fantasy roleplaying games have included jack-ofall-trade classes since the hobby's inception. The bard, ranger, and more recently the magus all fill multiple tactical roles in the Pathfinder Roleplaying Game, but attached to each is a specific theme-artisan adventurer, rugged combatant, and arcane warrior, respectively. The savant is a jack-of-all-trades mechanically and thematically. Players who enjoy building characters as much as playing them will find the savant a perfect fit. A savant adopts personas through knacks, little bits of adventurer knowhow, customizing their role to fit the needs of any given situation. Eventually, a savant can summon an avatar of legend, a character of the savant's imagination and under the savant's control.

ROLE: A savant is always a parable away from whatever role the party needs filled. The tale of Mighty Morris grants him the fighting skills to take the front line. A quote from the halfling rogue Slipstick gives him the insight to open a locked vault. Even a quip about the wizard in his party reminds him of the verbal and somatic components required to cast a *fireball*.

Alignment: Any

Hit Die: d8

Class Skills

The savant's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (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)

WEAPON AND ARMOR PROFICIENCY: A savant is proficient with all simple weapons. He is proficient with light armor but not with shields.

KNACKS (SP OR SU): When a savant says "This reminds me of the time..." he is more than just spinning a yarn. Through his stories, a savant embodies the characteristics of his protagonists. These characteristics, called knacks, can be anything from spellcasting to proficiency with a weapon to a full set of armor conjured by the savant's story. A savant can embody a persona as a full-round action that does not provoke attacks of opportunities.

At 1st level, when a savant embodies a persona, he can choose any three of the knacks below to assume as part of that persona, assuming he has the necessary notes in his notebook. He can assume an additional knack at 4th level and every four levels thereafter (five at 8th, six at 12th, seven at 16th, eight at 20th) as indicated on Table 1: Savant. Unless otherwise noted, a knack cannot be chosen more than once. The DC of his abilities that allow saves is equal to 10 + 1/2 the savant's level + the savant's Charisma modifier.

Some knacks are spell-like abilities. When a savant casts spells, he treats arcane spell notes as arcane spells and divine spell notes as divine spells, with the usual limitations, such as arcane spell failure. When a savant details a spell note, the type of spell (arcane or divine) and the spell level depends on the caster he observed casting the spell. Regardless of type, a savant uses his Charisma modifier to determine the Difficulty Class of resisting his spells. When embodying a spell-casting knack, a savant can choose any spell noted in his spellbook, up to the max spell level indicated on Table 1: Savant. A savant needs a Charisma score equal to 10 + the spell's level to cast a spell. A savant's caster level is equal to his class level.

A savant can embody a persona for a number of minutes per day equal to 3 + his Charisma modifier. At 2nd level, and every even level thereafter, he may embody a persona for an additional minute per day. These minutes need not be consecutive, but they must be spent in 1-minute intervals. Ending the embodiment of a persona is a free action that does not provoke attacks of opportunity.

A persona is simply a term for different combinations of knacks. There is no limit to the number of personae a savant knows. A savant player is encouraged to create the personae he expects his savant to embody in advance, complete with



associated knacks, a name, and legends of their greatness, to speed up play.

For example, by embodying the exemplar of wisdom, orison, and pinch of magic (*cure light wound*) knacks, the savant can create a holy man persona. By taking the exemplar of strength, fabled item (bastard sword), and weapon recognition knacks, he can create a warrior persona.

At 1st level, a savant knows all of the following knacks. However, the extent to which he can embody them as part of a persona varies depending on the notes in his notebook. See the notebook special ability, below.

- *Exemplar (Su)*: The savant gains a temporary +4 enhancement bonus to the ability score of his choice. This bonus improves to +6 at 10th level and +8 at 20th level. He can choose this knack multiple times when embodying a persona, choosing a different ability score each time.
- *Invigoration (Su):* The savant gives himself a boost of confidence, fuel, and adrenaline and gains 3 temporary hit points per Hit Die. These temporary hit points last until they are lost, or until the savant utilizing this knack embodies a new knack.
- *Fabled Item (Su)*: The very item the savant describes appears within his outstretched hand. The savant gains a suit of armor, a shield, a weapon, or another item noted in his notebook. This item functions in all ways as a real version of the chosen item for as long as the savant embodies this knack, but it is obviously a temporary conjuration and cannot pass for a real weapon under any scrutiny. If he is already wearing armor when he embodies this knack, a savant uses the better AC bonus and the worse armor check penalty and arcane spell failure chance. The savant can cast arcane spells while wearing light fabled armor without incurring the normal arcane spell failure chance. Wearing fabled armor or wielding a fabled weapon does not grant the savant proficiency with the armor or weapon. He can choose this knack multiple times when embodying a persona, and he must have an appropriate number of hands free to use this knack.
- *First and Last Line of Defense (Su):* The savant gains proficiency with all medium armor and all shields noted in his notebook.
- Magic Wit (Sp): What a savant lacks in know-how and faith, he more than makes up with style. The savant gains a spell detailed in his notebook as a spell-like ability, useable once. This spell can be up to his maximum spell level (see Table 1: Savant). He must have a Charisma score equal to 10 + spell level to cast the spell. He can choose this knack multiple times when embodying a persona,

designating different spells or the same spell multiple times.

- *Pinch of Magic (Sp)*: A little magic goes a long way. The savant can spontaneously cast any three cantrips or orisons chosen from his notebook. He casts cantrips as arcane spells and orisons as divine spells, based on the caster he was observing when he added the spell to his notebook.
- *Racial Emulation (Sp)*: The savant describes the appearance and mindset of other races with such insight, he could be mistaken for a member of another race. The savant can assume the form of any Small or Medium creature of the humanoid type detailed in his notebook. If the form assumed has any of the following abilities, he gains the listed ability: darkvision 60 feet, low-light vision, scent, and a swim speed.
- *Skill Familiarity (Su)*: The savant gains a +2 bonus to a skill he has detailed in his notebook. This bonus increases by +2 at 5th level and every 5 levels thereafter. Additionally, he is treated as being trained in the skill as though he had a rank in the skill. He can choose this knack multiple times when embodying a role, designating a different skill each time.
- *Warrior's Swing (Su)*: The competence with which the savant handles himself in combat suddenly and obviously improves. The savant treats his base attack bonus as equal to his savant level.
- Weapon Recognition (Su): Suddenly the savant looks upon the weapons around him with understanding and much greater appreciation. The savant gains proficiency with all martial and exotic weapons detailed in his notebook.
- **NOTEBOOK (EX)**: A savant carries a book of tricks, stories, and shortcuts to assist his comrades and confound his enemies. A savant always keeps this notebook, a quill, and vial of ink on his person, to detail the amazing events witnessed on his adventures. To add a note to his notebook, a savant must observe the specifics of what he wants to note. To observe, a savant must be aware of and able to see the details of that which he intends to note. Observing is a free action, but adding a note to his notebook takes 1 minute and provokes attacks of opportunity. He can only add a note about something he observed within 1 hour per class level.

Once per day, a savant can add one of the following notes to his notebook:

Equipment: An equipment note details an item the savant observed in use. An equipment note details the exact item the savant observed. In some cases, this distinction is irrelevant (for example: detailing an equipment note about a



Table 6: Savant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Knacks	Max Spell Level
1st	+0	+2	+0	+2	Knacks, notebook	3	1
2nd	+1	+3	+0	+3		3	1
3rd	+2	+3	+1	+3		3	1
4th	+3	+4	+1	+4	Extended persona 1/day	4	1
5th	+3	+4	+1	+4	Advanced knacks	4	2
6th	+4	+5	+2	+5	Avatar of legend	4	2
7th	+5	+5	+2	+5	Hyperbole	4	2
8th	+6/+1	+6	+2	+6		5	2
9th	+6/+1	+6	+3	+6		5	2
10th	+7/+2	+7	+3	+7	Extended persona 2/day	5	3
11th	+8/+3	+7	+3	+7	Many talents	5	3
12th	+9/+4	+8	+4	+8		6	3
13th	+9/+4	+8	+4	+8	Hyperbole	6	4
14th	+10/+5	+9	+4	+9		6	4
15th	+11/+6/+1	+9	+5	+9	Share knacks	6	4
16th	+12/+7/+2	+10	+5	+10	Extended persona 3/day	7	4
17th	+12/+7/+2	+10	+5	+10		7	5
18th	+13/+8/+3	+11	+6	+11		7	5
19th	+14/+9/+4	+11	+6	+11	Hyperbole	7	5
20th	+15/+10/+5	+12	+6	+12	Free avatar	8	5

specific longsword would still grant the savant proficiency with all longswords when embodying the weapon recognition knack). In other cases, it is entirely relevant (for example, detailing an equipment note about a specific key a savant observed will only allow him to use the key on locks that specific key could open). If the savant details an equipment note about a masterwork item, a magic item, or an item made of a special material, the equipment note does not also detail the mundane version of the item. A savant may detail natural attacks as equipment notes.

Feat: A feat note details how a feat works. If the feat grants a bonus, the savant is considered to have observed it as long as he witnessed the creature with the feat involved in a situation where the feat came into play. For example, if a savant is aware of and able to see a creature with Improved Initiative when initiative is rolled, he is considered to have observed Improved Initiative. If he is aware of and able to see a creature with the Toughness feat take damage, he is considered to have observed Toughness. If the feat grants a special ability, the savant is only considered to have observed it as long as he witnessed the creature with the feat perform the special ability. For example, a savant is only considered to have observed Arcane Armor Training if the creature used the feat to reduce the arcane spell failure chance of its armor while the savant was aware of and able to see a creature with Arcane Strike. If a savant observes a feat with other feats as prerequisites, he must first note the prerequisites of the feat he observes. For example, if a savant observes a creature use Spring Attack, the savant can only add a note about Spring Attack, if he already has Dodge and Mobility notes.

Race: A race note details the characteristics of a Small or Medium humanoid race. A savant must have spent a significant amount of time among or interacting with a race to add a race note to his notebook. For example, a savant could



note the details of a dwarf and create a dwarf race note after drinking with a dwarf for an hour, spending the night in a dwarf-run inn, or arguing with a dwarf for a few minutes.

- *Skill*: A skill note details how a skill can be used. Any skill the savant observes in use can be added as a skill note, even if a skill has multiple uses and the savant only witnesses one. For example, if a savant observes a sage identify a magical beast using Knowledge (arcana), he may add a Knowledge Arcana skill note to his notebook.
- *Spell:* A spell note details the components necessary to cast a spell, and its spectacular effects. To add a spell note to his notebook, a savant must not only observe a spell as it is cast, but also either identify the spell as it is cast or have the spell identified for him. When a savant adds a spell note to his notebook, he indicates whether it is a divine or arcane spell, the class of the caster, and the spell level at which the spell was cast. If a savant observes a spell modified by a metamagic feat, he must choose to either add a feat note detailing the metamagic feat, or a spell note detailing an unmodified version of the spell.

A savant begins play with a notebook containing notes for all the equipment he owns, all savant class skills, any cross-class skill he has ranks in, and three 0-level spells chosen from any spell list. Because a note takes up fewer pages than the arcane iconography of true magic, and because of a savant's liberal use of page edges for footnotes and addendums, one notebook has enough space for a savant's entire career. A savant cannot embody personae without his notebook on hand. A savant who has lost his notebook has 1 week to buy a new one and rewrite up to half his notes, chosen by the savant, in a ritual that requires 8 hours. If more than a week passes, he loses all knacks he knew and must start collecting them again. A notebook uses the same cost and statistics as a wizard's spellbook.

- **EXTENDED PERSONA (SU)**: A savant sometimes becomes comfortable in a persona he embodies. At 4th level, once per day, a savant can embody a persona for 1 hour rather than its normal duration. He may use extended persona twice per day at 10th level, and three times per day at 16th level. Extended persona must be embodied for 1 hour intervals.
- **ADVANCED KNACKS:** At 5th level, when a savant embodies a persona, he can choose any the following advanced knacks in addition to his standard knacks, assuming he has the necessary notes in his notebook.
 - *Bestial weapon*: A learned man can relate to an animal as well as a humanoid. The savant gains a natural attack noted in his notebook, dealing

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damage appropriate for his size. This does not include additional abilities associated with the attack. For example, if a bite knack was gained from observing a wolf, manifesting the bite attack does not include the free trip attack.

- *Calming Words (Su):* Nothing soothes a racing pulse after a dangerous battle like a quiet story. A savant can, as a full-round action, grant all allies within 30 ft., including himself, fast healing equal to his Charisma modifier, for 3 rounds. Allies cannot engage in any activity during this time or they lose the benefits of the savant's calming words. The savant's persona immediately ends after using calming words. Calming words cannot be extended by the savant's extended persona ability.
- Dash of Metamagic: The savant chooses one metamagic feat noted in his notebook. He can add this metamagic feat to any spell he casts, increasing its level normally. He can choose this knack multiple times when embodying a persona, choosing a different metamagic feat each time.
- Enchantment: A single item of armor worn by the savant or a shield or a weapon he carries (including armor, shields, and weapons created by knacks) gains a +1 enhancement bonus. This bonus increases by +1 every three levels after 5th. These bonuses stack with existing bonuses to a maximum of +5. Alternately, a savant can add armor, shield, or weapon properties detailed in his notebook. Properties added with this knack do not replace existing item properties, but duplicate abilities do not stack. If the armor, shield, or weapon is not magical, a +1 enhancement bonus must be added before any other properties can be added. A savant can choose this knack multiple times when embodying a persona, enchanting a different piece of equipment each time.
- Healing Touch (Su): A savant can remove debilitating conditions from allies with a touch. A savant can, as a standard action, designate one of the following conditions each round to immediately end: blinded, deafened, diseased, frightened, nauseated, paralyzed, poisoned, or sickened. A healing touch can remove a condition caused by a curse, disease, or poison without curing the affliction.
- *Tactical emulation*: The savant gains the use of one feat noted in his notebook. He must meet the prerequisites for this feat, with one exception: if a savant has all of a feat's prerequisite feats noted in his notebook, he may embody the feat without



embodying the prerequisite feats. A savant must embody a knack that grants a spell-like ability to qualify for a feat with a spell-casting prerequisite. The knack must grant a spell of the appropriate type and level.

- AVATAR OF LEGEND (SU): Experienced savants can conjure legendary allies. At 6th level, once per day, a savant can summon an avatar of legend as a fullround action. An avatar of legend appears within 100 ft. of the savant and within line of sight. An avatar of legend is a separate character, created using the cohort rules of the Leadership feat. The savant's effective leadership score is his character level plus his Charisma modifier. The avatar of legend enters play with any knacks the savant embodied at the time and remains for as long as the savant concentrates as a standard action. The avatar vanishes immediately when the savant's concentration ends. The savant knows a number of avatars of legend equal to his Charisma modifier. When using this ability, he can choose one of those avatars to summon. Whenever a savant gains a level, he can choose to replace one avatar of legend. Avatars of legend do not gain experience on their own; instead, their level is always equal to the highest-level cohort the savant's Leadership score grants, up to his level -2. An avatar of legend is summoned with non-magical equipment designated by the savant based on notes in his notebook. If the avatar of legend can cast spells, it knows the minimum number of spells its class allows and appears with its full suite of spells and abilities.
- **HYPERBOLE (SU):** If exaggeration is an art, a savant is a virtuoso. At 7th level, a savant creates a new knack, called a hyperbole, by combining the effects of two existing knacks. For example, he could create a hyperbole called Weapon Master out of the fabled item and weapon recognition knacks. When embodying a role, a hyperbole counts as a single knack. A hyperbole cannot be embodied along with its component knacks unless its component knacks can be embodied multiple times. A hyperbole can be shared like any other knack. A savant can create a second hyperbole at 13th level and a third at 19th level. A hyperbole.
- **MANY TALENTS (SU):** Unpredictability is rare by definition. Once per day at 11th level, a savant can substitute one knack he has embodied with another as an immediate action.
- **SHARE KNACKS (SU):** A savant is not the only one who benefits from his knowledge and heroic power. At 15th level, when the savant embodies a persona, he can share knacks with a number of allies. The savant can share multiple knacks with a

single ally, share knacks with multiple allies, or any combination. Sharing knacks counts against the total number of knacks the savant can embody at a time and is subject to the normal limitations for the knacks. The savant needs to manifest at least one knack when embodying a persona. For example, after a 15th level savant shares a knack with each of his four allies, he can designate two knacks for himself, or only designate one knack for himself and share a second knack with an ally.

FREE AVATAR (SU): Like a noble sidekick, the savant learns to fight alongside legendary heroes. At 20th level, a savant can create and concentrate on an avatar of legend as a move action.

PLAYING A SAVANT

The savant demands far greater levels of preparation than any other base class. The savant is a class built with certain players in mind, players who enjoy experimenting with a variety of different characters and combinations of game mechanics—the character is a shifting constellation of powers. A savant allows such players to try being a roguish cleric or a bard-like fighter without having to commit to a potentially underpowered build for the long term or disrupting an ongoing story by switching out characters. There is nothing wrong with playing a straightforward savant who relies on a small suite of personas, but to get the most out of the class, a player should keep these tips in mind:

KEEP A NOTEBOOK

A savant can add a new note to his notebook each day. That quickly adds up to a lot of notes. Instead of finding space on an already busy character sheet, get a cheap notebook to write your notes in. It helps to categorize them to make embodying personas easier. Have sections dedicated to your equipment, feat, skill, race, and spell knacks. Embrace the notebook, drawing pictures of the items, if you like, or sketches of the arcane symbols used in spells.

A SAVANT IS MANY CHARACTERS IN ONE

A savant player will need separate character sheets for each avatar of legend. On top of that, avatars of legend enter play gaining the benefits of knacks that may modify the avatar's abilities. A savant player needs to know his avatars of legend as well as he knows his savant or the game risks slowing down. Fortunately summoning an avatar of legend is a full-round action, giving the player time to work out any necessary modifications. To a lesser degree, the savant plays like multiple characters in that the personas he embodies redefine how he plays. A player



should note popular combinations of knacks to best serve common situations, especially those the rest of the party has trouble handling.

PLAN AHEAD

Yes, a savant may add notes to his notebook at regular intervals, but the notes he can take are based on abilities, equipment, skills, and spells he experiences. A player may have to choose between noting the orc double axe that he sundered or the vampiric touch spell the evil sorcerer cast. Knowing which direction the player wants to take the character makes these choices quicker.

EMBELLISH

This class is ripe with roleplaying opportunities. Showing up with a list of over-the-top names and adjectives to define your personae and avatars of legend enhances the experience of playing a savant.

SAMPLE SAVANT

BILIKARR SPARKS

A portly little man, proud owner of the most spectacularly-curled mustache of his generation, finds glee in rocking his round body sitting on a stone.

He aims his grin your way and asks with a flair for life, "Care for a story?"

Bilikarr Sparks

CR 7

Male gnome savant 8

CG small Humanoid (gnome) Init +6; Senses low-light vision, Perception +11 DEFENSE

AC 17, touch 14, flat-footed 13; (+3 armor, +2 **Dex**, +1 dodge, +1 size) **hp** 55 (8d8 +16) Fort +9, Ref +5, Will +7; +2 vs illusions **Defensive Abilities** defensive training

OFFENSE

Speed 20 ft. **Melee** +6/+1 sickle (1d4-2) **Ranged** +10 masterwork heavy crossbow (1d8/19-20) Space 5 ft.; Reach 5 ft. Special Attacks hatred, extended persona (1/day), knacks (5)

Notes Known

Avatars of Legend Vitevatch (elf ranger), Tat Farlang (half-elf monk), Thora (dwarf magus)

Hyperboles

Sniper: skill familiarity (Stealth) and tactical emulation (Precise Shot)

Knacks

Spell Knacks (CL 8, concentration +13)

2nd—acid arrow, aid, bear's endurance, blur, bull's strength, cat's grace, cure moderate wounds, detect thoughts, eagle's splendor, fox's cunning, hideous laughter, owl's wisdom, remove paralysis, restoration, lesser, scorching ray, see invisibility, sound burst, and summon monster II

1st—alarm, bless, charm person, comprehend languages, cure light wounds, detect chaos/evil/good/law, Endure elements, enlarge person, hide from undead, identify, magic missile, mount, sanctuary, summon monster I, true strike, and unseen servant

0—acid splash, detect magic, flare, guidance, know direction, light, mage hand, mending, message, prestidigitation, stabilize and summon instrument

Feat Knacks Combat Expertise, Combat Reflexes, Defensive Combat Training, Dodge, Improved Feint, Improved Initiative, Improved Trip, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Spell Focus, Spring Attack, Toughness and Weapon Finesse.

Skill Knacks Acrobatics, Appraise, Bluff, Craft, Diplomacy, Disguise, Intimidate, Knowledge, Linguistics, Perception, Perform, Profession, Sense Motive, Stealth, and Use Magic Device

Gnome Spell-Like Abilities (CL 8th, concentration +13)

1/day—dancing lights, ghost sound (DC 14), prestidigitation, speak with animals

Equipment Chainshirt, full plate, gnome hooked hammer, and rapier.

STATISTICS

Str 6, Dex 14, Con 14, Int 13, Wis 10, Cha 19 Base Atk +6; CMB +3; CMD 15

Feats Dodge, Mobility, Pointe Blank Shot, Shot on the Run

Skills Appraise +8, Bluff +19, Diplomacy +19, Linguistics +8, Perception +13, and Use Magic Device +19

Languages Common, Draconic, Dwarven, Giant, Gnome, Orc, and Sylvan.

SQ gnome magic, share trade, style (narrator), weapon familiarity

Combat Gear *bag of holding type I*, notebook, *potion of* cure moderate wounds, potions of invisibility (2); Other Gear +1 leather armor, +1 sickle, masterwork light crossbow with 20 bolts, cloak of resistance +1, 30 gp



Bilikarr Sparks may well be a product of his own tall tales. The portly gnome answers simple questions like "where did you come from?" and "why are you here?" with hyperbolic similes and epic yarns. Instead of a straight answer, he tells of the time a mountain crumbled at his feet because he convinced a cave not to support its oppressive rocky master. He brings up his memory of the first time he picked up a rapier, which just so happened to be the same day he won the tournament of fencers, basing his unpredictable style on the manner in which his mother stirred gumbo. He regales an especially attentive audience with the fable about how the yrthak found its sonic lance. Some press the issue, particularly reporters, guards, and inquisitors curious why no divine magic or paper trail can narrow down his home country or trace the Sparks lineage. With trademark joie de vive, Bilikarr acknowledges that he could go into such trifling details of his younger days, or he could instead tell the joke that cost Kibsinney his princedom.

AVATARS OF LEGEND

As a savant, Bilikarr Sparks often regales his compatriots and fans with tales of legendary warriors. So potent is his prose, he can summon tangible aspects of these warriors to fight at his side. The following are sample avatars of legend.

TAT FARLANG

"Don't go telling people you've never seen anything move as fast as Tat Farlang. They'll know you're lying, cause no one's ever seen how fast Tat Farlang can move."

-Bilikarr Sparks

CR 5

Tat Farlang

Male half-elf monk 6

LN Medium humanoid (elf)

Init +8; Senses low-light vision; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 13 (+4 Dex, +1 dodge, +1 monk, +2 Wis)

hp 30 (6d8)

Fort +5, Ref +10, Will +8; +4 vs. enchantment Defensive Abilities evasion; Immune disease, sleep

OFFENSE

Speed 40 ft.

Melee unarmed strike +9 (1d8+1) or flurry of blows +9/+9/+4 (1d8+1)

Ranged mwk shuriken +9 (1d2+1) or mwk shuriken +9/+9/+4 (1d2+1)

Special Attacks flurry of blows, stunning fist (6/day, DC 15, fatigued)

STATISTICS

Str 12, Dex 18, Con 8, Int 13, Wis 14, Cha 10 Base Atk +4; CMB +7 (+9 disarm); CMD 23 (25 vs. disarm)

Feats Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Skill Focus (Acrobatics), Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +16, Climb +10, Perception +13, Stealth +13, Swim +10; Racial Modifiers +2 Perception

Languages Common, Elven, Goblin

SQ adaptability, elf blood, fast movement, high jump, ki pool (5 points, magic), multitalented, maneuver training, slow fall 30 ft.

Gear mwk shuriken (50), cloak of resistance +1

Monasteries see dozens of failed monks leave because they could not give themselves fully to the discipline. As a half-elf, Tat Farlang has the advantage of not belonging anywhere and outliving half of his family while maturing far more quickly than the other half. He had the time to dedicate himself fully to his study, becoming the prototypical martial artist.

VITEVATCH

"Without skipping a beat, as soon as he arrives, Vitevatch clears an area." -Bilikarr Sparks

Vitevatch

CR 5

NG male medium Humanoid (elf) ranger 6 Init +4; Senses low-light vision; Perception +13

DEFENSE

AC 18, touch 15, flat-footed 13; (+3 armor, +4 Dex, +1 dodge) hp 43 (6d10 +6) Fort +6, Ref +9, Will +3; +5 vs enchantment

OFFENSE

Spd 30 ft. Melee 2 +1 scimitar +4/+4/-1 (1d6+2/18-20) Ranged longbow +10/+5 (1d8/×3) Space 5 ft.; Reach 5 ft. Special Attacks favored enemy (orcs +4, undead +2), favored terrain (underground +2) Spells Prepared (CL 3rd; concentration +4) 1st—entangle (DC 11), magic fang STATISTICS

Str 12, Dex 18, Con 12, Int 10, Wis 13, Cha 10

Base Atk +6; CMB +7; CMD 21

Feats Combat Reflexes, Dodge, Double Slice, Two Weapon Defense, Two Weapon Fighting

Skills Climb +4, Handle Animal +4, Knowledge (dungeoneering) +6, Knowledge (geography) +9, Perception +13, Stealth +13, Survival +11, Swim +4 Languages Common, Elven SQ hunter's bond (companion – Forever-More), track

+3, wild empathy +5 Gear masterwork studded leather, +1 scimitar x2

Forever-More

Torever-more

Female Panther N Medium animal

Init +4; Senses low-light vision, scent; Perception +8 DEFENSE

AC 22, touch 17, flat-footed 15 (+6 Dex, +5 natural, +1 dodge) hp 39 (6d8+12) Fort +7, Ref +10, Will +3

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +9 (1d6+4 plus trip), 2 claws +8 (1d3+4) STATISTICS

Str 18, Dex 21, Con 14, Int 2, Wis 12, Cha 6 Base Atk +4; CMB +8; CMD 23

Feats Combat Reflexes, Dodge, Weapon Focus (bite)

Skills Acrobatics +9, Stealth +9, Perception +8

Special Qualities evasion, sprint

To most, ambush isn't possible in flatlands. Vitevach rolls with the tumbleweed, darts from dune to dune, leaving next to no trace in his wake. Whether with his panther ally Forever-More glued to his hip or acting as a diversion, Vitevach takes to sandy plains like the snakes and lizards, only visible when he's ready to strike.

THORA

"Leave it to a dwarf to turn a knack for magic into a better way to strike with a hammer." -Bilikarr Sparks

Thora the Hammer Maiden

CR 5

Female dwarf magus (kensai) 6

N Medium humanoid (dwarf)

Init +1; Senses darkvision 60 ft.; Perception +0
DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +1 deflection, +3 Dex)

hp 48 (6d8+18)

Fort +7, **Ref** +3, **Will** +5; +2 vs. poison, spells, and **Defensive Abilities** canny defense**

OFFENSE

Speed 20 ft.

Melee +1 throwing returning warhammer +8 (1d8+13/x3) Ranged +1 throwing returning warhammer +7

(1d8+7/x3) **Special Attacks** perfect strike**, spell combat (-2 attack)*, spellstrike*; +1 on attack rolls against goblinoid and orc humanoids

Magus Spells Prepared (CL 6th; concentration +8) 2nd—bear's endurance (DC 14), cat's grace (DC 14), shatter (DC 14)

1st—enlarge person (DC 13), expeditious retreat, jump (DC 13), true strike

0 (at will)—*daze* (DC 12), *flare* (DC 12), *mage hand*, *spark* (DC 12)

STATISTICS

Str 18, Dex 13, Con 14, Int 14, Wis 10, Cha 8 Base Atk +4; CMB +8 (+12 sunder); CMD 22 (24 vs. sunder, +26 vs. bull-rush, trip)

Feats Dazzling Display, Distance Thrower**, Improved Sunder, Power Attack, Weapon Focus (warhammer)

Skills Climb +13, Intimidate +8, Knowledge (planes) +11, Spellcraft +11

Languages Common, Dwarven, Giant, Terran **SQ** arcane pool (5 points, +2)*, diminished spellcasting**, magus arcana (arcane accuracy, maneuver mastery [sunder])*

Gear +1 throwing returning warhammer, belt of giant strength +2, bracers of armor +1, ring of protection +1 *See Ultimate Magic. **See Ultimate Combat.

Were it not for echoes of dwarven baritones bouncing through the mountains, civilization might never have heard of Thora the Hammer Maiden. Always with her nose to the parchment, her clan thought she would waste her natural size and strength. And yet, when challenged to spar or forced to defend the stronghold, Thora could make a hammer she barely touched dominate a battle better than her militant brethren. How aware she was that her warfield mastery directly related to her interests in the arcane, that's a tale for another day.





hamans 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. Shamans form deep connections with these spirits and draw strength and knowledge from them. Sometimes feared and misunderstood, 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 shamans separate their spirits from their bodies to undertake vision quests.

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

ROLE: 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, though, and can serve a similar role in a group.

ALIGNMENT Any neutral.

HIT DIE d8.

Class Skills

The 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 (70 gp average)

Class Features

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All of the following are class features of the shaman.

WEAPON AND ARMOR PROFICIENCY: 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 below).

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

SPELLS: Shamans cast divine spells drawn from the druid spell list. They can cast any spell they know without preparing it ahead of time. A shaman's alignment may restrict him or her from casting certain spells opposed

to that shaman's moral or ethical beliefs (see "Chaotic, Evil, Good, and Lawful Spells"). To learn or cast a spell, a shaman must have a Charisma score equal to at least 10 + the spell level. The saving throw DC against a shaman's spell is 10 + the spell's level + the shaman's Charisma modifier.

Shamans can cast only a few spells of each level per day. Their base daily spell allotment appears on Table 1: Shaman. In addition, they receive bonus spells per day if they have a high Charisma score. Shamans also receive a particular totem spell known from the bond each has with his or her animal spirit guide.

Unlike other divine spellcasters, a shaman's selection of spells is extremely limited. Shamans begin play knowing four 0-level spells and two 1st-level spells of their choice. At each new shaman level, they gain one or more new spells, as indicated on Table 2: Shaman Spells Known. Unlike spells per day, the number of spells a shaman knows is not affected by his or her Charisma score; the numbers on Table 2 are fixed.

On reaching 4th level, and at every even-numbered shaman level thereafter, shamans can learn a new spell to replace one they already know, losing the old spell in exchange for the new one. The new spell must be of the same level as the spell being replaced. Shamans can swap only one spell at any given level, and they must choose to swap the spell when they gain new spells known for that level. They cannot swap the spell gained from a spirit bond.

Unlike a druid or cleric, shamans need not prepare spells in advance. They can cast any spell they know at any time, assuming they have not yet cast all spells per day for that spell level.

Shamans need no divine focus to cast spells, even for ones with divine focus (DF) listed as a component.

CHAOTIC, EVIL, GOOD, AND LAWFUL SPELLS: Shamans cannot cast spells of an alignment opposed to their deity's (if they have one). Spells associated with particular alignments are indicated by the Chaos, Evil, Good, and Law descriptors in their spell descriptions.

- **ORISONS:** Shamans can cast orisons, or 0-level spells, each day as noted on Table 1: Shaman under "Spells per Day." The orisons are cast like any other spell, but they are not expended when cast and can be used again.
- **BONUS LANGUAGES** :Shamans gain a bonus language, and the options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to shamans because of race.
- ANIMAL SPIRIT GUIDE (SU): At 1st level, shamans form a bond with an animal spirit—a nature spirit taking the physical form of an animal. Shamans begin play bonded to an animal listed in the "Animal Spirit Guides" section.



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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	_	lls per 2nd		4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Animal spirit guide, nature lore, orisons, totem secret, wild empathy	3			-	Γ	Ī	The second	- I	5
2nd	+1	+3	+0	+3	Woodland step	4	_		_		_	_	-/	-46
3rd	+2	+3	+1	+3	Shaman's touch, totem secret	5	-	-	-	-	-	-	-	-
4th	+3	+4	+1	+4	Wildshape 1/day	6	3	-	_	_	-	_	-	-1
5th	+3	+4	+1	+4		6	4	-	_	_	-	-	_	-1
6th	+4	+5	+2	+5	Wildshape 2/day	6	5	3	-1	_	_	-	_	_
7th	+5	+5	+2	+5	Totem secret	6	6	4	-	-	-	-	_	_
8th	+6/+1	+6	+2	+6	Wildshape 3/day	6	6	5	3	_	_	-	-	-
9th	+6/+1	+6	+3	+6	Spirit dance 1/day	6	6	6	4	_	_	<u> 11</u>		-
10th	+7/+2	+7	+3	+7	Wildshape 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	Wildshape 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	Wildshape 6/day	6	6	6	6	6	5	3	2	-//
15th	+11/+6/+1	+9	+5	+9	Totem secret	6	6	6	6	6	6	4	-	-
16th	+12/+6/+1	+10	+5	+10	Wildshape 7/day	6	6	6	6	6	6	5	3	_
17th	+12/+7/+2	+10	+5	+10	Vision quest	6	6	6	6	6	6	6	4	_
18th	+13/+8/+3	+11	+6	+11	Wildshape 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	Spirit dance/ no daily limit	6	6	6	6	6	6	6	6	6

An animal spirit guide's Hit Dice, abilities, skills, and feats advance as the shaman advances. If a shaman releases his or her 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 costing 100 gp. Such a ceremony can also replace an animal spirit guide that has perished.

NATURE LORE (Ex): Shamans gain a +2 bonus to Knowledge (nature) and Heal checks.

TOTEM SECRET: At 1st level, 3rd level, and every four levels thereafter (7th, 11th, and so on), shamans unlock a new secret about the natural or spirit world that grants them additional powers and abilities. Shamans must select a totem secret from the list below; some are not available until higher levels. If a totem secret is chosen at a later level, the shaman gains all of the abilities and bonuses granted by that totem secret based on his or her current level. Unless otherwise noted, activating a totem secret is a standard action. The DC to save against these totem secrets is equal to 10 + 1/2 the shaman's level + the shaman's Charisma modifier. Blood Divination (Ex): Shamans can read the future in

the entrails of a freshly killed animal or humanoid. If a shaman spends 10 minutes studying the entrails of an animal or humanoid killed in the last hour, he or she gains an insight bonus equal to his or her Charisma modifier on one saving throw. At 10th level, shamans can study the 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, shamans can apply a +10 competence bonus to 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, shamans gain a +4 insight bonus to one initiative check. These bonuses must be used in the next 24 hours, and shamans must declare they are using the bonus before rolling the check or saving throw. Shamans can use blood divination (in any combination) 1/day plus 1/day for every four shaman levels.

- *Invisibility* (*Sp*): As a standard action, the shaman becomes invisible (as the *invisibility* spell). Shamans can remain invisible for 1 minute/day per shaman level. This ability must be used in 1-minute increments, but these minutes need not be consecutive. Starting at 9th level, this ability acts as the *greater invisibility* spell, though each round spent this way counts as 1 minute of the shaman's normal invisibility duration. The shaman must be at least 3rd level to select this totem secret.
- Protective Spirits (Su): Shamans can call spirits to form a shield around them that blocks attacks and grants them a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 9th level, shamans can apply armor, natural armor, and shield bonuses to their AC against incorporeal touch attacks. At 13th level, arrows, rays, and other ranged attacks requiring an attack roll gain a 50% miss chance when targeting shamans. Shamans can use this ability for 1 hour/day per shaman level. This duration need not be consecutive, but it must be used in 1-hour increments.
- *Spirit of Nature (Su)*: Whenever shamans drop to negative hit points while in a natural setting on their home plane, they automatically stabilize. At 5th level, shamans gain fast healing 3 for 1d4 rounds whenever they are reduced to negative hit points. At 10th level, this ability works everywhere, even in urban or wholly artificial realms. At 15th level, shamans gain fast healing 5 for 1d6 rounds when reduced to negative hit points.
- Speak with Animals (Sp): Shamans can speak with animals corresponding with their animal spirit guide's physical form, as if under the effects of *speak with animals*. Shamans can communicate with an additional kind of animal for every three shaman levels.
- *Spirit Sight (Su)*: A shaman's vision extends into the spirit realm, allowing them to see astral, ethereal, or incorporeal creatures as a supernatural ability.
- *Spirit Touch (Su):* With a touch, shamans can empower a weapon to affect incorporeal creatures. A normal weapon touched deals half damage to incorporeal creatures or full damage for a magic weapon (instead of the usual half). This benefit lasts for a number

of rounds equal to the shaman's levels in this class. Shamans can use this ability a number of times per day equal to 3 + their Charisma modifier.

- *Spirit's Warning (Ex)*: The spirits constantly warn shamans of danger. A shaman can add his or her Charisma modifier, instead of Dexterity modifier, to AC, Reflex saving throws, and CMD. Any condition that removes their Dexterity modifier to their Armor Class instead removes the Charisma modifier to AC.
- Summon Spirit (Sp): Shamans can call a spirit to perform simple tasks for him or her, as if they had cast unseen servant. At 8th level, this spirit can fight for them, as if the shamans had cast spiritual ally. The spirit resembles the physical form of the shaman's animal spirit guide. The spirit attacks with natural weapons, has a threat range of 19–20, and critical modifier of $\times 2$. A shaman can use this ability a number of times per day equal to his or her Charisma modifier.
- Tempest of Spirits (Su): At 7th level, shamans can summon the spirits to attack in a ghostly barrage the fury of the spirits creates physical wounds on creatures in the area. The tempest has a range of 100 ft. and is a 20-ft.-radius burst. Objects and creatures in the area take 1d8 force damage per shaman level. A successful Fortitude save halves the damage. Shamans can use this ability 1/day, plus one additional time per day at 11th level and every four levels thereafter.
- *Trance (Su):* Shamans can enter a deep meditation, blocking out visual and auditory stimuli and allowing them to concentrate on a single problem, philosophical issue, or memory. This trance lasts 1d6 rounds, during which time the shaman must remain still and take no actions. When shamans come out of a trance, they can make a single Intelligence-based skill check with a +20 circumstance bonus. Shamans can use this ability a number of times per day equal to 3 + their Charisma modifier.
- Whispers of the Spirits (Sp): Shamans are so attuned to spirits' voices that they can use them to communicate with allies. Shamans can communicate with allies for a number of rounds per day equal to their shaman level as if using *telepathic bond*. These rounds need not be consecutive. Shamans can designate a number of creatures as allies equal to their Charisma modifier. Designating a creature is a standard action that requires a touch. At 10th level, shamans can use these spirit whispers to cast a touch spell on a designated ally once per day.
- **WILD EMPATHY (Ex):** Shamans can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The shaman rolls 1d20 and adds his or her



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

Shamans can also use this ability to influence magical beasts with an Intelligence score of 1 or 2, but they take a - 4 penalty to the check.

WOODLAND STEP (Ex): Starting at 2nd level, shamans can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas magically manipulated to impede motion, however, still affect them. In addition, shamans leave no trail in natural surroundings and cannot be tracked. They can still choose to leave a trail if desired.

SHAMAN'S TOUCH (SP): Beginning at 3rd level, shamans can heal the wounds of those they touch. This acts as a *cure light wounds* spell. At 6th level, this increases to *cure moderate wounds*. At 9th level, this improves to *cure serious wounds*. At 12th level, this acts like *cure critical wounds*. All such cure spells use the shaman's caster level. Shamans can use this ability a number of times per day equal to the shaman's Charisma modifier. Alternatively, shamans 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, shamans gain the ability to turn into any Small- or Medium-size animal and back again 1/day. Their options for new forms include all creatures with the Animal type. This ability functions like the *beast shape I* spell, except as noted here.

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

Shamans lose the ability to speak while in animal form, because they are limited to the sounds that a normal, untrained animal can make, but they can communicate normally with other animals similar to their new form. (A wild parrot normally squawks, so this form does not permit speech.)

Shamans can use this ability an additional time per

Table 8: Shaman Spells Known

Spells Known

Level 0 1st 2nd 3rd 4th 5th 6th 7th 8th 9th

1st	4	2	_	_	_	—	_	_	_	-
2nd	5	2	_	-	-	—	-	-	-	-
3rd	5	3	_	—	-	_	_	-	+	1-11
4th	6	3	1	—	-	-	_	-	-	
5th	6	4	2	_	_	_	_	+	-	(-)
6th	7	4	2	1	-	-	-	-	_	-
7th	7	5	3	2	_	_	_			-)
8th	8	5	3	2	1	_	-	-	-	4
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	-	-	- 1
13th	9	5	5	4	4	3	2	-	-	4
14th	9	5	5	4	4	3	2	1	4-1	-
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

day at 6th level and every two levels thereafter, for a total of 8/day at 18th level. At 20th level, shamans can use wild shape at will.

As a shaman gains levels, the shaman 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, shamans can also use wild shape to change into a Large or Tiny animal or a Small elemental. When taking animal form, a shaman's wild shape functions as *beast shape II*. When taking an elemental form, the shaman's wild shape functions as *elemental body I*.

At 8th level, a shaman can use wild shape to become a Huge or Diminutive animal, a Medium elemental, or a Small- or Medium plant creature. When taking animal form, a shaman's wild shape now functions as *beast shape III*. When taking an elemental form, the shaman's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the shaman's wild shape functions as *plant shape I*.


At 10th level, a shaman can also use wild shape to become a Large elemental or a Large plant creature. When taking elemental form, the shaman's wild shape functions as *elemental body III*. When taking the form of a plant, the shaman's wild shape functions as *plant shape II*.

At 12th level, a shaman can also become a Huge elemental or a Huge plant creature. When taking the form of an elemental, the shaman's wild shape now functions as *elemental body IV*. When taking the form of a plant, the shaman's wild shape now functions as *plant shape III*.

SPIRIT DANCE (SU): At 9th level, shamans can perform a ritual dance 1/day to persuade the spirits to augment their 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 shaman during these rounds, including damage from an attack, he or she must make a concentration check or have the spirit dance disrupted. If disrupted, the shaman can attempt the spirit dance again, requiring 3 new rounds. If a shaman has ranks in Perform (dance), he or she can add those ranks as a bonus to the concentration check. (See Magic in the *Pathfinder Roleplaying Game Core Rulebook.*)

On completion of the spirit dance, any spells cast by the shaman, for a number of rounds equal to half the shaman's level (round down), are augmented in the following ways. These effects stack.

At 9th level, treat the shaman as two caster levels higher when calculating all spell effects and spell durations. In addition, all spell DCs receive a +2 bonus.

At 11th level, shamans can apply any one metamagic feat they know to any spell they are about to cast. This does not alter the level of the spell or the casting time. Shamans cannot use this ability to cast a spell whose modified spell level would exceed the level of the highest-level spell that they can normally cast.

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

At 15th level, shamans can now apply any two metamagic feats they know to their spells without altering the level of the spell or the casting time.

At 20th level, a shaman can perform a spirit dance as often as desired.

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

(36)

VISION QUEST (SP): Once per day, shamans of 17th level or higher can release their spirits from their bodies and embark on a spiritual quest for enlightenment and knowledge. After 24 uninterrupted hours of fasting and meditation, treat the shaman as under the effects of *astral projection*.

If desired, shamans also gain the effect of *legend lore* with a casting time of 24 hours, regardless of how much information is already known about the subject in question. They use their shaman levels as the caster level for both of these spell-like effects.

Ex-Shamans

A shaman who ceases to revere nature and the spirit world or changes to a prohibited alignment loses all spells and shaman abilities (including his or her animal spirit guide, but not including weapon, armor, and shield proficiencies). The shaman cannot thereafter gain levels as a shaman until he or 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 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 shaman's level and its animal form racial traits.

Table 3: Spirit Guide Base Statistics lists the base statistics of the animal spirit guide. An animal spirit guide cannot function as a familiar or animal companion.

As a full-round action, shamans can summon their animal spirit guides from the spirit realm. This is a supernatural ability that causes the animal spirit guide to appear adjacent to the shaman. A shaman can use this ability 1/day at 1st level, and one additional time per day for every 4 levels thereafter, for a total of 5/day at 17th level. Shamans can return their animal spirit guides 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.

Special abilities marked with an (*) are available to the shaman only when his or her animal spirit guide is present and within 120 ft.

Each animal spirit guide has different starting sizes, speed, attacks, ability scores, and SQ. All attacks are made using the creature's full base attack bonus unless otherwise noted. Animal spirit guide attacks add the creature's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. As the shaman gains levels, his or her spirit guide improves as well, as noted on Table 3: Spirit Guide Base Statistics.



Table 9: 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	Commune with spirits*
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	Spell summons*
8th	7	+5	+5	+5	+2	7	4	+4	Invisibility
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	Scry on animal spirit guide*
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	(= d) =

Special abilities marked with an (*) are available to the shaman only when his animal spirit guide is present and within 120 ft.

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.

A shaman receives an additional bonus spell known from his or her animal spirit guide. This bonus spell is in addition to the number of spells given on Table 2: Shaman Spells Known and cannot be exchanged for a different spell at higher levels. The shaman must be of sufficient level to cast the totem spell.

CLASS LEVEL: This is the character's 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 animal spirit guides as they increase in power. Each of these bonuses is described below.

EMPATHIC LINK* (SU): Shamans have an empathic



link with their animal spirit guides to a distance of 120 ft. Shamans can communicate emphatically with their animal spirit guides, but cannot see through their eyes. Because of the link's limited nature, only general emotions can be shared. Shamans have the same connection to an item or place that an animal spirit guide does.

SHARE SPELLS* (Ex): Shamans can cast a spell with a target of "You" on their animal spirit guides (as a spell with a range of touch) instead of on themselves. A shaman can cast spells on his or her animal spirit guide even if the spells normally do not affect creatures of an 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 an 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 shaman is 3rd level or higher, his animal spirit guide can act as an intermediary between himself and the spirit realm a number of times per day equal to the shaman's Charisma modifier. The shaman must enter an uninterrupted trance for 1 minute and take no other actions. The shaman gains the benefits of an *augury* spell with 90% effectiveness. At 5th level, the 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 shaman is 4th level or higher, an animal spirit guide can deliver touch spells for him or her. If the shaman and the animal spirit guide are in contact at the time the shaman casts a touch spell, he or she can designate the animal spirit guide as the "toucher." The animal spirit guide can then deliver the touch spell just as the shaman would. As usual, if the shaman casts another spell before the touch is delivered, the touch spell dissipates.

SPEAK WITH SHAMAN*(**Ex**) If the shaman is 5th level or higher, the animal spirit guide and the 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 shaman is 6th level or higher, an animal spirit guide gains a +4 morale bonus to Will saving throws against enchantment spells and effects.

SPELL SUMMONS*(Sp): The animal spirit guide acts as a direct conduit between a shaman of 7th level or higher and the spirit world, granting the shaman the ability to cast one additional spell per day which he or 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 shaman's spells known. This spell is treated like any other spell cast by the shaman, including casting time, duration, and other effects dependent on the shaman's level. This spell cannot be modified by metamagic feats or other abilities. The shaman can summon a different druid spell in this way each time he or she uses this ability.

INVISIBILITY (SP): If the shaman is 8th level or higher, an animal spirit guide can become *invisible*, as the spell, 3 times per day.

IMPROVED EVASION (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an animal spirit guide takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

SPELL RESISTANCE (Ex): If the shaman is 12th level or higher, an animal spirit guide gains spell resistance equal to the 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 shaman is 14th level or higher, he or she can scry on the animal spirit guide (as if casting *scrying*) once per day.

INCORPOREAL (EX): If the shaman is 16th level or higher, the animal spirit guide can become incorporeal as a standard action (see Universal Monster Rules) for a number of rounds equal to the 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 shaman.

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

Animal Spirit Guide Choices

Badger/Wolverine

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

Totem Spell Granted: bloody claws.

Bat

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

Totem Spell Granted: echolocation.



Bear

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

Totem Spell Granted: bear's endurance.

Bird of Prey (Eagle/Falcon/Hawk)

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

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

Boar

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

Totem Spell Granted: rage.

Buffalo/Bison

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

Totem Spell Granted: bull's strength.

Carp

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

Totem Spell Granted: divination.

Condor/Vulture

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

Totem Spell Granted: remove disease.

Cougar/Jaguar

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

Totem Spell Granted: cat's grace.

Coyote/Wolf

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

Totem Spell Granted: bloodhound.

Fox

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

Totem Spell Granted: fox's cunning.

Horse

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

Totem Spell Granted: communal mount.

Manta Ray

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

Totem Spell Granted: ride the waves.

0wl

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

Totem Spell Granted: owl's wisdom.

Snake

Small; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Attack bite (1d3 plus poison); 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); SQ low-light vision, scent.

Totem Spell Granted: neutralize poison.

Stag/Elk

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

Totem Spell Granted: aspect of the stag.





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killed trackers and deft skirmishers, the spell-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 which can be used within the spell-less ranger's various favored terrains or against his many favored enemies.

The spell-less ranger is an alternate class to the core *Pathfinder RPG* ranger.

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.

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 (175 gp average)

Class Features

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

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

FAVORED ENEMY (EX): At 1st level, a spell-less ranger can select 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.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), a spell-less ranger may 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

RANGER FAVORED ENEMIES

Type (Subtype)

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

as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (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): Add half the spell-less ranger's 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 Using Skills). 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 ft. 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.

The spell-less ranger can also use this ability to



Table IO: 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	+12/+7/+2	+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

influence a magical beast with an Intelligence score of 1 or 2, but you will take a –4 penalty on the check.

STEALTH ATTACK: If a spell-less ranger can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The spell-less ranger's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 2nd level, and it increases by 1d6 every four spell-less ranger levels thereafter. Should he 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 ft.

Stealth attacks are possible only when a spell-less ranger is wearing medium, light, or no armor. He may only use this ability while in a favored terrain or against a favored enemy.

COMBAT STYLE FEAT (Ex): At 2nd level, a spellless 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 any feats from his selected combat style, even if he doesn't have the normal prerequisites.

With the GM's permission, a spell-less ranger may also choose from any of the additional combat styles for rangers detailed in the *Pathfinder RPG Advanced Player's Guide* (Crossbow, Mounted Combat, Natural Weapon, Two-Handed Weapon, Weapon and Shield).

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, you can add Improved Precise Shot and Manyshot to the list. At 10th level, add 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, you can add Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, you add Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

The benefits of the chosen style feats apply only when the spell-less ranger wears light, medium, or no armor.

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.

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.

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 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 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 you possess.

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.

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).

RANGER 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)

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 form a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. 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 ft. who can see or hear him. This bonus lasts for a number of rounds equal to the 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 to form 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 may choose a shark instead. This animal is a loyal companion that accompanies the spell-less ranger on his adventures as appropriate for its kind. 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 full 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. Starting at 4th level, he gains one ranger talent. A spell-less ranger 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 spellless ranger level. This second companion can be the same animal type as you first animal companion or you may select a different animal.
- *Cat's Fall (Ex):* With this talent you may ignore the first 20 ft. 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 will provoke attacks of opportunity as normal. You may use this talent a number of rounds per day equal to your ranger level. These rounds need not be consecutive.
- *Combat Trick:* By selecting this talent you gain a bonus combat feat.
- *Deadly Range (Ex):* This talent increases the range at which you can deal stealth attack damage by 10 ft. 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 making an attack against a favored enemy or in a favored terrain, the critical threat range of your weapon is doubled. This 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 may ignore the effects of difficult terrain, treating it as normal terrain instead.

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

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.

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Heel (Ex): You may use this talent as an immediate action when your animal companion moves.

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 may add an additional 1d6 to your total stealth attack damage.
- *Low-Light Vision (Ex):* With this ability you gain low-light vision. If you already have low-light vision, this ability has no additional effect.
- Ranger Feat: Instead of a talent, you may choose a feat for which you qualify 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**, 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, Savage Terrain Warrior*, Self-Sufficient, Slayer's Knack***, Stealthy, Sudden Strike*, Toughness.
 - * new feat; ** feat from the Advanced Player's Guide; *** feat from Ultimate Combat

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

Skirmishing Attack (Ex): With this talent, whenever you move at least 10 ft. and attack in the same round, you may also apply stealth attack damage, if applicable, to the target, as though it were flatfooted.

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 may 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 the spell-less ranger's 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 his breath.

Stag's Leap (Ex): This talent allows you to attempt a running jump without moving 10 ft. before the jump.

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

Trap Finding (Ex): When in a favored terrain, you can use the Perception skill to locate traps (see rogue).

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 suffer a -10 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 one round.

FAST MOVEMENT (Ex): When in a favored terrain, the spell-less ranger's base speed increases by +10 ft. at 5th level.

At 12th level, this bonus increases to +20 ft. These bonuses apply only when a spell-less ranger wears medium, light, or no armor.

WOODLAND STRIDE (Ex): Starting at 7th level, the spell-less ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your 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 a spell-less ranger.

SWIFT TRACKER (Ex): Beginning at 8th level, a spellless 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): On reaching 9th level, 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 take no damage. Evasion can be used only when 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 the spell-less ranger 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): At 12th level, a spell-less ranger 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 he still takes no damage on a successful Reflex saving throw against attacks, he henceforth take 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): On reaching 17th level, when in any of his favored terrains, a spell-less ranger can use the Stealth skill even while 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. The spell-less ranger's insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, the spell-less ranger 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 against a favored enemy at his full attack bonus. 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 + ½ his level + his Wisdom modifier. The 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. He 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.

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SPELL-LESS RANGER VARIANT

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.

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 (175 gp average)

Class Features

The following are class features of the skin-changer.

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

TRACK (Ex): Add half the skin-changer's 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 Using Skills). 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 ft. 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 +2 competence bonus to all attack and damage rolls when using natural attacks. He also receives a +2 Initiative bonus when in animal form.

At 5th level, the competence bonus to all attack and damage rolls from natural attacks increases to +4.

At 8th level, the skin-changer is treated as having the Critical Focus feat whenever he is in animal form. In addition, the skin-changer's natural attacks are considered both magic and silver for purpose of overcoming damage reduction.

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 all attack and damage rolls from natural attacks increases to +6.

At 14th level, a skin-changer is treated as having the Improved Natural Attack feat (see *Pathfinder Bestiary*) whenever he is in animal form. The skin-changer may choose which of the creature's natural attack forms is affected by this feat each time he assumes animal form.

At 17th level, the competence bonus to all attack and damage rolls from natural attacks increases to +8. In addition, the save DCs of any effects caused by a critical hit with a skin-changer's natural weapons increase by +4.

- **ANIMAL SPEECH (SU):** At 3rd level, a skin-changer can communicate with animals as if using *speak with animals* when 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



Table 11: Skin-changer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Animal shape (lesser), 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 (1/day), 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	+12/+7/+2	+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

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 receive 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 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 you so choose).

At 8th level and every five levels thereafter, a skin-changer 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.

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

A skin-changer can use his animal shape ability an additional time per day at 6th level and every two



levels thereafter, for a total of eight times at 18th level. At 20th level, a skin-changer can use animal shape 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 taking 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 taking the form of animals, 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 damage 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.

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. Starting 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 ft. 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 will provoke attacks of opportunity as normal. You may use this talent a number of rounds per day equal to your ranger level. These rounds need not be consecutive.

Combat Trick: By selecting this talent you gain a bonus combat feat.

- *Deadly Range (Ex):* This talent increases the range at which you can deal stealth attack damage by 10 ft. 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 making an attack in a favored terrain, the critical threat range of your weapon is doubled. This does not stack with any other ability that doubles critical threat ranges.

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- *Favored Step:* While in a favored terrain, you may 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 may add an additional 1d6 to your total stealth attack damage.

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

Monster Feat: Instead of a talent, you may choose a monster feat you qualify for from the *Pathfinder Bestiaries* instead of a talent.

- Ranger Feat: Instead of a talent, 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 Healing*, Natural Tracker*, Nimble Moves, Run, Savage Terrain Warrior*, Self-Sufficient, Stealthy, Sudden Strike*, Toughness.
 - * new feat; ** feat from the Advanced Player's Guide; *** feat from Ultimate Combat

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

Skirmishing Attack (Ex): With this talent, whenever you move at least 10 ft. and attack in the same round, you may also apply stealth attack damage, if applicable, to the target, as though it were flatfooted.

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 may 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 fullround 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 the skin-changer's 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 his breath.
- *Stag's Leap (Ex):* This talent allows you to attempt a running jump without moving 10 ft. before the jump. *Stealthy Sniper (Ex):* With this talent, when using the

Stealth skill to snipe, you suffer only a –15 penalty (or –10 when in a favored terrain) on your second Stealth check instead of the normal –20.

- *Trap Finding (Ex):* When in a favored terrain, you can use the Perception skill to locate traps (see rogue).
- *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 suffer a -10 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 one round.

FAST MOVEMENT (Ex): When in a favored terrain, your base speed increases by +10 ft. at 5th level.

At 12th level, this bonus increases to +20 ft. These bonuses apply only when you wear medium, light, or no armor.

STEALTH ATTACK: If a skin-changer can catch an opponent when he is unable to defend himself effectively from an attack, the skin-changer can strike a vital spot for extra damage. 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 he flanks the target. This extra damage is 2d6 at 6th level, and it increases by 1d6 every four skin-changer levels thereafter. Should he 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 ft.

Stealth attacks are possible only when wearing medium, light, or no armor. A skin-changer may only use this ability while in a favored terrain.

WOODLAND STRIDE (Ex): Starting at 7th level, a skin-changer may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your 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): On reaching 9th level, 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 when wearing light armor, medium 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, a skin-changer 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 within one of his favored terrains. The skin-changer 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, he can select a new quarry after waiting 1 hour.

CAMOUFLAGE (Ex): At 12th level, a skin-changer 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 when in animal form using animal shape. 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 you still take no damage on a successful Reflex saving throw against attacks, you henceforth take only half damage on a failed save. A helpless skin-changer does not gain the benefit of improved evasion.
- **HIDE IN PLAIN SIGHT (Ex):** On reaching 17th level, when in any of your favored terrains, you can use the Stealth skill even while 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 + ½ his level + his Wisdom modifier. He 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 3 times per day.





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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 all magic, regardless of its source. They strive to refine their magical abilities, and are often consumed by their quest to discover ever greater feats of spellcasting.

ROLE: Although many theurges choose to 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 and 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

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 primarily from the cleric spell list and arcane spells drawn primarily from the sorcerer/wizard spell list. A theurge must choose and prepare his spells in advance. Over time, a theurge also learns to uncover, research, and prepare non-sorcerer/wizard arcane spells and noncleric divine spells as well.

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 and divine spells of each spell level per day. His base daily spell allotment is given on Table: Theurge. In addition, he receives bonus spells per day if he has a high Intelligence or Wisdom score (see Table: Ability Modifiers and Bonus Spells). Note that a theurge receives bonus arcane spells for a high Intelligence score and bonus divine spells for a high Wisdom score.

A theurge must choose and prepare his arcane spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the theurge decides which arcane spells to prepare.

The theurge does not know all divine spells of the appropriate level as a cleric does. Instead, he must prepare divine spells from his prayerbook, which contains his collection of written divine spells.

During the time he studies his spellbook, the theurge must also meditate and study his prayerbook. When doing so, he decides which of his divine 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: 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.
- **SPELLBOOK**: 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 wizard spells plus three 1st-level wizard spells of his choice. The theurge also selects a number of additional 1st-level wizard spells equal to his Intelligence modifier to add to the spellbook. At each new theurge level, he gains two new 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 arcane scrolls or from borrowed or captured spellbooks to his own. In this way, a theurge can learn and prepare non-sorcerer/ wizard arcane spells (magus or witch spells, for example). The two free arcane spells he gains at each new theurge level must always be selected from the sorcerer/wizard spell list however.

PRAYERBOOK: 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 prayerbook, much in the same way he does arcane spells for his spellbook. These divine spells can come from divine scrolls, holy tablets

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Table 12: Theurge

Level	Base Attack Bonus	Fort Save		Will Save	Special	Spell 0	ls per 1 1st	•	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, orisons	2+1	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	_	_	_	_	_	<u> </u>	_
4th	+2	+1	+1	+4	Combined spells (1st level)	2+2	2+1	1+1	_	-	-	-1	-		-
5th	+2	+1	+1	+4	Spell synthesis 1/day	2+2	2+1	1+1	1	-	-	-	-	-	-
6th	+3	+2	+2	+5	Innate spells (1st level)	2+2	2+1	2+1	1+1	-	-	-	-	-	-
7th	+3	+2	+2	+5	Combined spells (2nd level)	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	Innate spells (2nd level)	2+2	2+2	2+2	2+1	1+1	1	-	-	-	-
10th	+5	+3	+3	+7	Combined spells (3rd level)	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	Innate spells (3rd level)	2+2	2+2	2+2	2+2	2+1	2+1	1+1	-	5	-
13th	+6/+1	+4	+4	+8	Combined spells (4th level)	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	Innate spells (4th level)	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	1	5
16th	+8/+3	+5	+5	+10	Combined spells (5th level)	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	Innate spells (5th level)	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 spells (6th level)	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 1 arcane and 1 divine spell of that level per day

- "2+1" indicates that the theurge has the choice of preparing either 2 arcane spells and 1 divine spell or 2 divine spells and 1 arcane spell of that level per day
- "2+2" indicates that the theurge may prepare 2 arcane and 2 divine spell of that level per day

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or other magical writings. The theurge cannot prepare any divine spell not recorded in his prayerbook.

A theurge begins play with a prayerbook 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 prayerbook. 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 other magical writings to his prayerbook. In this way, a theurge can learn and prepare non-clerical divine spells (druid or inquisitor, for example). The two free divine spells he gains at each new theurge level must always be selected from the cleric spell list however.

- **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.
- **FOCUSED CASTER (EX)**: Beginning at 3rd level, a theurge may roll twice on any concentration check and take the higher result.
- **COMBINED SPELLS (SU)**: Starting at 4th level, the 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 spell lists.

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 level of spells that can be cast 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 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 third-level arcane spells for the day could still prepare a *fireball* spell by preparing it using an available fourth-level divine spell slot. The *fireball* would still be considered in all ways a thirdlevel arcane spell, the theurge simply used the higher divine spell slot to prepare and cast it.

SPELL SYNTHESIS (SU): At 5th level, 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 of the spells takes a -4 penalty on saves made against each spell. A theurge receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells. The theurge may use this ability once per day at 5th level and one additional time per day at 11th and 17th level.

INNATE SPELLS (SP): As the theurge's mastery of magic grows deeper, he learns to cast a small number of spells spontaneously. Beginning at 6th level, a theurge may select one 1st-level arcane or divine spell he knows and is able to cast. He may now cast this spell once per day as a spell-like ability without needing to prepare it ahead of time. A spell cast in this way is in addition to the theurge's normal allotment of spells and does not count against his standard 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 level), the theurge may select an additional spell which he can cast once per day as a spell-like ability. The maximum spell level which can be chosen at each of these intervals is indicated on the table below.

Theurge Innate Spells

Level	MAXIMUM SPELL LEVEL
6th	1st
9th	2nd or lower
12th	3rd or lower
15th	4th or lower
18th	5th or lower

BONUS FEATS: At 8th, 14th and 17th level, 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 feats.

MASTER THEURGE (SU): At 20th level, the theurge becomes a true master of arcane and divine magic. The theurge no longer needs to expend a spell slot one level higher when using combined spells. In addition, the theurge 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).







ost necromancers are foul, twisted individuals obsessed with corruption and death. A few, however, embrace the knowledge that true necromancy involves tapping the powers of life as well as those of death and unlife. These enlightened few are known as white necromancers.

White necromancers are arcane spellcasters who study the mysterious connection between life and death. They do not walk the same evil 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 (70 gp average).

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 (see Arcane Spells and Armor in the *Pathfinder Roleplaying Game Core Rulebook*).

SPELLS: A white necromancer casts arcane spells drawn from the white necromancer spell list on page 58. 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 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 1: 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 2: 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 2: White Necromancer Spells Known 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 2: White Necromancer Spells Known under "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 level.
- 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 1/2 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 plus 1 for every two white necromancer levels he possesses. He can use this ability only on a creature below 0 hp. He can use this ability a number of times per day equal to 3 + his Charisma modifier.



Table 13: White Necromancer

Level	Base Attack				Special		lls per		441	541	<i>(</i> 4	741	041	041
1 1 1	Bonus	Save	Save	Save		Ist	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, Eschew Materials, lore of life and death, rebuke death	3	-		7	-	-	T	51	-
2nd	+1	+0	+0	+3		4	_		-	-	_	—	-	-
3rd	+1	+1	+1	+3	Power over undead	5	-	— "1	-	-	-	-	-	-
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	-	—	—	- 1	—
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

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 ability, 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). Mindless undead resulting from white necromancy are of neutral alignment. The alignment of intelligent undead exactly matches the white necromancer's alignment.

The white necromancer gains no specific control over undead created using white necromancy, although he may ask the undead to provide some service or to otherwise assist him. To make such a request, the white necromancer must make a special Diplomacy check, rolling 1d20 + the white necromancer's level + his Charisma modifier.



Mindless undead created through white necromancy initially are indifferent toward the white necromancer, and a flat DC 15 Diplomacy check is required when requesting their assistance. Intelligent undead initially are friendly toward the white necromancer, and a flat DC 15 + the creature's Charisma modifier is required when requesting their assistance.

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 the undead 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 certainly expect to be treated as an honored and respected companion, and might even occasionally make requests of its own.

A white necromancer who fails to properly respect any undead he creates suffers a -10 to 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 ft. 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 hp below its maximum hp, 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 ft., or the white necromancer ends it 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 hp equal to 10 + his Constitution score + his white necromancer level. Those hit points are then immediately transferred to the creature touched. These hp heal the subject but cannot raise the subject's hp higher than its normal hp total.

- **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 ft. for a number of rounds per day equal to his white necromancer level,

Table 14: White Necromancer Spells Known

Level 0 1st 2nd 3rd 4th 5th 6th 7th 8th 9th

1st	4	2	_	_	-	_	-	_	-	1	
2nd	5	2	_	_	_	_	-	-	-	F	
3rd	5	3	—	—	-	_	-	-	-	4	
4th	6	3	1	-		-	-	_	-	_	
5th	6	4	2	-	-	-	-	-	-	-	
6th	7	4	2	1	-	_	_	-	_	-	
7th	7	5	3	2	-	-	_	-	_	_	4
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	-	1	-	
14th	9	5	5	4	4	3	2	1	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	
		_	_	_		_			_	_	

but it detects only living and undead creatures. This sight also tells him whether a creature is living or undead. Constructs and other creatures neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 ft. at 13th level and by an additional 10 ft. for every four levels beyond 13th. These rounds need not be consecutive.

GRASP OF THE DEAD (SP): At 11th level, a white necromancer can summon a swarm of skeletal arms to burst from the ground to rip and tear at his foes. The skeletal arms erupt from the ground in a 20-ft.radius burst and must appear from a solid surface. Any enemy in this area takes 1d6 hp slashing damage per each white necromancer level (maximum 15d6 hp damage). The white necromancer may center this ability anywhere within 60 ft.

Those caught in the area receive a Reflex save to take only half damage (DC 10 + 1/2 white necromancer level + Charisma modifier). 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 move in any direction and through any object (except for those made of force). He can take no action other than to move while in this form. 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, the white necromancer can, as an immediate action, emit a 30-ft. aura that protects against death effects for a number of rounds per day equal to his white necromancer level. Living creatures within this area are immune to all 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. These rounds need not be consecutive.
- **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 brought to below 0 hp, 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 with 150 hp or less.

White Necromancer Spell List

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White necromancers gain access to the following spells. Most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, but those marked with an asterisk (*) appear in the *Advanced Player's Guide*, those with a double asterisk (**) appear in *Ultimate Magic*, those with a triple asterisk (***) appear in *Ultimate Combat*, and those with a dagger (†) are new spells.

0-Level Spells—arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, guidance, light, mending, message, read magic, resistance, ray of frost, stabilize, touch of fatigue

- **1st-Level Spells**—cause fear, cure light wounds, chill touch, deathwatch, decompose corpse**, detect undead, detect evil, doom, hide from undead, identify, inflict light wounds, protection from evil, ray of enfeeblement, ray of sickening**, remove fear, restore corpse**, sanctify corpse**, sculpt corpse*, sleep, mage armor, unseen servant
- 2nd-Level Spells—blindness/deafness, bone shards†, bone swarm†, command undead, cure moderate wounds, darkness darkvision, deathknell, delay poison, detect thoughts, false life, fog cloud, ghostly disguise**, ghoul touch, inflict moderate wounds, invisibility, lesser animate dead**, levitate, pernicious poison**, scare, silence, see invisibility, spectral hand, steal voice**, toxic gift**, unshakable chill**
- **3rd-Level Spells**—blood biography*, cure serious wounds, dance of the dead†, daylight, deep slumber, eldritch fever**, fester*, fly, gaseous form, gentle repose, halt undead, healing thief***, howling agony**, inflict serious wounds, marionette possession**, nap stack*, phantom steed, ray of exhaustion, sands of time**, slow, speak with dead, undead anatomy I**, vampiric touch
- **4th-Level Spells**—animate dead, aura of doom**, bestow curse, contagion, crushing despair, cure critical wounds, death ward, enervation, fear, greater false life**, greater invisibility, haunting choir**, ice storm, inflict critical wounds, neutralize poison, plague carrier**, poison, shadow projection*, wall of ice
- **5th-Level Spells**—breath of life, chain of bones†, cone of cold, greater bone shards†, greater contagion**, lesser astral projection**, magic jar, permanency, possess object**, raise dead, rest eternal*, slay living, suffocation*, symbol of pain, symbol of sleep, undead anatomy II**, wall of bones†, waves of fatigue
- **6th-Level Spells**—antilife shell, circle of death, create undead, disintegrate, eyebite, freezing sphere, harm, major curse**, mass fester*, symbol of fear, true seeing, undead anatomy III**, undeath to death, unwilling shield*
- 7th-Level Spells—control undead, destruction, epidemic**, ethereal jaunt, finger of death, heal, plague storm**, power word blind, resurrection, symbol of weakness, temporary resurrection**, waves of exhaustion
- **8th Level Spells**—clone, create greater undead, horrid wilting, mind blank, orb of the void**, polar ray, symbol of death, temporal status, trap the soul, undead anatomy IV**
- **9th-Level Spells**—*astral projection, energy drain, mass suffocation*, power word kill, soul bind, true resurrection, wail of the banshee*





BATTLE SCION

Battle scions are a fusion of skills and abilities, but some specialize in particular powers and abilities common to the class. These include the Force Blaster and the Bonded Scion.

Bonded Scion

A bonded scion spends his life focused on the mastery of his arcane bond weapon, striving to unlock an everincreasing 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 is identical to the wizard class ability, but the bonded scion must select a weapon. He may use the hand holding his bonded weapon for somatic components. This replaces Arcane Aura.
- **IMPROVED ARCANE BOND (Ex):** At 5th level, the bonded scion receives Improved Arcane Bond as a bonus feat. This replaces Armor Training normally received 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 bonded scion levels beyond 6th (+3 at 10th level, +4 at 14th level, and +5 at 18th level). This replaces the 6th level bonus feat.
- **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 INT 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 replaces the 10th level bonus feat.

BANE WEAPON (SU): At 11th level, the 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

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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 replaces the 11th level Spell Tactician ability.

AWAKENED BOND (Ex): At 14th level, the bonded scion received awakened arcane bond as a bonus feat. This replaces the 14th level bonus feat

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 unique ways — from improving the frequency and quantity of their blasts to increasing their overall damage output.

- **RAPID BLAST (SP):** At 2nd level, the blaster may fire his force blast as a move action instead of a standard action.
- **POWERFUL BLAST (SP):** At 5th level, all 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 him prone. Treat as a Combat Maneuver using your Intelligence modifier in place of your Strength modifier when calculating your CMB.

If successful, the target is pushed backward in a straight line up to 5 feet per five blaster 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 Combat Maneuver is unsuccessful, the target still takes the force blast damage, but is not knocked backward or prone. This replaces Dweomer Weapon.

- **EXTRA BLASTS (EX):** At 6th level, the blaster receives Extra Force Blast as a bonus feat. This replaces the 6th level bonus feat.
- **MULTIPLE BLASTS (SP):** At 10th level, the blaster may fire two bolts per force blast instead of one. He may fire both blasts at the same target or at two different targets who may be no more than 10 feet apart. At 17th level, the blaster may instead fire three bolts per force blast. This replaces the 10th level bonus feat.
- **Swift BLAST (Su):** At 11th level, the 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 battle scion levels beyond 11th. This replaces the 11th level Spell Tactician ability.



ELVEN ARCHER

In addition to using the full variant classes, an elven archer can be modified by using the following archetypes.

Royal Guardian

Rigid soldiers who have sworn to fealty to a king, baron, or other noble, royal guardians use their superior archery skills to defend their homes. Royal guardians can be members of any race, though their races typically represent the majority group in their communities.

- **CLASS SKILLS:** Add Knowledge (local) to the list of class skills and remove Knowledge (dungeoneering).
- **CRENELLATION WARRIOR (Ex):** When firing at a foe from higher ground, a royal guardian gains a +2 bonus to the attack, rather than the usual +0 for making a ranged attack from higher ground. This ability replaces track.
- **URBAN LEGEND (Ex):** A royal guardian is famed in his hometown. He gains a bonus to Diplomacy and Intimidate checks when dealing with residents of his town equal to half his class level (rounded down, minimum 1). This replaces wild empathy.
- **IMPROVED COVER (Ex):** Whenever the royal guardian fires his bow while benefiting from cover, the cover bonus to his AC increases by 1 point. This replaces camouflage.
- **NIGHT WATCH (Ex):** The royal guardian must stand watch at all hours of the day and night. Such efforts hone his vision, granting him low-light vision if he does not already have it. If he already has low-light vision, he gains darkvision out to a range of 30 ft. If he already has darkvision, the range increases by 30 ft. This ability replaces swift tracker.

Plains Rider

Plains riders spend their time on their mounts hunting for food as well as enemies.

- **CLASS SKILLS:** Replace Knowledge (dungeoneering) with Knowledge (local).
- **EXPERT RIDER (Ex):** The plains rider is an expert at guiding her mount. She adds half her class level (rounded down, minimum of 1) to all her Ride checks. This ability replaces wild empathy.
- **BONUS FEAT:** Add Mounted Combat and Mounted Archery to the list of available bonus feats. Remove Shot on the Run.
- **MOUNTED WARRIOR (Ex):** A plains rider spends most of her time on her mount, so firing her bow under such circumstances becomes second nature. When using her bow while mounted, she gains a +2 circumstance bonus to attack rolls. This ability replaces preferred target.

LIGHTFOOT (Ex): The plains rider's lightfoot class ability extends to her mount as long as she remains mounted.

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. The musketeer and the pistol duelist are familiar enough—as are the traditional gunfighter and noble shootist outlined here. A little more fantastical are the black hat juju gunslinger, the barbarian reaver, the witchy futurist, the hellfire preacher, and the coilgunner, which all take firearms in new and wonderful directions with existing classes.

Black Hat

Skill and attitude are enough for most gunslingers, but the black hat doesn't rely on the odds life hands her. She makes her own. A wielder of aggressive superstition and the same uncanny focus shared by all gunslingers, the black hat hurls her trademark bad luck as readily as ammunition.

Under her unnerving gaze, opponents hesitate, mechanisms jam, and spells fizzle without reason. These strange misfortunes haunt the black hat day and night, and settled folk find her presence inexplicably unsettling. Consequently, the black hat never truly feels at home and never seems to find a community in which to settle.

- **CLASS SKILLS:** The black hat loses access to Handle Animal, Heal, and Knowledge (local), but gains Disable Device and Knowledge (arcana) as class skills.
- **JINX (SU):** The black hat's true gifts lie in unnerving her opponents and twisting reality to match her expectations. Jinxes function similarly to gunslinger's deeds, but they reflect the black hat channeling her focus and invoking hedge curses to affect others rather than herself. Unless otherwise noted, using a jinx is a standard action that does not provoke an attack of opportunity. The save to resist a jinx is equal to 10 + 1/2 the gunslinger's level + the gunslinger's Charisma modifier.

EVIL EYE (SU): At 1st level, the black hat can spend a grit point to cause doubt to creep into the mind of a foe that she can see within 30 feet. The target takes a -2 penalty on one of the following (gunslinger'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 to just 1 round. This is a mind-affecting effect. At 11th level the penalty increases to -4. At 15th level, she can activate this ability to affect all opponents within 30 feet. Evil Eye 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 her Dexterity bonus to AC also causes the gunslinger 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). Near Miss replaces Nimble.
- **BACKFIRE (SU):** At 3rd level, as a standard action the black hat can spend a grit point 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 gunslinger. Backfire replaces the Utility Shot deed.

FUMBLE (SU): At 7th level, as a standard action, the black hat can spend a grit point and force a single opponent within 30 feet to fumble, dropping one held item or falling prone (selected by the gunslinger). A successful Will save instead staggers the opponent for one round. This is a mind-affecting effect. Fumble replaces the Dead Shot deed.

Archetypes



BLACK MARK (SU): at 19th level, when a black hat hits an opponent with a firearm attack, she can immediately spend one grit point to cause the wound to scar over in a blasphemous shape. The black mark otherwise functions identically to the *major curse* spell. Black Mark replaces the Death's Shot deed.

Black Powder Reaver (Barbarian archetype)

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:** The black powder reaver gains proficiency with one firearm of her choice, but does not gain proficiency with shields.
- **BLACK POWDER RAGE (Ex):** The 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 the 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 is lost.

A black powder reaver cannot 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 on Strength and Constitution improve to +4, and the bonus of Will saves increases to +3. She also gains one bonus grit point each day and can ignore any attack penalties for attacking with a broken firearm.

At 20th level, when a black powder reaver enters a rage, the morale bonus on Strength and Constitution improve to +6, and the bonus to Will saves increases to +4. While raging and wielding a loaded firearm, she threatens a 10-foot radius around her.

This ability replaces the rage, greater rage, and mighty rage abilities.

MUZZLE FLASH (Ex): The 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 a 2nd level. **PISTOL WHIP (Ex):** At 3rd level, the 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, the 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 replaces trap sense +2.

- **SMOKESCREEN (EX):** Beginning at 9th level, when a black powder reaver attacks with a muzzle flash, she may spend one grit 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, the black powder reaver gains the dead shot deed while raging. This replaces trap sense +4.
- **BLEEDING WOUND (Ex):** At 15th level, the black powder reaver gains the bleeding wound deed while raging. This replaces trap sense +5.
- **MENACING SHOT (Ex):** At 18th level, the black powder reaver gains the menacing shot deed while raging. This replaces trap sense +6.

Coilgunner

Not all gunslingers live in flash and smoke. Casting aside messy, fiery powders and the sting of hot lead, the coilgunner delves into bizarre alchemy and halfrecovered ancient secrets to restore and wield weapons of lightning. Her passions revolve around science and history, and the coilgunner rarely dabbles in the honor duels and mercenary work most gunslingers are infamous for. Her adventures instead revolve around uncovering more ancient treasures to further her understanding and expand her arsenal.

- **CLASS SKILLS:** The coilgunner loses access to Handle Animal, Intimidate, and Survival, but gains Knowledge (dungeoneering), Knowledge (history), Linguistics, and Use Magic Device as class skills.
- **WEAPON AND ARMOR PROFICIENCY:** The coilgunner's study revolves around coilguns (see sidebar). They are proficient with all firearms, but suffer a -2 attack penalty when wielding traditional firearms instead of coilguns.
- **GUNSMITH:** The coilgunner begins with a coilgun (see sidebar) rather than a traditional firearm, and gains gunsmithing as a bonus feat, but can only use this feat to build, repair, and modify coilguns and coil ammunition rather than traditional firearms and black powder. They may select the Gunsmithing feat again to gain all of its normal benefits.
- **GRIT (Ex):** A coilgunner gains and uses grit just as an ordinary gunslinger does, but their passion comes from



the thrill of discovery rather than violence. They do not gain grit from scoring a killing blow, but do gain grit whenever they confirm a critical hit with a firearm or when their weapon misfires.

- **TECHNICIAN (Ex):** Beginning at 2nd level, the coilgunner's understanding of lost technology grants her an insight bonus to Craft (firearms) and Knowledge (engineering) checks equal to half her gunslinger level. Once per day she may use the quick clear deed without spending a grit point. She may use the quick clear deed without spending grit one additional time per day for every four levels beyond 2nd level (to a maximum of 5 times a day at 20th level). This ability replaces Nimble.
- **GADGETEER (EX):** At 4th level, the coilgunner gains Master Craftsman as a bonus feat, even if she does not meet the prerequisites. It must be applied to Craft (firearms). This ability replaces the 4th level bonus feat.

Deeds

Overcharge (Ex): Beginning at 1st level, the coilgunner may spend a grit point to apply a second dose of alchemical fluid to her loaded coilgun and fire an overcharge shot as a standard action. An overcharge shot inflicts double damage and inflicts electrical damage rather than piercing, but cannot be fired beyond the weapon's first range increment. Bonus damage from weapon abilities or precision is not doubled. Firing an overcharge shot increases the weapon's misfire chance by 1.

Overcharge replaces the gunslinger's dodge deed.

ARC OVERCHARGE (SU): Beginning at 7th level, the coilgunner may spend a grit point to apply a second dose of alchemical fluid to her loaded coilgun and fire an arc overcharge shot as a full-round action. The coilgunner makes a single attack roll against all targets within a 20-foot (for one-handed firearms) or 40-foot (for two-handed firearms) line. Targets struck take 1d4 (for one-handed firearms) or 1d6 (for two-handed firearms) electrical damage per gunslinger level, maximum 10 dice. Firing an arc overcharge shot increases the weapon's misfire chance by 2.

Arc Overcharge replaces the dead shot deed.

STORM OVERCHARGE (SP): Beginning at 15th level, the coilgunner may spend a grit point to apply a second dose of alchemical fluid to her loaded coilgun and fire a storm overcharge shot as a full-round action. A storm overcharge shot functions as a *chain lightning* spell, but simultaneously causes the firearm to misfire. The save DC equals 16 + the coilgunner's Dexterity modifier, with a caster level equal to one-half the coilgunner's gunslinger level.

Storm overcharge replaces the slinger's luck deed.

Futurist (Witch Archetype)

Embracing the wild, unknown fringes beyond civilization isn't the only calling for a witch. Some also hear tantalizing whispers from the undiscovered sciences just beyond modern understanding. The futurist embraces mechanisms and alchemical advancement, 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.

- **CLASS SKILLS:** The futurist loses access to Knowledge (nature), but adds Disable Device and Knowledge (engineering) to her class skills.
- **WEAPON AND ARMOR PROFICIENCY:** The 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. If this reduces the number of spell per day for that level to 0, she gains only the bonus spells she would be entitled to based on her Intelligence score for that level.

Coilguns

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Named for the braids of strange metal surrounding their barrels, coilguns are similar to traditional firearms but use alchemy to generate powerful magnetic fields that hurl iron projectiles like black powder would hurl a lead bullet. Knowledgeable users can even push these weapons to discharge bolts of pure electricity.

Mechanically, coilguns function identically to firearms. They require alchemical fluid rather than black powder and they fire steel or iron bullets, but the prices for ammunition remain the same. The only major difference is that coilguns have fewer moving parts, reducing their misfire chance by 1 (minimum 1), and new parts for them cannot be manufactured, only salvaged from ancient treasure hoards. Because of this, coilguns cost 50% more than the equivalent firearm, and are generally not available for purchase even if ordinary firearms are available in a campaign. Because of their unique nature, applying the shock or shocking burst weapon qualities to a coilgun costs 10% less.

Since they cannot purchase or even build their own weapons as easily as most character classes, player and GM should work together to ensure the coilgunner's armament stays competitive through scientific breakthroughs and lost caches of technology.



GUNWITCH: The futurist gains Amateur Gunslinger as a bonus feat at 1st level.

HEXING SHOT (SU): While preparing her spell 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 a 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.

WITCH'S STUDY (EX): The futurist doesn't gain a familiar or 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: alchemy, mechanics, or natural philosophy. Witch's Study replaces witch's familiar and patron with one of three possible options: alchemy, mechanics, or natural philosophy, chosen when the archetype is applied. See the powers gained listed below under Alchemy, Mechanics, or Natural Philosophy.

- *Alchemy:* Alchemical futurists gain 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 and functions identically to an alchemist's bomb ability, and increases in damage every three levels beyond first (to a maximum of 6d6 at 19th level). An alchemical futurist's levels stack with any alchemist levels to determine bomb effects.
 - Alchemy Bonus Spells: 2nd— polypurpose panacea^(UM), 4th—bear's endurance, 6th heroism, 8th—stoneskin, 10th—cure critical wounds, 12th—acid fog, 14th—greater polymorph, 16th—iron body, 18th—transmute blood to acid^(UM)
- *Mechanics:* Mechanical futurists gain a +3 insight bonus to Craft (clockwork) and Craft (mechanics) checks and may build a clockwork spy (*Pathfinder 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.
 - Mechanics Bonus Spells: 2nd—*jury-rig*^(APG), 4th—*reloading hands*^(UC), 6th—*resist energy*, *communal*^(UC), 8th—*minor creation*, 10th *fabricate*, 12th—*major creation*, 14th—*arcane cannon*^(UC), 16th—*call construct*^(UM), 18th—*time stop*

- Natural Philosophy: Philosophical futurists gain Knowledge (Nature), Knowledge (Dungeoneering), and Knowledge (Religion) as bonus class skills, and they gain a +3 insight bonus on any two Knowledge skills of their choice.
 - Natural Philosophy Bonus Spells: 2nd—*identify*, 4th—*false life*, 6th—*blood biography*^(APG), 8th *healing thief*^(UC), 10th—*contact other plane*, 12th—*mage's lucubration*, 14th—*transformation*, 16th—*clone*, 18th—*greater create demiplane*^(UM)

Gunfighter (Fighter Archetype)

Bravado and showy gunplay serve some adventurers well, but practicality appeals to others. 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. She shuns the gunslinger's philosophy of impressive deeds, preferring a sensible approach and a loaded gun for every conceivable occasion. What the gunfighter may lack in style, she makes up for in focus, preparedness, and pure steely nerves.

- WEAPON AND ARMOR PROFICIENCY: The gunfighter does not gain proficiency in heavy armor, but she 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, the gunfighter gains gunsmithing as a bonus feat, and she gains a +2 bonus to any Craft checks made to repair a broken firearm.

Beginning at 6th level, the gunfighter with a gunsmith's kit may spend a half hour cleaning and finetuning a single firearm. For the next 24 hours, a finetuned firearm no longer explodes if it misfires when broken. Fine-tuning an additional firearm removes this condition from the original weapon.

At 15th level, a gunfighter can maintain a second fine-tuned firearm at any given time.

This ability replaces the usual 1st-level fighter bonus feat.

FLESH WOUND (EX): Once per day beginning at 3rd level, the gunfighter can declare one attack against her as a flesh wound, reducing damage from that attack by half. Apply any damage reduction first before applying this effect. The gunfighter must announce that she is using this ability after the attack hits but before damage is rolled. The gunfighter 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): The gunfighter must select firearms as her weapon training group at 5th level.



ALWAYS PREPARED (EX): The gunfighter is never caught unawares. Beginning at 8th level, she can recover a single dose of black powder and ammunition or a single alchemical cartridge, as per the Secret Stash Deed 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 usual bonus feat gained at 8th level.

Hellfire Preacher (Cleric archetype)

A mother torn from her child. Hundreds scarred or dead from plague. Loyal followers crushed beneath the boots of a rival cult. The hellfire preacher's faith has been shaken deeply and irrevocably by some horrific experience, leaving her as apt to put her faith in mortal crafts and stubbornness as divine power. Where once was blind obedience, now questions and righteous fury cloud her holy insight.

A hellfire preacher relies on mortal skill over divine gimmicks. She sees the gods as fickle, fallible creatures, however powerful or well-meaning they may be. Though bitter, the hellfire preacher cannot turn away from her worship entirely, and she retains a spark of faith despite her doubts. While no longer a blind channel to the heavens, she can still call down her god's fury when mortal steel falls short.

CLASS SKILLS: Replace Diplomacy with Intimidate.

- **WEAPON PROFICIENCY:** The hellfire preacher loses proficiency in her deity's favored weapon, but gains proficiency in either one-handed or two-handed firearms.
- **CHANNEL ENERGY:** Without unquestioning faith, a hellfire preacher cannot channel divine energy as freely as a standard cleric. She rolls d4s for channeled energy in place of d6s.
- **DOMAINS:** A hellfire preacher's shaken faith forever tarnishes the connection to her god. She only gains one domain rather than two.
- **WORKS OF MAN:** The hellfire preacher gains Amateur Gunslinger as a bonus feat at first level.
- **MORTAL WRATH (EX):** With a peal of thunder and a cloud of brimstone, the hellfire preacher proves that a mortal's rage can be every bit as terrible as a god's. As a full round action, she can make a single firearm attack and make an Intimidate check against the target of this attack, regardless of the attack's success. The preacher may instead spend a grit point to make an attack roll against a single opponent, and she also makes an Intimidate check against all opponents within 30 feet of her target.

WEARY (EX): Beginning at 6th level, the hellfire

2(66)

preacher has grown weary of deific tampering. She gains a +1 bonus on all saves against divine spells. This bonus improves by +1 every three levels beyond 6th, to a maximum of +5 at 18th level.

MORTAL SMITE (SU): At 10th level, the rage of the hellfire preacher becomes a terrible thing to behold. She can call down her fury into a devastating shot. As a standard action, she may spend a point of grit to make a single firearm attack against an opponent. On a successful hit, she triples the base damage, and inflicts 1d4 Con damage. The Con damage and bonus damage are not multiplied on a critical hit. Precision damage is not multiplied. This bonus damage is not multiplied on a critical hit.

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 sharpshooters and impassioned leaders.

Descending from eagle-eyed nobles or swaggering martial traditions, the noble shootist is gifted with keen insights and unshakeable confidence. She dominates the battlefield through force of personality, overwhelming opponents through precision and spurring allies on to glory and victory.

- **CLASS SKILLS:** The noble shootist loses Handle Animal, Knowledge (local), and Survival, but gains Diplomacy, Knowledge (nobility), and Sense Motive.
- **GRIT:** The noble shootist relies on luck and bravado rather than insight to perform her deeds. Instead of using Wisdom to determine her grit points, she gains grit based on her Charisma.
- **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 equal to half her gunslinger class level. This ability replaces nimble.

Deeds

- **RALLYING SHOT (Ex):** At 1st level, the noble shootist can inspire allies to great deeds by exposing her enemy's weakness. Upon threatening a critical hit with a firearm, she can spend one grit point to grant all allies within 60 feet a +1 bonus to attacks, damage, and saves versus charm and fear effects. This bonus lasts for one full round, but she may extend the duration by spending a swift action to maintain the effect each round, up to a maximum of one round per gunslinger level. Rallying shot is a mind-affecting ability. Rallying shot replaces the quick clear deed.
- **UNNERVING ACCURACY (EX):** At 3rd level, a noble shootist with at least one 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 gunslinger may instead perform a combat maneuver, with a combat maneuver result equal to her gunslinger level plus the damage she would otherwise inflict. A gunslinger must decide to use this deed before rolling damage. Unnerving accuracy in a mind-affecting effect. This ability replaces the pistol whip deed.

MONK

Many monks are warrior-artists, striving toward perfection through adherence to strict philosophies and rigorous martial training. Where many focus on the self and on their physical bodies, some seek perfection along other paths. These monks seek enlightenment through companionship with animals, perfection through the mastery of a single weapon, or harmony through the contemplation of a single, blank sheet of paper.

The following archetypes are available to monks.

Beast-Soul Monk

Where many martial artists practice imitative fighting styles, aiming to mimic the deadliness of natural beasts, the beast-soul monk strives for far more than mere mimicry. The beast-soul monk trains and specializes in a particular imitative fighting style and, as part of such training, he forms a bond with an animal of the type he seeks to emulate. As the beast-soul monk's training progresses, he learns to use his *ki* to reshape his body to match his companion's form. A beast-soul monk has the following class features.

- **CLASS SKILLS:** The 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 beast-soul 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 mantis animal companion (see 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 cat (big) animal companion. The beast-soul 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, Mantis Style, Monkey Style, Snake Style or Tiger Style). 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) 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 type 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 beast-soul monk's class level. At 12th level, this ability functions as *beast shape II* or *vermin shape II*. 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 and approach; they seek self-perfection through realizing harmony among their metallic bodies, memory gears, and soul gems. A clockwork monk has the following class features.

- WEAPON AND ARMOR PROFICIENCY: A clockwork monk is proficient with light and medium armor in addition to his normal 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 gearforged must still pay the gp cost associated with any gearforged feat selected. At 2nd level and above, a clockwork monk may even select feats that could normally only be selected at 1st level as bonus feats, as he strives for physical perfection. Where these feats grant a physical item, such as Gearforged Utility, the clockwork monk must pay the full gp price for the item when selecting the feat at 2nd level or later.
- AUGMENTED CONSTRUCT (Ex): At 3rd level, a clockwork monk gains 2 hp and an additional 2 hp 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). This ability replaces perfect self.

Monk of the Compliant Style Rod

The monk of the compliant style rod sees the humble staff as an extension of the self. He seeks enlightenment through understanding the countless styles that have been developed for the use of the simple staff.

- **WEAPON PROFICIENCY:** A monk of the compliant style rod gains weapon proficiency with the bo staff^{UC} in addition to the normal monk weapon proficiencies.
- BONUS FEATS: A monk of the compliant style rod adds

the following feats to his list of bonus feats: 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, a monk of the compliant style rod gains either Bo Staff Master or Quarterstaff Master^{UM} as a bonus feat. This replaces the bonus feat gained at 1st level.
- **UNARMED STRIKE:** The unarmed strike damage of a monk of the compliant style rod does not increase at 4th level and above.
- **IRON BAR STRIKE (SU):** At 4th level, a monk of the compliant rod style 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 end of his next round. At 8th level, a monk of the compliant rod style can spend 2 points from *ki* pool to instead increase the damage dealt by a qualifying weapon as if it were two size categories larger. At 12th level, a monk of the compliant rod style can spend 3 points from *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 the weapons to make an attack, it deals damage as normal for its size. Iron bar strike does not change the effort required to wield the weapon. This ability replaces slow fall and abundant step.

Monk of the Glorious Endeavor

While all monks strive to achieve physical and spiritual enlightenment, the monks of the Order of the Glorious Endeavor pursue highly specialized tasks as a means of expressing their spiritual achievements. To these monks, perfection is not found in balance. Instead it is found in reaching the greatest possible heights of a single art.

- **WEAPON AND ARMOR PROFICIENCY:** A monk of the glorious endeavor is proficient with only a single weapon, which is chosen at 1st level. This may be any weapon, including exotic weapons but excluding shields or armor spikes. Once selected, the weapon proficiency cannot be changed. This replaces the normal monk weapon proficiencies.
- **CHOSEN WEAPON (Ex):** A monk of the glorious endeavor emphasizes unity with his chosen weapon. Whenever a monk wields a weapon other than his chosen weapon, he loses his AC bonus, his fast movement ability and flurry of blows ability as if he were wearing armor or carrying a medium or heavy load (and he suffers normal non-proficiency penalties). A monk of the glorious endeavor may still make unarmed strikes without penalty.
- **FLURRY OF BLOWS (Ex):** Starting at 1st level, a monk of the glorious endeavor can make a flurry of blows using any combination of unarmed strikes or attacks with his chosen weapon. A monk of the glorious endeavor's flurry of blows otherwise functions as normal for a monk of his level.
- **UNARMED STRIKE:** A monk of the glorious endeavor places emphasis on striking with his chosen weapon rather than with fists or feet. His damage die increases for unarmed strikes, therefore, occur more slowly: 1d8 at 8th level, 1d10 at 12th level, and 2d6 at 16th level. A monk of the glorious endeavor's unarmed strikes otherwise function as normal for a monk of his level.
- **FOCUSED TRAINING (Ex):** At 1st level, a monk of the glorious endeavor receives the Weapon Focus feat. At 5th level, they receive the Weapon Specialization feat. At 10th level, they receive the Greater Weapon Focus feat. These feats must apply to the monk's chosen weapon.

- **STYLE SPECIALIZATION (Ex):** Starting at 2nd level, and every four levels thereafter, a monk of the glorious endeavor selects a bonus feat dependent on his chosen weapon's type: light, one-handed, two-handed, or ranged. All monks of the glorious endeavor add Dazzling Display to the list of feats at 2nd level, Shatter Defenses at 6th level, and Improved Critical and Deadly Stroke at 10th level. All other bonus feats must be selected from Table 1-1: Bonus Feats by Weapon Type. This ability replaces the monk's normal bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them, but he loses all benefits of these feats when using a weapon other than his chosen weapon.
- **DISTANT GRASP (SU):** At 5th level, a monk of the glorious endeavor may spend 1 ki point as a move action to call his chosen weapon into his hand. This ability has a range of 30 ft., and it must target a weapon the monk has carried for at least 24 hrs. If another creature holds the weapon, the monk may instead make a disarm combat maneuver check at a –5 penalty to tear it free of the creature's grasp. The disarm attempt may be made without provoking an attack of opportunity. This ability replaces purity of body.
- **UNYIELDING AND UNCHANGING (SU):** At 7th level, a monk of the glorious endeavor may spend 1 *ki* point as an immediate action to gain a +4 bonus on saving throws against effects targeting his chosen weapon (such as *warp wood* or *heat metal*) and a +4 to CMD against disarm or sunder attempts until the beginning of the monk's next turn. This bonus increases to +5 at 12th level, and +6 at 17th level. This ability replaces wholeness of body.
- **EXTENSION OF THE SELF (Ex):** At 9th level, a monk of the glorious endeavor may use any feat that benefits his unarmed strikes with his chosen weapon. This ability replaces improved evasion.
- **UNSTOPPABLE STRIKE (SU):** At 11th level, a monk of the glorious endeavor may spend 1 *ki* point as a swift action to ignore up to 5 points of DR when attacking with his chosen weapon. At 16th level, he may spend 2 *ki* points as a swift action to ignore up to 10 points of DR. This ability lasts until the beginning of the monk's next turn. This ability replaces diamond body.
- ASCENDANT STRIKE (EX): At 15th level, once per day, the monk of the glorious endeavor chooses one target and adds his Wisdom bonus (if any) to his attack rolls. He adds his monk level to all damage rolls made against the selected target for one round. Regardless of the target, ascendant strike attacks bypass any DR the creature might possess. At 16th and every level thereafter, the monk may do this for one additional time per day. This ability replaces quivering palm.
- UNITY OF FORM (SU): At 19th level, a monk of the glorious endeavor's chosen weapon thrums with his



spiritual nature. The monk may spend 3 *ki* points to turn his weapon into an instrument of law for one hour. This functions as the spell holy sword, but the weapon becomes a +5 axiomatic weapon instead, and it emanates a magic circle against chaos. This ability replaces empty body.

Monk of the Peerless Mountain

The leg is longer, larger, and heavier than the arm, and it is capable of dealing tremendous damage. The monk of the peerless mountain is a master of powerful high and aerial kicks. He is capable of felling multiple foes with one fluid movement.

- **BONUS FEATS:** A monk of the peerless mountain replaces the normal monk bonus feats with the following: Combat Reflexes, Deflect Arrows, Dodge, Fleet, Improved Trip, Nimble Moves, and Vicious Stomp^{UC}. At 6th level, the following feats are added to the list: Acrobatic Steps, Cleaving Finish^{UC}, Greater Trip, Mobility, Power Attack, and Step Up. At 10th level, the following feats are added to the list: Greater Cleaving Finish^{UC}, Spring Attack, Tripping Strike^{APG}, and Wind Stance.
- **REAPING WINDS KICK (Ex):** At 1st level, a monk of the peerless mountain gains Cleave as a bonus feat, and he does not take the normal –2 penalty to AC when using the Cleave feat. At 8th level, the monk gains Great Cleave as a bonus feat. He does not take the normal –2 penalty to AC when using Great Cleave. At 15th level, the monk gains Whirlwind Attack as a bonus feat. He may use these feats even if he does not meet the prerequisites. When using the Cleave, Great Cleave, or Whirlwind Attack feats, a monk of the peerless mountain treats his base attacks bonus from his monk class as equal to his monk level. This ability replaces flurry of blows.
- **TWISTING SPIRAL (Ex):** At 2nd level, whenever a monk of the peerless mountain uses Cleave or Great Cleave, if the initial attack hits, he may take one 5-ft. step as

a free action before making his additional attacks. If doing so places a creature within his threatened area, that creature becomes a legal target for the additional attacks, as long as the attacks meet all the other prerequisites. This ability replaces the bonus feat gained at 2nd level.

- **REVERSE HOOK KICK (EX):** At 4th level, a monk of the peerless mountain may spend 1 point from his *ki* pool as an immediate action to reroll any unarmed attack roll made while using the Cleave, Great Cleave, or Whirlwind Attack feats. The monk must take the result of the second roll even if it is worse than the first. This ability replaces slow fall.
- **EYE OF THE HURRICANE (EX):** At 5th level, when using Cleave or Great Cleave, if his initial attack hits a monk of the peerless mountain may spend 1 point from his *ki* pool as a swift action. If he does so, for one round thereafter, the monk may make the additional attacks granted by the Cleave and Great Cleave feats against any creature he threatens; the targets need not be adjacent to one another. This ability replaces purity of body.
- **STORM OF ONE HUNDRED KICKS (EX):** At 15th level, whenever the monk of the peerless mountain successfully confirms an unarmed critical hit against an opponent, he may make an additional unarmed strike against that opponent as a free action. This ability replaces quivering palm.

Paper Drake Monk

The paper drake monk seeks perfection through the exploration of the endless opportunities of a blank page— which might be folded into shapes limited only by the imagination.

- **FOLDED FORM (Ex):** At 3rd level, the monk adds 1/2 his level to Escape Artist checks. This ability replaces maneuver training.
- **CRUMPLED FORM (Ex):** At 3rd level, the monk learns to fold, collapse, and bend his body around blunt force.

Weapon Type Light	Agile Maneuvers, Combat Reflexes, Dodge, and Weapon Finesse. At 6th level, add Mobility and Sidestep ^{APG} . At 10th level, add Spring Attack and Teleport Tactician ^{APG} .
One-Handed	Blind-Fight, Improved Disarm, and Improved Trip. At 6th level, add Greater Disarm and Greater Trip. At 10th level, add Disarming Strike ^{APG} and Tripping Strike ^{APG} .
Two-Handed	Cleave, Improved Sunder, Power Attack, and Shield of Swings ^{APG} . At 6th level, add Furious Focus ^{APG} and Greater Sunder. At 10th level, add Cleaving Finish ^{UC} and Sundering Strike ^{APG} .
Ranged	Point-Blank Shot, Precise Shot, and Rapid Reload. At 6th level, add Improved Precise Shot and Snap ShotUC. At 10th level, add Improved Snap Shot ^{UC} and Shot on the Run.

Table 15: Bonus Feats by Weapon Type

Archetypes



The paper drake monk gains DR 1/slashing or piercing. This DR increases by 1 for every 3 levels thereafter. This ability replaces fast movement.

- **TORN FORM (SU):** At 7th level, the 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):** At 12th level, by spending 4 points from his *ki* pool as a standard action, the monk can 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, a 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 one round per level, and he can choose to assume his normal form as a standard action. This ability replaces abundant step.

Six Talismans Monk

A six talismans monk does not strive for self-perfection. Instead, he dedicates himself to the protection of others by using martial skill and sealing techniques to bind the countless creatures which prey upon the innocent.

Skills: The six talismans monk adds Use Magic Device to his list of class skills.

Paper Talisman (Su): In addition to his martial training, a six talismans monk is adept at swiftly creating magical, paper talismans that he can use to harm or control opponents. A six talismans monk can use a number of paper talismans each day equal to his class level.

Creating a paper talisman uses a small measure of its creator's ki, and it is therefore only useable by its creator. As a result, until the six talismans monk gains full access to his *ki* pool at 4th level, the strength and variety of his paper talismans remains limited. Each paper talisman requires one sheet of paper; a sheet of paper may be used as a paper talisman only once.

Creating a paper talisman and attacking with it requires a standard action that does not provoke an attack of opportunity (unless the monk makes a ranged attack with the paper talisman). A paper talisman functions only once it is attached to a creature. The monk can attach a talisman as a melee touch attack or as part of an unarmed strike. A missed attack does not consume the paper talisman. An attached paper talisman forms a strong bond with the affected creature. Physical force alone is not enough to remove it; the talisman remains attached and the spell remains in effect until the spell's maximum duration expires, until the creature succeeds at a subsequent saving throw as allowed by the individual spells, or until the spell effect is successfully dispelled. A six talismans monk may remove his own paper talisman from an adjacent creature as a swift action. Paper talismans are fragile, and they are treated as normal sheets of paper (with no hardness and 1 hp) while unattached.

At 1st level, once it is attached to a creature, a paper talisman quickly ignites and explodes, dealing 1d6 points of fire damage plus additional damage that is equal to the monk's Wisdom modifier to the creature. At 4th level, as long as the six talismans monk has at least 1 point in his *ki* pool, he can deliver a paper talisman as a ranged touch attack with a range increment of 20 ft. A missed ranged attack consumes the paper talisman.

Additionally, from 4th level onwards, the monk gains the ability to apply conditions through his paper talismans instead of dealing damage. At 4th level, the monk may spend 1 point from his *ki* pool as a free action to modify the next paper talisman he creates. Instead of dealing damage, the paper talisman instead functions as a *hold person* spell with a caster level equal to the six talismans monk's class level. Its save DC equal to 1/2 the monk's class level plus his Wisdom modifier.

At 8th level, by spending 2 points from his *ki* pool, the monk may use his paper talisman as a *blindness/ deafness* spell. At 12th level, by spending 3 points from his *ki* pool, the monk may use his paper talisman as a *dimensional anchor* spell. At 16th level, by spending 4 points from his *ki* pool as a swift action, the monk may use his paper talismans as a *hold monster* spell. At 20th level, by spending 5 points from his *ki* pool as a swift action, the monk may use his paper talisman as a *flesh to stone* spell. This ability replaces stunning fist.

EMPTY PAGE (Ex): At 3rd level, the six talismans monk uses his Wisdom modifier instead of his Charisma modifier when using the Use Magic Device skill to activate a scroll. This ability replaces still mind.

UNARMED STRIKE: A six talismans monk's unarmed strike damage does not increase at 4th level and above.

FOCUSED WILL (SU): At 4th level, the six talismans monk may use a move action to focus on one alreadyattached paper talisman that allows a save to end an effect, such as a paper talisman being used as a hold person spell. The DC to end the effect increases by


+1, plus an additional +1 every 4 levels thereafter (maximum +5 at 20th level)This replaces increased unarmed damage.

NINJA

The ninja is a master of misdirection, infiltration, sabotage, and assassination. Even within those areas, though, one can still find a great variety of tools and techniques. The following archetypes are available to ninjas.

Elemental Ninja

The elemental ninja combines mastery over her chosen element with her acrobatic, infiltration, and martial skill sets. Individual ninja clans often show an affinity for one element, as each clan often follows unique philosophies and approaches that are tied to their element, to life, death, and combat.

SKILLS: The elemental ninja adds Knowledge (planes) to her list of class skills.

- **ELEMENTAL SCHOOL:** At 1st level, the elemental ninja specializes in one of the following elements: air, earth, fire, or water. This 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 *Advanced Player's Guide*. The ninja 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 trick gained at 4th, 8th, 12th, and 16th level.
- **NINJA TRICKS:** The following ninja tricks complement the elemental ninja archetype: elemental fist, ki charge^{UC}, unarmed combat training^{UC}, vanishing trick^{UC}, and ventriloquism^{UC}. If the ninja selects ki charge, she deals energy damage that matches her chosen elemental school, instead of fire damage: 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 and unarmed combat mastery^{UC}.

Mist Stalker

Mist stalker ninja are the undisputed masters of shadow, darkness, smoke and mist.

SHADOW STRIKE: At 1st level, the mist stalker gains Shadow Strike^{APG} as a bonus feat. This ability replaces poison use.

HIDDEN CLOUD SIGHT (Ex): At 3rd level, the mist

stalker reduces the miss chance from concealment or total concealment caused by natural or magical mists, fogs, and gases, including smoke, by 5 percent. The miss chance reduces by a further 5 percent every three levels thereafter (minimum of zero percent). This ability replaces no trace.

- **BLOOD ON THE MIST (Ex):** At 4th level, as long as the mist stalker has at least 1 point in her *ki* pool, she gains blindsense 10 ft. when magical mists, fogs, and gases—including smoke—grant concealment to her enemies. At 8th level, the mist stalker's blindsense range increases to 20 ft. This ability replaces uncanny dodge and improved uncanny dodge.
- **NINJA TRICKS:** The following ninja tricks complement the mist stalker archetype: choking bomb^{UC}, darkvision^{UC}, poison bomb^{UC}, slow metabolism^{UC}, and smoke bomb^{UC}.
- **MASTER TRICKS:** The following master tricks complement the mist stalker archetype: blinding bomb^{UC}, empty form, and smoke demon.

Master Tricks

The following master tricks are available to ninjas.

- **ELEMENTAL FIST:** A ninja that 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 as a ninja trick, rather than as a master trick. An elemental ninja with this trick can use Elemental fist as if she were a monk of the four winds^{APG}.
- **ELEMENTAL FUSION (SU):** The ninja selects a second elemental arcane school and gains all the benefits thereof—except she treats her wizard level as 1/2 her ninja level for the second school. The ninja must have the elemental school class feature before selecting this trick.
- **EMPTY FORM (SU):** As a swift action, the ninja can turn her body and gear into mist for one round per level. This ability functions as *gaseous form*. Using this ability uses up 1 *ki* point.
- **SMOKE DEMON (SU):** While in *gaseous form*, the ninja can enter a target's square as a standard action that does not provoke an attack of opportunity. The target must make a Fortitude save (DC 1/2 the monk's class level plus her Charisma modifier) or inhale part of the ninja. The ninja solidifies part of herself inside the victim and attacks the target from within it, automatically dealing her unarmed strike damage and sneak attack damage per round as a standard action. If the target moves, the ninja may automatically move with the target. This movement does not count toward her movement and does not provoke attacks of opportunity against the ninja. Each round, the target can attempt another Fortitude save to cough the ninja out, which ends the internal attacks

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and forces the ninja into an adjacent square, though the ninja still maintains her *gaseous form*. Creatures that do not need to breathe are immune to this attack. The ninja must have the empty form master trick before selecting this trick.

SHAMAN

The following archetypes are available to those shamans choosing to focus on certain elements of the natural world or specific aspects of their shamanistic abilities.

Elemental Shaman

More connected with the elemental forces of nature than with its trees and animals, 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 also learn additional bonus spells. These spells are added as soon as the elemental shaman is capable of casting them and cannot be exchanged for different spells at higher levels. Additional bonus spells: *endure elements* (2nd), *elemental speech* (4th), *elemental touch* (6th), *elemental aura* (8th), *summon monster V* (elementals only) (10th), *elemental blast** (12th), *mass planar adaptation* (elemental planess only) (14th), *summon monster VIII* (elementals only) (16th), *elemental swarm* (18th) *New spell.
- **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, or Terran, depending on the type of elemental spirit guide he or she bonds with. This choice is in addition to the bonus languages available because of his or her race.

ELEMENTAL SPIRIT GUIDE (SU): At 1st level, an elemental shaman forms a bond with an elemental spirit—a nature spirit taking the physical form of a small elemental. An elemental shaman begins play bonded to one of the elemental spirit guides listed below.

An elemental spirit guide's Hit Dice, abilities, skills, and feats advance as the elemental shaman advances (see Table 3: Spirit Guide Base Statistics). If an elemental shaman releases his or 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 costing 100 gp. Such a ceremony can also replace an elemental spirit guide that has perished.

Air Elemental

Small; Speed fly 100 ft. (perfect); **AC** +3 natural armor; **Attack** slam (1d4); **Str** 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 11, **Cha** 11; **SQ** air mastery, elemental traits, whirlwind. **Totem Spell Granted**: *gust of wind*.

Earth Elemental

Small; **Speed** 20 ft., burrow 20 ft., earth glide; **AC** +7 natural armor; **Attack** slam (1d6); **Str** 16, **Dex** 8, **Con** 13, **Int** 8, **Wis** 11, **Cha** 11; **SQ** earth mastery, darkvision 60 ft., tremorsense 60 ft., elemental traits. **Totem Spell Granted**: *stone call*.

Fire Elemental

Small; Speed 50 ft.; AC +3 natural armor; Attack slam (1d4 plus burn); Str 10, Dex 13, Con 10, Int 10, Wis 11, Cha 11; SQ elemental traits, immune to fire, vulnerability to cold.

Totem Spell Granted: fire breath.

Water Elemental

Small; Speed 20 ft., swim 90 ft.; AC +6 natural armor; Attack slam (1d6); Str 14, Dex 10, Con 13, Int 10, Wis 11, Cha 11; SQ water mastery, elemental traits, drench, vortex.

Totem Spell Granted: hydraulic push.

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 1/day. This ability functions like the *elemental body I* spell, except as noted here. This ability replaces wild shape.

The effect lasts for 1 hour per elemental shaman level, or until he or she 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 an elemental he or she has seen.

An elemental shaman can use this ability an additional time per day at 8th level and every two levels thereafter, for a total of 7/day at 18th level. At 20th level, an elemental shaman can use elemental wild shape at will.

As an elemental shaman gains levels, he or 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, an elemental shaman can use elemental wild shape to become a Large elemental, which now functions as *elemental body III*.

At 12th level, an elemental shaman can become a Huge elemental, which now functions as *elemental body IV*.

Primal Shifter

Some shamans are completely at one with the primitive, animalistic aspects of nature and revel in its primal fury. Although 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 wild shaped.

DIMINISHED SPELLCASTING: A primal shifter casts even fewer spells of each level per day than a standard shaman. His or her base daily spell allotment appears on Table 4: Shaman (Primal Shifter) Spells per Day.

Table 16:Primal Shifter Spells Per Day

Spells Per Day Level 1st 2nd 3rd 4th 5th 6th 1st 1 2 2nd 3rd 3 3 4th 1 2 5th 4 _ ____ _ ____ 6th 4 3 _ ____ ____ 7th 4 3 1 ____ _ 2 8th 4 4 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 2 5 4 4 _ 3 15th 5 5 5 4 ____ 3 16th 5 5 5 4 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

A primal shifter's spell selection is also limited to an even greater extent than a standard shaman, as shown on Table 5: Shaman (Primal Shifter) Spells Known.

ENHANCED WILD SHAPE (SU): A primal shifter gains the following enhancements and improvements to his or her wild shape ability:

At 4th level, a primal shifter's body heals itself each time he or she changes form using wild shape. The amount of damage healed is equal to 2d8 plus an additional 1d8 damage for every two primal shifter levels beyond 4th (3d8 at 6th, 4d8 at 8th, and so on). A primal shifter adds his or her Constitution bonus, if any, to this total.

At 6th level, a primal shifter is treated as having the Improved Natural Attack feat (see the *Pathfinder Bestiary*) whenever he or she is in wild shape form. The primal shifter can choose which of the creature's natural attack forms is affected by this feat each time he or she wild shapes.

At 8th level, a primal shifter can now change form as a move action instead of a standard action.

Table 17: Primal Shifter Spells Known

Spells Known							
Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	_	_	—		- 1
2nd	5	3	- 1	-	_	-	_
3rd	6	4	-	-	- 1		- 1
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	-	<u> </u>
12th	6	6	5	4	4	_	<u> </u>
13th	6	6	5	5	4	2	. 4 0 °.
14th	6	6	6	5	4	3	<u> </u>
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

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At 12th level, a primal shifter is treated as having the Critical Focus feat whenever he or she is in wild shape form.

PRIMAL DANCE (SU): At 9th level, a primal shifter can perform a ritual dance 1/day to harness the primal spirits of nature and enhance his or her 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 these rounds, including damage from an attack, the primal shifter must make a concentration check or have the spirit dance disrupted. If disrupted, the primal shifter can attempt the spirit dance again, requiring 3 new rounds. If a primal shifter has ranks in Perform (dance), he or she can add those ranks as a bonus to the concentration check. (See Magic in the *Pathfinder Roleplaying Game Core Rulebook.*)

On completion of the primal dance, the primal shifter receives the following benefits while in wild shape form for a number of rounds equal to half the primal shifter's level (round down). These effects stack.

At 9th level, the primal shifter receives a +4 competence bonus to all attack 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 from 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 or her primal shifter level (round down). At 15th level, 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.

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 his or her people and interact with the spirits of the dead. These bonus spells are added as soon as the witch doctor is capable of casting them and cannot be exchanged for different spells at higher levels. The spells are as follows: *hide from undead* (2nd), *lesser restoration* (4th), *speak with dead* (6th), *remove disease* (8th), *raise dead* (10th), *heal* (12th), *greater restoration* (14th), *resurrection* (16th), *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. The witch doctor can use this ability a number of times per day equal to 3 + his Charisma modifier. This ability replaces wild empathy.
- **BREW POTION (Ex):** At 2nd level, a witch doctor receives 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):** Beginning at 3rd level, witch doctors can use their shaman's touch ability a number of times per day equal to their Charisma modifier + half their witch doctor level (round down).
- **DIMINISHED WILD SHAPE (Su):** At 4th level, a witch doctor gains the ability to use wild shape 1/day. A witch doctor can use this ability an additional time per day for every 6 levels thereafter (2/day at 10th level, 3/ day at 16th level, and so on).

SPELL-LESS RANGER

It is important to note that, while these two archetypes are designed with the spell-less ranger in mind, neither archetype specifically replaces any spell-less ranger class features. This means that both archetypes can be used just as easily with the standard *Pathfinder RPG Core Rulebook* ranger.

Dual-Style Ranger

Not all rangers spend the majority of their time learning about and hunting down favored enemies. Dual-style rangers instead dedicate untold hours to mastering a second combat style. Such rangers are therefore extremely well prepared to hunt down and combat any foe that might cross their path, not just a select group of favored enemies.

A dual-style ranger has the following class features.

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 favorite 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 STYLE (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 RPG Advanced Player's Guide* (Crossbow, Mounted Combat, Natural Weapon, Two-Handed Weapon, Weapon and Shield).

See Classes for more on these additional combat styles.

His expertise in these two styles manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. 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 any feats from his selected combat styles, even if he do not have the normal prerequisites.

The benefits of his two style feats 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.

Companion-Bound Ranger

Some rangers form an incredibly strong bond with their animal companion. This bond can become all-consuming, transforming the ranger and his animal companion into an unusually tight and focused fighting team.

A companion-bound ranger has the following class features.

ANIMAL COMPANION (EX): At 3rd level, a companion-bound ranger forms a particularly close bond with an animal companion. This ability functions like the druid animal companion ability. 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 normal 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

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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, the companion-bound ranger receives Coordinated Companion and another 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 companion-bound ranger's deep connection and constant training with his animal companion allows him to select a bonus feat from the following list: Greater Animal Companion, Improved Animal Companion, Increased Devotion, Invulnerable Animal Companion. Alternatively, he may choose an Animal Feat (see druid) for his animal companion. He may select an additional feat from this list at 10th level and every three levels thereafter (13th, 16th, and 19th level). He must meet the normal prerequisites for these feats. This ability replaces woodland stride.

QUARRY (Ex): 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 ft. 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 hunter's camouflage.

IMPROVED QUARRY (Ex): At 19th level, your 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 you activate the ability.

The animal companion must remain within 30 ft. of you and must be able to see, hear, or otherwise sense you in order to benefit from this ability.



WHITE NECROMANCER

All white necromancers understand that true necromancy springs from the delicate balance between life, death, and unlife. While most white necromancers strive to maintain this balance in everything they do, there are those who put less importance on this balance and instead focus primarily on a single aspect of the necromantic triad. The following archetypes are available to white necromancers.

Necrotic Healer

As their name suggests, necrotic healers focus much of their energy on healing. Although necrotic healers can still create undead like other white necromancers, 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:** *lesser restoration* (4th), *cleanse* (10th), *mass cure critical wounds* (16th).
- **REBUKE DEATH (SP):** This functions as the standard white necromancer ability, but the necrotic healer can heal a living, unconscious creature for 1d4 hp + 1 for every white necromancer level he possesses. Beginning 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 conditions by transferring the condition to himself. At 9th level, a necrotic healer can also remove the blinded, exhausted, nauseated, or deafened conditions 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 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 ft. is hit by an attack or fails a saving throw, a necrotic healer can, as an immediate action, magically transfer the resulting wounds and/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 takes all the damage and suffers all of 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 three every additional white necromancer level (twice per day at 12th level, three times per day at 15th level, and so on). This ability replaces life sight.

PROTECTIVE AURA (SU): This functions as the white necromancer ability, but the necrotic healer adds his Charisma bonus to the number of rounds per day he may use the ability.

Grave-bound

All white necromancers are interested in undeath as one third of the necromantic triad, but a grave-bound white necromancer take this a step further 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 selected from the Undead Companion Choices list on page 78. An 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 section below for complete details. This ability replaces life bond.
- **OF THE GRAVE (Ex):** At 17th level, the grave-bound white necromancer begins to take on undead traits. 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 made 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 gravebound white necromancer advances in level. Although typically not as powerful as others of its kind, undead companions gain additional abilities when their white necromancer master reaches 8th, 12th, 16th, and 20th level. The specific abilities gained are detailed in each undead companion's entry.

If an undead companion is destroyed, or the gravebound 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 successful saving throw avoids this negative level. A destroyed or dismissed undead companion cannot be replaced for 24 hrs.

The choice of undead companion should be made based on the grave-bound white necromancer's history and background. Some examples might include:

- an undead companion who is the ghost of a longdead ancestor;
- a skeletal companion who, when alive, was part of an elite guard sworn to protect the grave-bound white necromancer's family;
- one of the white necromancer's (or his family's) recently deceased, fiercely loyal servants, who 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. The Undead Companion Base Statistics table determines many of the undead companion's base statistics. They remain creatures of the undead type for purposes of determining which spells can affect them.

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 hp and any special ability that relies on Constitution.
- Darkvision 60 ft.
- 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 hp.
- 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, all simple weapons, and any weapons mentioned in its entry.
- Undead companions do not breathe, eat, or sleep.

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 hp 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 types of undead companion may be unable to utilize certain feats.
- **SPECIAL:** This includes a number of abilities gained by undead companions as they increase in power. Each of these bonuses is described below.
- **SHARE SPELLS:** A grave-bound white necromancer may 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).
- **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

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Undead Companion Base Statistics

Class Level	HD	BAB	Fort	Ref	Ref Will	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	Scry on undead companion
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	H- Contraction
20th	14	+10	+10	+5	+10	26	7	+12	20th level advancement

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.

- **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 may scry on his undead companion (as if casting the *scrying* spell) 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

Ghost

- STARTING STATISTICS: Size Medium; Speed fly 30 ft (perfect).; AC 17; Attack ghostly touch (2d6); Ability Scores Str —, Dex 12, Con —, Int 12, Wis 11, Cha 19; Defensive Abilities incorporeal, Special Qualities speaks Common.
- **GHOSTLY TOUCH (SU):** As an incorporeal touch attack, the 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. This is a standard action.

A ghost undead companion cannot normally use or manipulate corporeal items or objects, although it can use *ghost touch* weapons, armor or shields.

8th Level Advancement

Ghostly touch damage increases to 2d6 hp.

12th Level Advancement

Telekinesis (Su): The 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): The 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 damage to itself. When a ghost makes a draining touch attack, it cannot also use its standard ghostly touch attack.

20th Level Advancement

Frightful Moan (Su): The ghost companion can emit a frightful moan as a standard action. All living creatures, other than the ghost's master, within a 30-ft. spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mindaffecting fear effect. A creature that successfully saves against the moan cannot be affected by the ghost's moan again for 24 hrs.

Mummy

Starting Statistics: 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-ft. radius (other than the mummy companion's master) that see the mummy must make a Will save or be paralyzed by fear for 1d4 rounds. No matter if their saves are successful, these creatures cannot be affected by the mummy companion's despair ability again for 24 hrs. This is a paralysis and a mind-affecting fear affect.

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 and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element 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* or greater magic.

16th Level Advancement

The mummy companion gains DR 5/—.

20th Level Advancement

The number of times a mummy companion may inflict mummy rot increases to 3/day; the effect increases to 1d6 Con and 1d6 Cha.

Shadow

Starting Statistics: 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 in dim light (-4 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): The 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 ft. each day in this way; this may be a single jump of 40 ft. or four jumps of 10 ft. each.

12th Level Advancement

The shadow companion's strength damage increases to 1d4 points of Strength damage; its shadow jump distance increases to 80 ft.

16th Level Advancement

Shadow Power (Sp): The 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 ft.

Skeleton

- Starting Statistics: 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 hp each time its master gains a level. These additional hp are equal to the master's Charisma bonus.

8th Level Advancement

The skeletal companion receives a bonus feat.



Archetypes



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

The skeletal companion's damage resistance increases to DR 10/ bludgeoning.

20th Level Advancement

The skeletal companion receives a bonus feat. In addition, its fast healing increases to 10.

Since a skeletal companion's combat prowess is based largely on its arms and armor, a grave-bound white necromancer typically normally outfits his companion with the best weapons, armor, and magic possible.

Vampire

- Starting Statistics: 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 hp or gains 1d4 temporary hp for 1 hr. (up to a maximum number of temporary hp equal to its full normal hp) 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 ft. 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 try to overcome its revulsion of the object and function normally each round by attempting a DC 25 Will save.

8th Level Advancement

Spider Climb (Ex): The 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 hp or gains 5 temporary hp 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 to 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 ft.

Vampire companions 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

Starting Statistics: 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): Zombie companions have poor reflexes and can only perform 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

The 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

The zombie companion gains a bonus feat. Its slam attack deals 2d8 hp damage.

16th Level Advancement

The zombie companion gains a bonus feat. Its damage resistance increases to DR 10/slashing.

20th Level Advancement

The zombie companion gains a bonus feat; its slam attack increases to 3d8. Its damage resistance increases to DR 15/slashing.





Feats & Traits



Feats

New classes and new archetypes offer new possibilities for play in other ways, including new feats that complement class abilities.

With a handful of creative feat choices, you can customize and personalize any archetype to create the character you envision. The following feats will help put 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. All bonuses are at the normal base amounts but may be increased following the favored enemy ability rules.

Additional Favored Terrain

You have an additional favored terrain.

Prerequisite: Favored terrain class feature.

Benefit: You may choose one additional favored terrain. All bonuses are at the normal base amounts but may be increased following the favored terrain ability rules.

Advanced Avatar (General)

Your avatars of legend are particularly capable.

- Prerequisites: Avatar of legend class feature.
- **Benefit:** When you summon an avatar of legend, its level can be up to your leadership score -1.
- **Normal:** An avatar of legend's level can be up to your level -2.

Awakened Arcane Bond [Item Creation]

You grant your arcane bond object sentience, making it an intelligent magic item.

- **Prerequisite:** Arcane caster level 15th, Improved Arcane Bond
- **Benefit:** You can imbue your arcane bond object with a tiny spark of your own intelligence, force of will, and arcane power. Awakening your bond object in this way causes your arcane bond to become a specialized form of intelligent magic item. This process follows the standard *Pathfinder RPG* Intelligent Magic Item Creation rules. However, 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 the bond object must match that of the arcane caster exactly.

- An arcane bond object that is a wand may become awakened. A wand arcane bond object retains its awakened sentience and powers even after the wand's charges have been expended.
- The awakened arcane bond item may never, under any circumstances, 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 Intelligent Magic Item Creation rules. The arcane caster pays 50% of that cost.

Senses, powers, and magical abilities the arcane bond object gains by becoming an awakened, magic item continue to function as long as the item remains within 10 ft. of the arcane caster. 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 ability or the Improved Arcane Bond feat – the bonded object must still be worn or in hand for any of these abilities to function).

If an awakened bond item is destroyed, the wizard immediately takes 1d6 points of ability damage to each of his three mental ability scores (Intelligence, Wisdom, and Charisma).

Bank Shot (Combat)

Cover is no protection.

Prerequisite: Precise Shot

Benefit: By taking a –4 penalty to your attack, you can bounce a sling stone off a hard object or armored creature to attack a target behind cover or not in your direct line of sight. A hard object is required for this attack.

Beast Leadership

You attract either a magical beast or a second animal companion to join you on your adventures as well as a group of loyal animals to your cause.

- Prerequisite: Character level 7th, 5 ranks in Handle Animal skill
- **Benefit:** This feat enables you to 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 Bestiary. See Table: Beast Leadership for what effective level 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.

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Feats	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
Advanced Avatar	Avatar of legend class feature	Your avatar of legend can be up to your leadership score -1
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, 5 ranks in Handle Animal skill	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, BAB +7, Point Blank Shot, Precise Shot	Convert some ranged precision damage to bleed damage
Improved Bloody Shot	BAB +11, Bloody Shot, +3d6 precision	Convert ranged precision damage to Constitution 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.
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	Dexterity 13 or higher, 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 monk level 5th	Increase DC of Punishing Kick, Stunning Fist, and Elemental Fist attacks
Coordinated Companion	Hunter's bond, nature's 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 Shot	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	Wisdom 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 points of acid damage one round later
Death Butterfly Wings	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	Dexterity 13, Death Butterfly Storm, Acrobatics 11 ranks, Perform (dance) 11 ranks	Expend two attempts of your Elemental Fist to accelerate the growth of the larvae
Defensive Shot	Point-Blank Shot, Precise Shot	Make ranged attacks defensively
Desert Scorpion Style	Wisdom 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	Improved Grapple, Desert Scorpion Style, 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	Improved Trip, Desert Scorpion Hunter, 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
Divine Paper Talisman	Paper talisman class feature, Greater Paper Talisman	Change half of damage from paper talisman to divine power





Feats	Prerequisites	Benefits
Eagle Style	Dexterity 13, Improved Dirty Trick, Improved Unarmed Strike, Heal 6 ranks	Deal slashing damage with unarmed strikes; silence opponent's speech with combat maneuver
Eagle Talons	Wisdom 13, Eagle Style, Heal 9 ranks	Apply second condition with particularly successful dirty trick
Eagle Flight Swoop	Dexterity 15, Eagle Talons, Heal 12 ranks	Perform dirty trick when you confirm unarmed critical
Expanded Perspective	10th level savant	Add race notes based on creatures of selected type
Extra Avatar of Legend	Avatar of legend class feature	Add an additional avatar in your notebook
Extra Force Blast	Force blast class feature	Gain two additional uses of your force blast ability per day
Extra Innate Spell	Innate Spell class feature	Gain one additional innate spell
Extra Ranger Talent	Ranger talent class feature	Choose an additional ranger talent
Extra Wild Shape	Wild Shape class feature	Use wild shape one additional time per day
Fast Note Taking	Notebook class feature	Add two notes per day to your notebook
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, BAB +5 or higher	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 monk level 3rd	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
Greater Paper Talisman	Paper talisman class feature, monk level 3rd	Deal extra 2d6 damage with damaging paper talisman
Hamstringing Shot	Base attack bonus +4, precision +2d6	Ranged attack forces target to make Fort save or its speed is reduced
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 Bond	Arcane caster level 5th, must have arcane bond object	Arcane bond object gains additional powers as you gain arcane levels
Awakened Arcane Bond	Arcane caster level 15th, Improved Arcane Bond	Arcane bond becomes a specialized form of intelligent magic item
Improved Arcane Strike	Arcane Strike	Imbued weapon receives a +1 bonus to hit as well as damage
Improved Animal Companion	Hunter's bond, nature's bond; must have an animal companion	Animal companion gains 1d8 hit points, $+1$ to any one ability score and $+2$ to its natural armor bonus
Invulnerable Animal Companion	Improved Animal Companion	Animal companion gains DR/magic equal to ½ 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 class features
Improved Nature's Healing	Nature's healing class feature	Treat deadly wounds on same creature multiple times per day; hit points restored increases to 1d6 plus 1 per level
Improved Preferred Target	Preferred target class feature	Increase existing preferred target bonus by +2; select an additional creature type
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
Lingering Knack	Persona class feature	One knack continues to affect you after you end a persona
Natural Tracker	Track class feature	Add ranger level to Survival checks: possibly learn more information
Nightwave Style	Wisdom 13, Improved Unarmed Strike, Stealth 5 ranks, Swim 5 ranks	Add Wisdom modifier on Swim checks; deal slashing damage with unarmed strikes
Nightwave Jaws	Constitution 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, Nightwave Style, Stealth 11 ranks, Swim 11 ranks	While using Nightwave Style, spend two Elemental Fist attempts to create pressure and cold
	Insurance of Linguistical Structure First	Stunning Fist attack can also bull rush opponent
One-Inch Punch	Improved Unarmed Strike, Stunning Fist	Stulling list attack can also buil fush opponent

Feats	Prerequisites	Benefits
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
Ranged Disarm	BAB +8, precision +2d6	Make a CMB check to shoot weapon from foe's hand
Ring the Bell	Improved Unarmed Strike, Stunning Fist, base attack bonus +12 or monk level 11th	Use Stunning Fist twice per round
Savage Terrain Warrior	Str 13, base attack bonus +3, favored terrain class feature	+2 bonus on attack, damage, and CMB checks in favored terrain
Serpent's Bite	Alertness, Point-Blank Shot, Improved Precise Shot	Ready ranged weapon and threaten all squares within your weapon's first range increment, up to 30 feet
Sling Anything		Suffer no penalties when slinging improvised ammunition
Split-Persona	Persona class feature, Duplicate Knacks	Embody two personae at one time
Staredown	Dazzling Display, Improved Initiative, Weapon Focus (firearm)	Make Intimidate check as a free action against all opponents within 30 feet who have not yet acted
Steel Fury	Rage class feature or Grit class feature or Amateur Gunslinger	Gain additional grit point or 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
Tandem Avatars	Avatar of legend class feature	One avatar of legend is replaced by a pair of avatars: total level equa to the cohort level determined by leadership score
Thundering God Stance	Flurry of Blows class feature, Weapon Proficiency (firearms), base attack bonus +6 or monk level 3	Treat one-handed firearms as monk melee weapons, inflicting 1d6 bludgeoning damage and a critical range of 20/x2.
Thundering God Temperament	Flurry of Blows class feature, Weapon Proficiency (firearms), Point Blank Shot, Rapid Reload, Weapon Focus (firearm), base attack bonus +10 or monk level 6	AC bonus against attacks of opportunity improves to +4 and you may apply your Wisdom modifier as bonus damage to all melee attacks made with one-handed firearms
Thundering God Beratement	Flurry of Blows class feature, Weapon Proficiency (firearms), Iron Will, Point Blank Shot, Rapid Reload, Weapon Focus (firearm), base attack bonus +14 or monk level 10	No attacks of opportunity when using a firearm; may apply Wisdom modifier as bonus damage to all firearm attacks
Trick Shot	Grit class feature or Amateur Gunslinger	Make firearm attack in place of Diplomacy check to improve attitude
Undeath Seal	Paper talisman class feature, monk level 4th	Paper talismans affect undead

Metamagic Feats	Prerequisites	Benefits
Necrotic Spell	Spell Focus (necromancy)	Treat some corporeal undead as humanoids to determine spells affects
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



Feats & Traits



TABLE 18: BEAST LEADERSHIP

Leadership Score	Cohort Level			ber of Animal owers by CR				
0.02	1.000	1/8-1/2	1	2	3	4	5	
1 or lower	_	_	1	-	-	_	-	
2	1st	- 10	-	-	_	_	_	
3	2nd	_	-	-	-	—	_	
4	3rd	_	_	-	_	-	_	
5	3rd	- 11	—	_	-	-		
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	

*Note: If you have the animal companion class feature and already have an animal companion, you may opt for a second animal companion in place of a magical beast cohort. See below for details.

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 plus 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 Animal Leadership score, as detailed above.

Beast Cohort Level: You can attract a magical beast as a cohort of up to this effective level (refer to Monster Cohorts section of the Pathfinder 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 magical beast's entry in the Pathfinder 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). See the Monster Cohorts section of the Pathfinder Bestiary for more details.

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.

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 etc.)

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 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: Beast Leadership to determine if you acquire more animal followers, some of whom may be a higher CR than the existing animal followers. Don't

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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 Monsters Cohorts section of the Pathfinder Bestiary, while additional animal companions advance according to Animal Companion rules detailed in the *Pathfinder RPG* Core rules.

Bite the Bullet (Grit)

Pain is a state of mind you've learned to ignore.

Prerequisites: Grit class feature or Amateur Gunslinger

Benefit: So long as you have one grit point in reserve, you receive a +2 bonus on all Fortitude and Will saves to resist the effects of pain, fatigue effects, and poison. Once per day, you may spend one grit point to instantly recover 1d8 hit points, +1 hit point for every hit die you possess.

Bloody Shot

Your ranged attacks strike especially vital locations, causing your target to bleed profusely.

- **Prerequisites:** +2d6 precision, BAB +7, Point Blank Shot, Precise Shot.
- **Benefit:** When your ranged attack successfully strikes your foe and qualifies for precision damage, you may convert some of the precision damage to bleed damage. For every 1d6 points of precision damage you forego, you inflict 1 point of bleed damage on the target.
- **Special:** Sneak attack, such as the rogue's class ability, counts for the purposes of meeting the precision prerequisite.

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 twohanded weapon with the blocking, 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 per normal, or as a reach weapon until the start of your next turn. When wielded as a reach weapon, you may not use the bo staff as a double weapon. You can take the feat Weapon Specialization in the bo staff even if you have no fighter levels.

Broken Mirror Shards (Combat)

When each of your copies falls, there is another that takes its place.

Feats & Traits



- **Prerequisites:** Improved Unarmed Strike; Broken Mirror Style; shadow clone ninja trick or ability to cast *mirror image*; Spellcraft 6 ranks.
- **Benefit:** While using Broken Mirror Style and while 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 maximum images equal to the maximum allowed by your caster level and by the Broken Mirror Style.

Broken Mirror Style (Combat, Style)

You never fight alone; you are an army.

- **Prerequisites:** Improved Unarmed Strike, shadow clone ninja trick or ability to cast *mirror image*, Spellcraft 3 ranks.
- **Benefit:** When you create illusory doubles with *mirror image* or 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:** Improved Unarmed Strike; Broken Mirror Shards; Broken Mirror Style; shadow clone ninja trick or ability to cast *mirror image*; Spellcraft 9 ranks.
- **Benefit:** While 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 muscle power.

- **Prerequisites:** Dexterity 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 to attacks made with a weapon with the monk weapon quality 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:** A monk of the compliant rod style 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 monk level 5th.
- **Benefit:** When you make an unarmed Punishing Kick^{APG} attempt, 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.

- **Prerequisite:** Hunter's bond, nature's 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 ft. of you and must be able to see you, hear you, or otherwise be aware of your position in order to be benefit from this feat. Your animal companion can only coordinate with 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 beginning of your next round.

Deadly Accuracy (Combat)

You have deadly accuracy with ranged weapon attacks.

Prerequisites: Dex 13, base attack bonus +6.

Benefit: When dealing 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 benefit from this feat. You must keep the result of the reroll, even if it is another 1.

Death Butterfly Blossom (Combat)

Once fed, your larval young undergo a metamorphosis. They complete the Shadow Plane butterfly lifecycle potentially killing their hosts during the process.

- **Prerequisites:** Dexterity 13, Death Butterfly Storm, Acrobatics 11 ranks, Perform (dance) 11 ranks.
- **Benefit:** While using the 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 one 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 your arms, waiting to spring and feed upon the next foe you strike.

- **Prerequisites:** Wisdom 13, Elemental Fist^{APG}, Improved Unarmed Strike, Acrobatics 5 ranks, Perform (dance) 5 ranks.
- **Benefit:** While using Death Butterfly Style, creatures that take acid damage from your Elemental Fist take an additional 1d6 points of acid damage one round later as the shadow-stuff larvae feed. The larvae dissolve into harmless wisps of shadow after feeding.

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- **Special:** If you are proficient with a butterfly sword, when using Death Butterfly Style, you may use Stunning Fist and Elemental Fist when making melee attacks with butterfly swords, sun and moon rings, and wind and fire wheels.
- **Normal:** You can only use Stunning Fist or Elemental Fist 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:** Acrobatics 8 ranks, Perform (dance) 8 ranks.
- **Benefit:** While using Death Butterfly Style, the acid caused by your Elemental Fist lasts for one additional round for every die of damage, beyond the first die, dealt by your Elemental Fist.
- **Special:** While wielding a paired set of butterfly swords, sun and moon rings, or wind and fire wheels (see page 115 for these new weapons), 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. Such attacks do not provoke attacks of opportunity. If you take other actions during the round which do provoke an attack of opportunity, you suffer those consequences normally.

Special: Ranged attacks normally provoke attacks of opportunity from threatening foes.

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: Improved Trip, Desert Scorpion Hunter, Acrobatics 9 ranks, Escape Artist 9 ranks.

Benefit: While using 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 using 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.

Feats & Traits

- **Prerequisites:** Improved Grapple, Desert Scorpion Style, Acrobatics 6 ranks, Escape Artist 6 ranks.
- **Benefit:** While using Scorpion Style, you do not take a penalty to unarmed attacks from the grappled conditions. You may also make unarmed attacks even when pinned, albeit with a –4 penalty. Further, your speed is no longer reduced while using Scorpion Style.

Desert Scorpion Style (Combat, Style)

You keep low to the ground and emulating 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 offguard.

Prerequisites: Wisdom 13, Improved Unarmed Strike, Acrobatics 3 ranks, Escape Artist 3 ranks.

Benefit: You add 2 to your CMD against bull rush, drag, reposition, and trip attempts. While using Scorpion Style, your speed is reduced by 10 ft. if your base speed is 30 ft. or more. If your base speed is less than 30 ft., your speed is reduced by 5 ft. Further, while using Scorpion Style, you are considered one size smaller than normal when determining your bonus to attack rolls, your AC, and damage dealt by 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 one grit point, you can attempt to disable complex devices with a well-placed attack against its weakest point. The weak point of a device is considered a fine object (AC 11).

The device's weak point gains a bonus to its AC based on its 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 entirely.

If the attack misses by 5 or more, the device turns out to lack a weak spot, or the weak spot is nonvital, and no further attempts can be made.

Using Disabling Shot cannot sabotage a device to malfunction at a later point.

Divine Paper Talisman

You imbue your talismans with a holy nimbus.

- **Prerequisites:** Paper talisman class feature, Greater Paper Talisman
- Benefit: When using your paper talismans to deal

damage, you may have half of the damage result directly from divine power; therefore, you are not subject to any reduction by resistance to energy-based attacks.

Eagle Flight Swoop (Combat)

You strike, grip, and then tear flesh in one fluid motion.

Prerequisites: Dexterity 15, Eagle Talons, Heal 12 ranks.

Benefit: While 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:** Dexterity 13, Improved Dirty Trick^{APG}, Improved Unarmed Strike, Heal 6 ranks.
- **Benefit:** While 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, speak clearly, or to employ verbal spell components.



Eagle Talons (Combat)

Your mastery of joint locks, knowledge of anatomy, and the tearing strength of your fingers allow you to inflict nearly incapacitating pain.

Prerequisites: Wisdom 13, Eagle Style, Heal 9 ranks.

Benefit: While 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 dirty trick, to your opponent as part of the same dirty trick.

Expanded Perspective (General)

You better understand how the abilities of other creatures work.

Prerequisites: 10th level savant

Benefit: Choose one of the following creature types: animal, monstrous humanoid or outsider. You can add race notes based on creatures of that type, regardless of size. When embodying a race trait of the chosen creature type, if the form assumed has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, and scent.



Extra Avatar of Legend (General)

You can call on an additional avatar of legend.

Prerequisites: Avatar of legend class feature.

Benefit: You add an additional avatar in your notebook to choose from when summoning an avatar of legend.

Extra Force Blast

You can use force blast more often.

Prerequisites: 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.

Prerequisites: Innate spells 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 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.

Fast Note Taking (General)

You add notes to your notebook at a faster pace.

Prerequisites: Notebook class feature.

Benefit: You can add two notes per day to your notebook.

Normal: You can add one note per day to your notebook.

Favored Terrain Expert

You are especially at home in a specific favored terrain. **Prerequisite:** Favored terrain class feature.

Benefit: You may 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 initiative.



Favored Terrain Master

You have an intimate, almost spiritual, connection to a specific favored terrain.

Prerequisite: Favored Terrain Expert.

Benefit: The bonuses received from the 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 ft. 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 only specific members of the group to leave a trail, if you so desire. These benefits last a number of rounds equal to your ranger level.

Galloping Shot (Combat)

All the speed of your galloping steed flies with your arrow. You can make more damaging ranged bow attacks as part of a mounted attack.

- **Prerequisite:** Mounted Combat, Power Attack, BAB +5 or higher.
- **Benefit:** At any time during a riding move action, you can take your ranged attack with a bow. This uses up your attack sequence, even though it is resolved during movement. The ranged attack suffers a -2 penalty to hit but gains +2 on damage for any arrow that hits.
- **Special:** Centaurs are considered to have Mounted Combat for purposes 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 monk level 3rd.
- **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 slashing damage to your grappled opponent.

Greater Animal Companion

Your animal companion is a truly exceptional creature.

- **Prerequisites:** Improved Animal Companion feat, stealth attack and fast movement class features.
- **Benefit:** Your animal companion receives a bonus feat. This bonus feat should be selected from those listed under Animal Feats (see druid). 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 ft. 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 only makes you shaken for the same duration.

Greater Paper Talisman

Your paper talismans burn brighter and hotter.

Prerequisites: Paper talisman class feature, monk level 3rd.

- **Benefit:** When using your paper talismans to deal damage, they deal an additional 2d6 hp damage.
- **Special:** You can gain Greater Paper Talisman multiple times. Your paper talismans deal an additional 1d6 hp damage each time you gain this feat beyond the first time.

Hamstringing Shot (Combat)

Your well-placed ranged attacks are capable of slowing your foes.

Prerequisites: Base attack bonus +4, precision +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 reduced in half (round down, minimum 5 ft.). This penalty lasts until the target receives a magical healing effect; alternately, 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 reducing the target's movement by half each time.
- **Special:** Sneak attack, such as the rogue's class ability, counts for the purposes of meeting the precision prerequisite.

Improved Animal Companion

Your animal companion is hardier and tougher than most. Prerequisites: Hunter's bond, nature's 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 first level spell, +2 for a second level spell, etc.) This bonus lasts for a number of rounds equal to your arcane caster level; these rounds must be consecutive.

Improved Arcane Bond

This feat allows you to enhance your arcane bond object, allowing it to grow in magical power as you do.

- **Prerequisites:** Arcane caster level 5th, must have an arcane bond object
- **Benefit:** Your arcane bond object gains additional powers as you gain levels in your arcane class, according to the following table. You must be in physical contact with your bond object for these powers to function.

Caster Arcane Bond Powers Level

- 5th Bond object grants a +2 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the Spell Penetration feat. In addition, the arcane caster may add his INT modifier as a bonus to his CMD vs. attempts to disarm or sunder his bonded object.
- 7th Bond object imparts magic protection to the arcane caster in the form of a +1 resistance bonus on all saving throws. This bonus increases by +1 for every 3 additional arcane caster levels, to a maximum of +5 at 19th level.
- 9th The arcane caster may cast one additional spell per day which he has in his spellbook and is capable of casting, even if the spell is not prepared. If the arcane caster specializes in an arcane school, this spell must come from that school. This additional spell otherwise follows all the rules of the standard wizard arcane bond ability.
- 11th Bond object grants spell resistance, as the spell of the same name, to the arcane caster equal to 12 + the arcane caster's level.

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Improved Arcane Strike

You draw upon your arcane power to enhance your weapons with magical energy.

Prerequisite: Arcane Strike.

Benefit: Your imbued weapon receives a +1 bonus to hit as well as damage.

Normal: Your weapon receives a +1 bonus to damage only.

Improved Bank Shot

Your trick shots are as good as your straight ones.

Prerequisite: Bank Shot

Benefit: You make Bank Shot sling attacks without taking a –4 penalty.

Improved Bloody Shot

Your precise attacks are especially deadly, causing your target to quickly lose large volumes of blood.

- **Prerequisites:** BAB +11, Bloody Shot, Point Bank Shot, Precise Shot, +3d6 precision.
- **Benefit:** When your ranged attack successfully strikes your foe and qualifies for precision damage, you may convert some of the precision damage to Constitution bleed. For every 2d6 points of precision damage you forego, you inflict 1 point of Constitution bleed damage on the target. You cannot combine this ability damage with the standard bleed damage from Bloody Shot.
- **Special:** Sneak attack, such as the rogue's class ability, counts for the purposes of meeting the precision prerequisite.

Improved Covering Shot

- Your rain of attacks protects a swath of teammates 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 class level a +4 cover bonus to AC against attacks from that opponent. This bonus lasts until the beginning of your next round.

Improved Deadly Accuracy (Combat)

You have even deadlier accuracy with your ranged weapon attacks.

- **Prerequisites:** Dex 15, Deadly Accuracy, base attack bonus +9.
- **Benefit:** When dealing 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 resulting from the reroll should be treated as a roll of 3 instead.



Improved Nature's Healing

You are especially skilled at healing within your favored terrains.

Prerequisite: Nature's healing class feature.

- **Benefit:** When using nature's healing, you can treat deadly wounds on the same creature a number of times per day equal to ½ your spell-less ranger level (minimum 1). 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 only benefit from its deadly wounds being treated once per day. Also, when treating deadly wounds, a spell-less ranger can normally restore an additional 1d6 hit points of damage plus 1 for every three spell-less ranger levels he possesses.

Improved Preferred Target

Your homeland has many enemies, so you have become skilled in fighting all of them.

Prerequisites: Preferred target class feature.

- **Benefit:** You increase your existing preferred target bonus by +2. In addition, you may select another creature type (and subtype where appropriate). You gain a +2 bonus against this new selection.
- **Special:** You may select this feat multiple times. Each time you do, choose an existing preferred target to increase by +2, and then select a new target.

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.
- **Benefi:** Loading a heavy crossbow is now a free action. In addition, regardless of the type of crossbow you're loading, you no longer provoke an attack of opportunity when doing so.
- **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.

Prerequisite: Shaman's Touch class feature; Heal 4 ranks

Benefit: When using 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 increased devotion to you gives it even greater resistance to unwanted mental control.

Prerequisites: Improved Animal Companion, ranger level 6.

Benefit: Your animal companion's Devotion bonus is equal to $4 + \frac{1}{2}$ your ranger level.

Normal: An animal companion's Devotion bonus 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 ½ your ranger level.

Lingering Knack (General)

One of your knacks remains after the persona you embody ends.

Prerequisites: Persona class feature.

Benefit: Even as all other traces of the persona you embodied dissipate, one knack lingers. When you end a persona, you may designate one knack to continue to affect you for 1 minute longer.

Natural Tracker

You have a natural gift for following or identifying tracks. **Prerequisite:** Track class feature.

Benefit: You add your total level 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, etc).

Normal: A ranger adds ½ 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. **Prerequisites:** Spell Focus (necromancy).

Benefit: You treat corporeal undead that were once humanoids as humanoids for the purposes 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:** Elemental Fist, Nightwave Jaws, Nightwave Style, Stealth 11 ranks, Swim 11 ranks.
- **Benefit:** While 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 plus the cold damage from your Elemental Fist. You and your equipment are not harmed by this effect. When used above water, Nightwave Drown alters the air of your square and 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, which is also found in this publication) until the end of your next turn.

When used underwater, the affected area instead darkens (as deeper darkness, 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 and, when used above water, 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: Constitution 13, Nightwave Style, Stealth 8 ranks, Swim 8 ranks.

- **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 using this style, whenever you deal unarmed slashing damage to a foe that was denied Dexterity 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 that has no air to breathe can hold her breath for two rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. Creatures holding their breaths receive a 50 percent chance of not having to make a Fortitude save each round against inhaled poisons.

Nightwave Style (Combat, Style)

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You are as lethal beneath the waves as you are upon the dry land.

Prerequisites: Wisdom 13, Improved Unarmed Strike, Stealth 5 ranks, Swim 5 ranks.

Benefit: You add your Wisdom modifier on Swim checks and on Constitution checks to avoid suffocation or drowning. When using Nightwave Style, you may do slashing damage with your unarmed strikes. While using 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 fogs (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 concept 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.

Prerequisites: 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, while wielding a polearm, spear, staff or similarly shaped object, you receive a +4 bonus to Acrobatics and a +2 bonus to your CMD instead.

Practiced Spirit Dance

You are well versed in the intricacies of the spirit dance, allowing you to perform other actions while performing it. **Prerequisite:** Prolong Spirit Dance, Perform (dance)

- 10 ranks
- **Benefit:** Performing a spirit dance requires three move actions to perform.

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: Your spirit dance lasts 2 additional rounds.

Special: You can gain Prolong Spirit Dance multiple times. Its effects stack.

Ranged Disarm (Combat)

You have become adept at shooting your foe's weapon out of its hand.

Prerequisites: BAB +8, precision +2d6 or better.



If your foe holds a light or ranged projectile weapon, your check is made at your full bonus; if your foe holds a one-handed weapon, your check suffers a -4 penalty. If your foe holds a two-handed weapon, your check instead suffers a -8 penalty. If your foe is holding an object in one hand, such as a torch or a lantern, your check suffers no penalty. If your foe is holding an object in two hands or one in each hand, your check suffers a -4 penalty. If your check succeeds, your foe drops whatever it was holding into its square.

Special: Sneak attack, such as the rogue's class ability, counts for the purposes of meeting the precision prerequisite.

Ring the Bell (Combat)

You can deliver a series of crippling attacks in quick succession.

- **Prerequisites:** Improved Unarmed Strike, Stunning Fist, base attack bonus +12 or monk level 11th.
- Benefit: You may use Stunning Fist twice per round.
- **Normal:** You may only attempt a Stunning Fist once per round.

Savage Terrain Warrior

You attack with wild abandon when in a favored terrain,

trusting in your connection to that terrain to aid you in the destruction of your enemies.

Prerequisites: Str 13, base attack bonus +3, favored terrain class feature.

Benefit: When in any of your favored terrains, you gain a +2 morale bonus on all attack rolls, damage rolls, and combat maneuver checks. Such recklessness, however, bestows a –3 penalty to your armor class. You must choose to use this feat before making an attack roll, and its effects last until the start of your next turn.

Serpent's Bite (Combat)

- You can prepare yourself for an enemy's approach, and react with blinding speed when they draw close.
- **Prerequisites:** Alertness, Improved Precise Shot, Point-Blank Shot, Precise Shot
- **Benefit:** As a full-round action, you can ready a ranged weapon and focus on your surroundings. Until the beginning of your next turn, you threaten all squares within your weapon's first range increment, up to 30 feet.

Siphon Spell (Metamagic)

By expending multiple 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 combined spell slots or prepared spells expended must equal or exceed the level of the higher-level spell you wish to cast. Any unused spell level energy is wasted.

This allows you to cast an additional prepared or known spell of that 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 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.



Sling Anything (Combat)

You can use any on-hand item as a sling projectile.

Benefit: You suffer no penalties when slinging improvised ammunition. You receive a +1 circumstance attack or defense bonus when slinging splash weapons.

Split-Persona (General)

You can embody two personae at once.

Prerequisites: Persona class feature, Duplicate Knacks

Benefit: While embodying a persona, you can also embody a second persona. Embodying a second persona requires another full round action. Every round spent embodying a second persona counts as 1 minute of persona use for that day.

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 one grit point.

Steel Fury

- Getting shot slows most people down, but it just makes you angry.
- **Prerequisites:** Rage class feature or Grit class feature or Amateur Gunslinger
- **Benefit:** Once per round, when you suffer firearm damage in combat, you gain one grit point or one additional round of rage. You must decide if your steel fury generates rage or grit when the feat is selected.

Sudden Strike

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Before your enemy can react, you can launch a devastating attack.

- **Prerequisites:** Base attack bonus +1, Dex 13, favored terrain class feature.
- **Benefit:** When in one of your favored terrains, you gain a +2 bonus on attack rolls against fl at-footed opponents. If you successfully land your attack, your opponent is dazed for 1 round.

Tandem Avatars (General)

You can summon avatars of a legendary pair.

Prerequisites: Avatar of legend class feature.

Benefit: Select one avatar of legend known. That avatar of legend is replaced by a pair of avatars of legend whose total character level is equal to the highestlevel cohort your leadership score grants. Each avatar is summoned within 100 ft of you and is controlled through concentration in the same way as a single avatar of legend. For example, if you can summon a 10th level avatar of legend, you can replace one avatar of legend from your notebook with two avatars of legend whose total level equals 10 (two 5th level avatars of legend, a 4th and a 6th level avatar of legend, etc).

Special: You can choose this feat multiple times. Every additional time you choose this feat it replaces another avatar of legend with tandem avatars.

Thundering God Beratement (combat)

Prerequisites: Flurry of Blows class feature, Weapon Proficiency (firearms), Iron Will, Point Blank Shot, Rapid Reload, Weapon Focus (firearm), base attack bonus +14 or monk level 10

Benefit: When using Thundering God Stance, you no longer draw attacks of opportunity for using a firearm and may apply your Wisdom modifier as bonus damage to all firearm attacks.

If you have a readied one-handed firearm, you may spend one ki point to make a single firearm attack against every opponent within 30 feet as a standard action. Make a single attack roll and compare it to the AC of every target within range. Any precision-based damage (such as sneak attack) only applies to a single target.

Thundering God Stance (Combat)

You combine the placid grace of martial arts with the brutish fury of black powder weapons.

- **Prerequisites:** Flurry of Blows class feature, Weapon Proficiency (firearms), base attack bonus +6 or monk level 3
- **Benefit:** You may treat one-handed firearms as monk melee weapons, inflicting 1d6 bludgeoning damage and a critical range of 20/x2. So long as you have a readied one-handed firearm available, you may combine firearm and melee attacks when you use flurry of blows. So long as you are in this stance and have ki points remaining, you gain a +2 dodge bonus against attacks of opportunity drawn by attacking with a firearm.

Thundering God Temperament (Combat)

The hail of gunfire brings you a strange sort of focus. You become aware of your own vulnerabilities and those of others.

- **Prerequisites:** Flurry of Blows class feature, Weapon Proficiency (firearms), Point Blank Shot, Rapid Reload, Weapon Focus (firearm), base attack bonus +10 or monk level 6
- **Benefit:** When using Thunder God Stance, your AC bonus against attacks of opportunity improves to +4

Feats & Traits



and you may apply your Wisdom modifier as bonus damage to all melee attacks made with one-handed firearms. Additionally, you may spend one ki point to reload a one-handed firearm as a free action.

Trick Shot (Grit)

Your martial prowess speaks for itself, awing crowds and frightening opponents.

Prerequisites: Grit class feature or Amateur Gunslinger

Benefit: You may spend a grit point to impress an onlooker with uncanny precision and timing. Make a firearm attack in place of the usual Diplomacy check to improve someone's attitude towards you by one step.

Alternatively, you may spend a grit point to make a firearm attack in place of the usual Intimidate check to

demoralize an opponent or force an individual to act friendly towards you.

Neither of these firearm attacks inflict any damage.

Undeath Seal

You have trained to seal and bind the undead with your paper talismans.

Prerequisites: Paper talisman class feature, monk level 4th.

Benefit: Your paper talismans affect the undead as if they were living creatures, even if they are mindless (although abilities that affect only humanoids only affect undead if they were humanoids in life).

NEW STYLE FEATS

This chapter introduces a sampling of new fighting styles, using the rules for style feats introduced in *Ultimate Combat*.

Broken Mirror Style: An unusual style that blends 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: Lithe and nimble, practitioners of this graceful martial art spend years mastering dancelike katas and routines. Combining skillful blade work, precise footing, 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 learn to produce their own larvae. They often implant them 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, while they often leave one or both legs raised as if it were a scorpion's tail ready to lash out.

Feat path: Scorpion Style, Scorpion Hunter, 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 Flight Apex, Eagle Flight Swoop.

Nightwave Style: Nightwave style encapsulates the ferocity and lethal hunting 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.





SCALING COMBAT FEATS

Scaling combat feats is alternate feat system. It replaces the standard "feat chain" model with a single, scaling feat that grows in power with the character—much like the existing Power Attack and Deadly Aim combat feats. Scaling 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. GMs should consider this effect on the game's power scale before utilizing scaling combat feats.

Implementing scaling combat feats in your game is simple. Below you'll find 12 scaling combat feats presented exactly like normal feats, except each includes a "Replaces" line detailing which feats require removal to use the scaling combat feat system. This modular approach allows you to use all 12 scaling combat feats or to pick and choose only those suiting your current game.

Using 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 appearing in other Pathfinder rulebooks—which may also include core feats not listed here. For example, the *Advanced Player's Guide* adds further scaling possibilities to Bull Rush with Bull Rush Strike, and it makes Blind-Fight a feat chain by adding Improved Blind-Fight and Greater Blind-Fight.

Scaling feats may create some grey areas requiring GM adjudication. Use the following guidelines to resolve such issues, and ensure your players understand these solutions before switching the game to scaling feats.

Ability Minimums as Prerequisites

Some feat chains require a progressive minimum abilitiy score. For instance, Precise Shot has no ability minimum, but Improved Precise Shot requires a 19 Dexterity. In such instances, the GM should assign an ability score minimum for the scaling feat equal to the highest ability minimum required -2.

In the previous example, since the penultimate feat in the chain requires a 19 Dexterity, acquiring the Precise Shot (Combat, Scaling) feat requires a minimum 17 Dexterity.

Feats as Prerequisites

(100)

If a given feat in your game requires a prerequisite feat that is now part of a scaling combat feat, just use the scaling combat feat as the new prerequisite. If necessary, you can also use the minimum BAB requirement from



For example, if a feat normally requires Great Cleave as a prerequisite, you could simply change that feat's prerequisite to: Cleave (Scaling), +4 BAB.

Feats and Class Features

Some classes include bonus feats in their class features. If a listed bonus feat has been replaced with 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, 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 using scaling combat feats, the ranger's style feat list looks like this: Far Shot, Point Blank Shot, Precise Shot (Scaling), and Rapid Shot, adding Manyshot at 6th level, and Pinpoint Targeting and Shot on the Run at 10th level. (Precise Shot (Scaling) replaces Precise Shot from the core rules, and removes Improved Precise from the list.)

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 **Prerequisite:** 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 Combat Maneuver Defense 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, his movement now provokes attacks of opportunity from all of your allies (but not you).

Normal: You provoke an attack of opportunity when performing a bull rush. Creatures moved by 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

Prerequisite: 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 Combat Maneuver Defense 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 ft. 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 his Dexterity bonus causes him to lose that bonus until the beginning of your next turn, in addition to losing his 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

Prerequisite: 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 Combat Maneuver Defense whenever an opponent tries to grapple you.

When your base attack bonus reaches +6, the 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 only need to succeed at 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

Prerequisite: 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 Combat Maneuver Defense 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, the 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 foes' weapons, armor, and eventually, even the foe himself.

Replaces: Improved Sunder, Greater Sunder

Prerequisite: 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 Combat Maneuver Defense whenever an opponent tries to sunder your gear.

When your base attack bonus reaches +6, the 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 Prerequisite: 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 Combat Maneuver Defense whenever an opponent tries to trip you.

When your base attack bonus reaches +6, the 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 are capable of penetrating 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 up to 5. This reduction does not apply to damage reduction without a type (such as DR 10/—).

When your fighter level reaches 16, your attacks with weapons selected with Weapon Focus ignore damage reduction up to 10, and you may ignore damage reduction up to 5 for damage reduction without a type (such as DR 10/_)

Precise Shot (Combat, Scaling)

You are adept at firing ranged attacks into melee.

Replaces: Precise Shot, Improved Precise Shot, Pinpoint Targeting

Prerequisite: 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. Magical armor still provides its enhancement bonus. You do not gain the benefit of this feat if you move.

Normal: See the rules on the effects of cover and concealment in the Pathfinder RPG 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 an off-hand weapon.

When your base attack bonus reaches +11, you get a third attack, at a -10 penalty, with your off-hand weapon.

See Two-Weapon Fighting in the *Pathfinder RPG Core Rulebook*.

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 reduced by 2 each. 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

Prerequisites: 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 abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

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.





FIREARM TRAITS

- **CHILDHOOD HUNTER** (social) Hunting was a way of life in your childhood. Whether for trophies or simple survival, you learned to stalk and kill as soon as you could walk. You gain a +1 trait bonus to Survival checks, and proficiency in either longbows or muskets.
- **DUELIST** (social) You aggressively defend your honor, and have spent a lifetime learning to use elegant and deadly weapons to protect your reputation. Select either rapier or pistol and coat pistol. You gain proficiency with your selected weapons and a +1 trait bonus to confirm critical hits with that weapon.
- **GIFT FOR MACHINES** (racial, gnome, human, or kobold) Mechanisms always made more sense to you than people. You gain a +1 trait bonus to Craft (firearms) and Disable Device checks, and one of these skills (your choice) is always a class skill for you.

GUN-SHY (social) You never grew accustomed to the chest-rattling blast of firearms, but curiously seem to have the best luck with the dreadful things. You suffer a -2 penalty to all attack rolls with firearms, and automatically become shaken for one round after firing one. If you are already shaken, this trait does not worsen your fear. You also gain a +4 luck bonus to confirm critical hits with firearms.

HAIR TRIGGER (combat) The best way to settle a fight is before anyone even has a chance to start one. You gain a +1 trait bonus to Initiative checks and a +2 trait bonus to damage against opponents who haven't acted yet in combat.

INDUSTRIAL CENTER (regional) Raised in a polluted industrial center, you've learned to get by and glean details through a haze of smoke. You can see ten feet farther in smoke, fog, or mist than normal characters. You also receive a +2 trait bonus to Fortitude saves against inhaled poisons.

- **RESOURCEFUL SCAVENGER** (racial, halfling or kobold) Growing up as a scavenger used to second-hand materials, you know how to get the most from your tools even in the worst conditions. Select one category of devices: one-handed firearms, tools, traps, twohanded firearms, or vehicles. You may ignore the normal penalties for the broken condition when using that item. Firearms still see their misfire chance increased, and any effect that would apply the broken condition again destroys the item instead.
- **SALTPETER BIRTHRIGHT** (regional) Your family or hometown revolved around the burgeoning alchemical industry, and its citizens learn the art of manufacturing dangerous chemicals. You gain a +1 trait bonus on Craft (alchemy) checks and Craft (alchemy) is always a class skill for you. You may manufacture alchemist's fire, black powder, tindertwigs, and thunderstones by paying one-fifth materials cost (rather than the usual one-third). The crafting discount for the Gunsmithing feat replaces this trait discount.



ARROW OF THE ANIMAL SPIRIT

School transmutation; Level elven archer 4, druid/ shaman 5 Casting Time 1 standard action Components V, S, F (an arrow or bolt), DF 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.

AVENGE THE PAIN

School necromancy; Level druid/shaman 4, elven archer 3, ranger 4
Casting Time 1 swift action
Components V, S, F (an arrow or bolt), DF
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 warded against scrying or is located on another plane.

The avenged wound must be fresh—less than 1 hr. old. The spell allows the caster to easily extract the arrow in a usable condition. When it strikes its target, it does its normal arrow damage in addition to the damage you originally suffered from it.

BLOOD SPOOR

School divination; **Level** druid/shaman 4, elven archer 3, ranger 4

Casting Time 1 standard action **Components** V, S, DF (drop of quarry's blood) **Range** personal

Target you Duration 10 minutes/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 ft. of the target to make a ranged touch attack.

This damage also causes deep gashes which 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 ft. 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-ft.-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 additional 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 ft. per round. As part of this movement, the swarm can ascend up to 60 ft. 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.

CHAIN OF BONES

2(106)

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-ft.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 only be affected by one such 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 otherwise directed by the caster of the spell.

The bone chains are Medium size and do not provoke attacks of opportunity when making combat maneuvers. Their CMB is equal to your caster level plus 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 points of 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 purposes 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.

CONJURE ENERGY ARROWS

School conjuration [creation]; Level druid/shaman 2, elven archer 1, ranger 2
Casting Time 1 swift action
Components V, S, DF (bow or crossbow string)
Range touch
Target one bow or crossbow string touched
Duration 1 round/level
Saving Throw none; SR no

Conjure energy arrows equips your bow or crossbow with an energy arrow or bolt the moment before your first arrow each round is fired. 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

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its standard ammunition, but the spells 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 one round after being created, so they 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 hp 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*.

ELEMENTAL BLAST

School evocation [acid, cold, electricity, or fire]; Level druid/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 causes 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 causes 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 elven archer 4, druid/ shaman 5

Casting Time 1 standard action

Components V, S, F (a drop of pitch mixed with sawdust, and an arrow or bolt), DF

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-ft. 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-ft. radius. It provides shadowy illumination out to 200 ft.

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).

FLY TRUE

School transmutation; Level druid/shaman 5, elven archer 4

Casting Time 1 swift action


Components V, S, F (an arrow or bolt), DF **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 arrow 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.

Your target 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 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/caster level. This spell is most useful against objects hidden behind walls of force.

If you do not make a shot within one round of casting fly true, the spell dissipates.

GHOSTLY ARROW

School transmutation; Level druid/shaman 3, elven archer 2, ranger 3 Casting Time 1 round Components V, S, F (an arrow or bolt), DF Range touch Target arrows or bolts touched Duration 1 round/level Saving Throw none; SR no

Arrows you fire while this spell is in effect are imbued with the spiritual power of the forest; they 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 for armor or cover from intervening creatures or terrain.

HEARTSTRIKE

(108)

School divination; Level druid/shaman 2, elven archer 1, ranger 2
Casting Time 1 swift action
Components V, S, F (an arrow or bolt), DF
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 applying to concealed targets, including total concealment.

HUNTER'S INTUITION

School divination [scrying]; Level druid/shaman 3, elven archer 2, ranger 3
Casting Time 10 min.
Components V, S, F (an arrow or bolt, three drops of quicksilver), DF
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 they are.

You clearly see, but do not hear, the previous owner for one round, even if fog, darkness, or other visual cover shrouds them. 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).
- Who the creature serves, or whether it has a master.
- 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 10 or higher, you learn a second piece of information; if it is 20 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.

HUNTER'S SHOT

School necromancy; Level druid/shaman 6, elven archer 4
Casting Time 1 standard action
Components V, S, F (arrow or bolt), DF
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 archer level, on a failed Fortitude save, your prey must make a second Fortitude save or be killed. On a successful

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Fortitude save, your prey takes damage equal to half its current hp, 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 hp, 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 during each round 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.

INFLICT DOOM

School necromancy [fear, mind affecting]; Level druid/ shaman 3, elven archer 2, ranger 3 Casting Time 1 standard action Components V, S, F (bow and arrow or bolt), DF 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 (must be a living creature) 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 elven archer 3, ranger 4, druid 4
Casting Time 1 standard action
Components V, S, DF (arrow or bolt)
Range close (25 ft. + 5 ft./2 levels)
Target up to 50 arrows or bolts

Duration 1 hour/level Saving Throw none; Spell Resistance no

You can imbue up to 50 arrows or bolts with one of the following traits: adamantine, silver, or cold iron. This allows the arrows or bolts to bypass damage reduction 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

(110)

School divination; Level druid/shaman 2, elven archer 1, ranger 2 Casting Time 1 standard action Components V, S, F (an arrow or bolt), DF Range touch Target one touched arrow or bolt Duration instantaneous Saving Throw no; SR no

After casting this spell, as free actions you may whisper a question concerning a location to an arrow or bolt, and then you toss it 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 Shiboleth?" 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/shaman 3 Casting Time 1 standard action Components V, S, DF 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 receives bleed damage equal to half your caster level.

RIVER OF MOONLIGHT

School enchantment (compulsion) [mind-affecting]; Level druid/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 affects one 5-ft. 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/shaman 3, elven archer 2, ranger 3Casting Time 1 round



Components V, S, F (an arrow or bolt), DF **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 creature. If this arrow hits, the target must make a Will save.

If the save fails, the spiritual bond transfers from the arrow to the target, 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 ft., you sense the exact square it is in, but you cannot see it. You also gain a +10 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 (for example, within 30 miles for a 3rd-level caster).

SHARE INSIGHT

School transmutation; Level druid/shaman 4, elven archer 3, ranger 4
Casting Time 1 standard action
Components V, S, F (an arrow or bolt), DF
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 such as favored enemy, precision, and take aim. 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 his own combat skills, but not both in the same round.

SHED THE RAIN

School abjuration; **Level** druid/shaman 2, elven archer 1, ranger 1

Casting Time 1 standard action

Components V, S, F (a duck feather), DF

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 you like water off a duck's back.

In addition to your skin, this protection extends to anything you are wearing or carrying. As a result, for example, you can walk outside during a downpour and remain dry. This effect also gives you 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 those 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/shaman 2, elven archer 1, ranger 2
Casting Time 1 swift action
Components V, S, F (an arrow or bolt), DF
Range touch
Target one touched arrow or bolt
Duration 1 round
Saving Throw none; SR no

The next arrow or bolt you shoot completely ignores all natural winds, from gentle breezes to tornado-force winds. The spell reduces the effects of magical winds by one category (see *Pathfinder Roleplaying Game Core Rulebook*).

If you do not make a shot within one round of casting, the spell dissipates.

THUNDER ARROW

School evocation [sonic]; Level druid/shaman 3, elven archer 2, ranger 3
Casting Time 1 swift action
Components V, S, DF (an arrow or bolt)
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, including 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 ft. must succeed on a Fortitude save or be stunned for 1 round. Creatures with fewer than 6 Hit Dice that are within 10 ft. 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.

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 inter-locking 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, inter-locking bones. A *wall of bones* is 1 inch thick per caster level.

It covers up to a 10-ft.-square area per caster level. Thus, a 10th-level caster can create a wall of bones 100 ft. long and 10 ft. high, a wall 50 ft. long and 20 ft. high, or any other combination of length and height that does not exceed 1,000 sq. ft..

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 wall 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-ft. square of the wall has hardness 6 and 10 hp per inch of thickness.

A section of is breached when its hp 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 elven archer 1, ranger 2, druid 2
Casting Time 1 swift action
Components V, S, M (a bit of spider web), DF (an arrow or bolt)
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; Spell
Resistance 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 of Large size 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 fire damage from the flames.

Alternately, 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/shaman 3, elven archer 2, ranger 3
Casting Time 1 swift action
Components V, S, F (an arrow or bolt), DF
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 just sped by.

Small fires—including candles and torches—located within 10 ft. 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 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 ft. 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 ft. from the arrow's path but 20 ft. 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.





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NEW WEAPONS

Alchemical Arrow: This special arrow contains a hollow shaft and an arrowhead made of glass. A creature with Craft (alchemy) skill ranks can opt to fill this arrow with a liquid alchemical substance, such as acid, holy water, or alchemist's fire.

These arrows do not inflict normal damage. Unstead, when the arrow strikes its target, the glass head shatters, splashing the liquid substance over the target. The damage from an alchemical arrow is the same as for the liquid contained within, but lessened one step since the arrow holds less of the substance than a typical flask. For example, an alchemical arrow filled with acid inflicts 1d4 points of acid damage on the target.

Range increments for this arrow are the same as for a standard arrow. An alchemical arrow can also be fashioned into either a crossbow bolt or sling bullet, with the same weight and cost as the arrow.

Barbed Arrow or Bolt: This arrow or bolt has a head consisting of vicious barbs. Targets struck by one suffer 1 hp bleed damage each round until they receive magical healing or a successful DC 20 Heal check.

Table 20: New WeaponsExotic Weapons

	PRICE	Dмg (S)	Dмg (M)	Crit	RANGE	WEIGHT	Туре	Special
LIGHT MELEE WEAPONS	612	1201					264	
Horse tail whisk	2 gp	1d4	1d6	×2	7.8	2 lbs.	В	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	- 11	2 lbs.	P or S	Blocking, disarm, monk
ONE-HANDED MELEE WEA	PONS	22.141		1.65	11411		100	
Iron Flute	10 gp	1d4	1d6	×2	-	2 lbs.	В	Monk, performance
Tamo Cane	10 gp	1d4	1d6	×3	-	2 lbs.	В	Blocking, monk, trip
Two-handed melee we	APONS			1.1		2.601	1.1.1	1997 i 1997 i 1998 i 1997 i
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 21: New Arrow Types and Other Gear

Name	Соѕт	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.	20	Bows or Weapons
Barbed Bolt (10)	20 gp	1 lb.	20	Bows or Weapons
Dragon's Tooth Arrow	100 gp	3 lbs. per 20 arrows/10 bolts	30	Bows or Weapons
Slick Stone (10)	25 gp	5 lbs.	20	Weapons
Sticky Arrow (1)	50 gp	8 lbs. per 20 arrows/10 bolts/10 bullets	30	Alchemy
Thunder Arrow (1)	80 gp	3 lbs. per 20 arrows	30	Alchemy
Hardened Bow	100 gp	2 lbs.	—	_
Portable hunting stand	25 gp	15 lbs.	-	-

- **Ding pa:** This spear has a double-side rake attached to the haft just below the spearhead. Thrusting attacks are made with the spearhead, while the rakes are used to tear along flesh and disarm weapons.
- **Dragon's Tooth Arrow:** This arrow uses a dragon's tooth in place of the arrowhead, as well as small dragon scales in place of fletching. A dragon's tooth arrow pierces objects better than standard arrows; it ignores up to 3 points of 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 foes.
- **Horsetail whisk:** The horsetail whisk is a versatile weapon. The long strands at the end of the weapon can be used much like a whip to distract an opponent or wrap around weapons and limbs. The wooden handle can be used as a club to bludgeon foes.
- **Iron flute:** Ranging in length from three to five feet, iron flutes are reinforced to serve as both cudgels and musical instruments. An iron flute can be played using the Perform (wind instrument) skill.
- **Slick Stone:** These sling bullets are coated in special oils that keep the bullet slippery. A halfling sling master who fires a slick stone does not suffer any penalty to attacks when using two for one or bend it. See pages 13 and 14 for these sling master class abilities. The miss chance for bend it still applies as normal.
- Sticky Arrow: This arrow is similar to an alchemical arrow; however, the head contains the same substance found in a tanglefoot bag. Instead of normal damage, victims struck by such an arrow suffer a –2 penalty to Dexterity for 1d3 rounds. Sticky arrows also can be crafted into bolts or bullets, with the same weight and cost as the arrow. Range increments for this arrow, bolt, or bullet are the same as for a standard piece of ammunition, making it at times superior to the standard alchemical substance, despite its lessened effect.
- **Sun and moon rings:** Wielded in pairs, these flat metal rings feature a padded grip and cross-guard across one section; the rest of the rings feature 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 be used to 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

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. Horse tail 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.

walking stick; the DC decreases to 10 if the observer is able to handle the weapon proficiently.

- **Thunder Arrow:** The head of this arrow is a thunderstone shaped like an arrowhead (or, alternatively, the head of a bolt or of a sling bullet). The item deals damage lessened by one step but has the same effects as a thunderstone. For example, a thunder arrow fired from a Medium creature's longbow deals 1d6 damage instead of 1d8, and the target and all within 10 ft. of the target must make successful Fortitude saves or become deafened.
- Wind and fire wheels: These flat metal rings feature a padded grip and cross-guard across one quarter segment. The other three segments have protruding blades, which are typically styled as flames. Often wielded in pairs, the wheels are used to slash, stab, block, and disarm enemies.

NEW GEAR

- **Hardened Bow:** A hardened bow is more difficult to sunder. Its hardness increases by 2 points. The listed price and weight add to the existing cost and weight of the bow or crossbow to which this option is added.
- **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 tightened to hold the stand in place. Hunters and snipers who use a portable hunting stand gain 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 ft. 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, for a total of +6.





NEW MAGIC ITEMS

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 using 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.

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 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 was wearing armor. A *collar of beast armor* only functions for a creature of the animal or magical beast type.

Alternatively, collars of beast armor can be enchanted with armor special abilities just like other magic armor (Pathfinder RPG Core Rules). Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. Collars of beast *armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. Collars of beast armor must have at least a +1 armor bonus to grant 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

2(116)

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)

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

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 the 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 disappears.

Each *ever-full quiver* generates only one type of ammunition. There are three distinct varieties of this quiver. Each variety produces arrows or bolts with standard, adamantine, or alchemical silver heads.

CONSTRUCTION

Requirements Craft Wondrous Item, major creation; **Cost** 2,750 gp (standard arrows), 3,300 gp (alchemical silver arrows), 4,950 gp (adamantine arrows).

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 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.



Small bands of 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 PC 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 PC increases in level. Legendary items truly grow in power with the PC and often become an integral part of the character.

Legendary Magic Item Rules • Legendary items begin as +1 magic items.

- Each legendary item has specific level, feat and skill rank requirements necessary to attune the item to its owner. If the owner can meet 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 he must be at least 4th level before the legendary item can begin granting the owner 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 characteristic (Int, Wis, or Cha).
- The caster level required for legendary item effects are based on the owner's total level.
- Unless otherwise noted, any bonus feats granted by the legendary item last as long as the owner is touching the item. The owner does not need to meet the prerequisites for these bonus feats.

The Three 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 know to history as Gax the Great, was a mysterious figure renowned for his 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 magical 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 long sword.

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 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 chainmail		
4th	Arcane Focus		
6th	Arcane Smite		
8th	+2 chainmail		
10th	Arcane Shield		
12th	Metamagic Adept		
14th	+2 spell resistance 17 chainmail		
16th	Deflection (1/day)		
18th	Arcane Repulsion		
20th	+3 spell resistance 19 chainmail		

Battlecaster armor permits a maximum Dexterity bonus of +4 and an armor check penalty of -2.

- Arcane Focus (Su) Arcane spells cast while wearing 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 damage per spell level expended (+1d6 for a first level spell, +2d6 for a second 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 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 feat. 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 the wearer he is capable of actually casting. The wearer can use this ability three times per day.
- **Deflection (Sp)** The wearer of *battlecaster armor* may cast *deflection* once per day as a spell-like ability.



Arcane Repulsion (Sp) Three times per day, the wearer of *battlecaster armor* may, as an immediate action, effect a targeted *greater dispel magic* 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 by 4th level.

FEATS: Shield Focus, Toughness **SKILLS**: Craft (armor) 4 ranks

ATTUNED LEVEL ABILITIES GRANTED

	+1 shield
4th	Gauntleted Fist
6th	Improved Shield Bash
8th	+2 bashing shield
10th	interposing hand (3/day)
12th	touch defense
14th	+3 bashing light fortification shield
16th	spell turning
18th	crushing hand (1/day)
20th	+4 bashing medium fortification shield

- **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 deal 1d6 points of bludgeoning damage plus Strength modifier + 1 point for every two levels the wielder possess. These unarmed strikes do not provoke attacks of opportunity and ignore ignore 10 points of hardness. The wielder can use this ability a number of rounds per day equal to 1/2 the wielder's level
- **Improved Shield Bash (Ex)** The wielder gains Improved Shield Bash as a bonus feat, but only when using *Gauntlet* to perform the shield bash.
- **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 is a razor-sharp long sword 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 (long sword)

SKILLS: Craft (weapons) 4 ranks, Knowledge (arcana) 4 ranks

ATTUNED	LEVEL ABILITIES	GRANTED
---------	-----------------	---------

	+1 long sword
4th	Bravery of Gax
6th	Cleaving Blade
8th	+2 keen long sword
10th	Critical Focus
12th	Cleaving Blade, Greater
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.

- **Cleaving Blade (Ex)** *Cailebryn's* wielder receives Cleave as a bonus feat*.
- **Critical Focus (Ex)** The wielder gains Critical Focus as a bonus feat*.
- **Cleaving Blade, Greater (Ex)** *Cailebryn's* wielder receives Great Cleave as a bonus feat*
- **Sundering Blade (Ex)** The wielder receives Improved Sunder and Sundering Strike as bonus feats*. In addition, whenever Cailebryn is used to sunder, it ignores hardness equal to ½ the wielder's level.
- **Dispelling Strike (Sp)** Three times a day, the wielder may effect a targeted *greater dispel magic* as a free action on the subject of a successful melee attack with *Cailebryn*.
- *Bonus feats are only in effect when attacking with *Cailebryn*.





COMPANION

STR / D	EX Bonus
Space _	Reach
SPEED	BASE SPEED SWIM
FLY	MANEUVERABILITY CLIMB BURROW
ATTR	IBUTES
S	CORE MOD. MISC. Score MOD. MISC.
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SAVI	IG THROWS
	TOTAL BASE ABILITY MAGIC MISC. TEMP. SAVE MOD. MOD. MOD. MOD.
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Reflex	
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Initiativ	$\mathbf{TOTAL} = \mathbf{\square} + \mathbf{\square} + \mathbf{\square}$
	R CLASS ARMOR DEX SIZE NATURAL MISC. MISC.
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BONUS	
смв Г	DTAL BAB MOD MOD MISC. MOD
	DTAL BAB MOD MOD
ΑΤΤΑΟ	KS / DAMAGE

Animal Type _____ Age _____ Alignment ______ Size _____

TRICKS

Bonus Tricks _____ Total Tricks ___

ILLS

SKILLNAME	TOTAL BONUS	ABILITY MOD.		RANKS		MISC MOD.
Acrobatics (Dex)		=	+		+	
Climb (Str)		=	+		+	
Escape Artist (Dex)		=	+		+	
Fly (Dex)		=	+		+	
Intimidate (Cha)		=	+		+	
Perception (Wis)		=	+		+	
Stealth (Dex)		=	+		+	
Survival (Wis)		=	+		+	
Swim (Str)		=	+		+	
]		=	+		+	
]		=	+		+	
]		=	+		+	
]		=	+		+	
]		=	+		+	

ECIAL QUALITIES & ABILITIES

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ARROW TRACKING SHEET

Use this sheet to track an elven archer's many varieties of arrows. Simply record the type of arrow in the appropriate spaces; then, when using an arrow, note it in the Arrows Fired box. When that number is equal to the number of arrows available, they've all been fired.

Arrow Type:	Arrow Type:
Quantity Available:	Quantity Available:
Arrows Fired:	Arrows Fired:
Arrow Type:	Arrow Type:
Quantity Available:	Quantity Available:
Arrows Fired:	Arrows Fired:
Arrow Type:	Arrow Type:
Quantity Available:	Quantity Available:
Arrows Fired:	Arrows Fired:
Arrow Type:	Arrow Type:
Quantity Available:	Quantity Available:
Arrows Fired:	Arrows Fired:

FAVORED ENEMIES	FIRST FAVORED ENEMY Type (Sub type): Skill Skill Bonus Total Skill Bonus Bluff Knowledge Perception Sense Motive	SECOND FAVORED ENEMY Type (Sub type): Skill Attack/Damage Bonus Total Skill Bonus Bluff Knowledge Perception Sense Motive	THIRD FAVORED ENEMY Type (Sub type): Skill Skill Bonus Total Skill Bonus Bluff Knowledge Perception Sense Motive
	Serise Motive Survival FOURTH FAVORED ENEMY Type (Sub type): Skill Skill Bonus Bluff Knowledge Perception Sense Motive Survival	Serise Molive Survival FIFTH FAVORED ENEMY Type (Sub type): Skill Attack/Damage Bonus Total Skill Bonus Bluff Knowledge Perception Sense Motive Survival	Sense Motive
FAVORED TERRAINS	FIRST FAVORED TERRAIN Terrain: Skill Bonus Initiative Bonus Total Skill Bonus Know. (Geog) Perception Stealth Survival	SECOND FAVORED TERRAIN Terrain: Skill Initiative Bonus Initiative Total Skill Bonus Notes: Know. (Geog) Notes: Perception Initiative Stealth Initiative Survival Initiative	THIRD FAVORED TERRAIN Terrain: Skill Initiative Bonus Skill Bonus Initiative Bonus Total Skill Bonus Initiative Bonus Know. (Geog) Initiative Bonus Perception Initiative Bonus Stealth Initiative Bonus Survival Initiative Bonus
	FOURTH FAVORED TERRAIN Terrain: Skill Initiative Bonus Bonus Initiative Bonus Total Skill Bonus Notes: Know. (Geog) Initiative Bonus Stealth Initiative Bonus Survival Initiative Bonus	FIFTH FAVORED TERRAIN Terrain: Skill Initiative Bonus Bonus Initiative Bonus Total Skill Bonus Notes: Know. (Geog) Initiative Bonus Stealth Initiative Bonus Survival Initiative Bonus	STEALTH ATTACK * MOVEMENT BONUS ** NATURE'S HEALING ** Heal Skill Bonus Additional Damage Healed * When against a Fovered Enemy or in a Favored Terrain ** When in a Favored Terrain

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PREPARED SPELL TRACKING SHEET

Use this spell tracking sheet to track your prepared spells. Although ideal for your Battle Scion character, this tracking sheet is designed so it can be utilized by any prepared spellcasting class! Simply record the spell level (first level spells, second level spells etc); 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. Each new adventuring day, place 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, simply mark off each spell in the Cast box after you've cast it.

Spell Leve	1	Spells Per Day	Spell DC	
Prepared	Spell Name	Notes (spell effects, duration, dam	age, range, targets etc)	Cast

Spell Lev	el	Spells Per Day	Spell DC	
Prepared	Spell Name	Notes (spell effects, duration, damage,	range, targets etc)	Cast

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	SKILLS			* Trained Only		
уре Size	SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC MOE	
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Alignment Character Level	 Appraise Bluff 			+ + + +	. <u> </u>	
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pace Reach	Craft		=	+ +		
	Diplomacy		=	+ +		
peed BASE SPEED SWIM	 Disable Device* Disguise 			+ +		
	Escape Artist		=	+ +		
LY MANEUVERABILITY CLIMB BURROW	Fly		=	+ +	-	
	 Handle Animal* Heal 		=	+ + + +		
	Intimidate		=	+ +		
ATTRIBUTES	Knowledge (arcana)*		=	+ +		
SCORE MOD. MISC. Score MOD. MISC.	Knowledge (dungeoneering)*		-	+ +		
	 Knowledge (engineering)* Knowledge (geography)* 			+ +		
	Knowledge (history)*		=	+ +		
	Knowledge (local)*		=	+ +		
	 Knowledge (nature)* Knowledge (nobility)* 			+ +		
SAVING THROWS	Knowledge (planes)*		=	+ +		
TOTAL BASE ABILITY MAGIC MISC. TEMP.	Knowledge (religion)*		=	+ +		
SAVE MOD. MOD. MOD. MOD.	Linguistics*			+ +		
	Perception Perform			+ + +		
eflex = + + + + +	Profession*		=	+ +		
Vill = + + + + + + + + + + + + + + + + + +	Ride		=	+ +		
	 Sense Motive Sleight of Hand* 			+ + + +		
СОМВАТ	Spellcraft*		=	+ +		
TOTAL DEX MISC. MISC. MISC.	Stealth		=	+ +		
	 Survival Swim 		=	+ + + +		
	Use Magic Device*		=	+ +		
			=	+ +		
NRMOR CLASS OTAL ARMOR DEX SIZE NATURAL DEFL MISC.	FEATS, SPECIAL	DILITI	ES NO	TES		
DIAL BONUS MOD. MOD. ARMOR MOD. MOD.	FEATS, SPECIAL /	ADILIII	E5, NC	11-5)		
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ATTACKS / DAMAGE						

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Monster	сомват
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Size Space Reach	
Speed	
	ATTACKS / DAMAGE
ATTRIBUTES SCORE MOD. SCORE MOD.	
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Reflex = + +	
will = + +	
AC Touch Flat	
Manatar	СОМВАТ
Monster	INIT BAB TOTAL BAB MOD MOD MISC. MOD
Туре	CMB = + + + +
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	ATTACKS / DAMAGE
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SAVING THROWS	New Paths Compendium
TOTAL BASE ABILITY MOD.	
Fortitude = + + +	SPECIAL QUALITIES, ABILITIES, NOTES 응
Reflex	
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HIT POINTS	www.kobold
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wiiasn	аре		SKILLS				ained
			SKILL NAME	TOTAL BONUS	ABILITY MOD. =		N M
Hit Poi	nts	WOUNDS / CURRENT HP				+ +	
		-	 Disable Device* Escape Artist 			+ +	
	Reach	-	J □ Fly			+ +	
Speed	BASE SPEED	SWIM	☐ Ride □ Sleight of Hand*			+ +	
			Stealth			+ +	
FLY	MANEUVERABILITY	BURROW	Swim			+ + + +	
ATTD	IBUTES					+ +	
	CORE MOD. MISC.		SPECIAL QUA	LITIES & /	ABILITI	ES	
STR [
DEX]				
CON]				
SAVI	NG THROWS						
		NAGIC MISC. TEMP. MOD. MOD. MOD.					
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