# LEGENDARY HYBRIDS DOOMGUARD

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BY CARL CRAMER AND JASON NELSON

LEGENDARY HYBRIDS DOONGUARD

## Legendary Hybrids Doomguard

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#### SUPERSCRIPT REFERENCES

The following superscripts are use to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook.* These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

ACG = Pathfinder Roleplaying Game Advanced Class Guide

<sup>AMH</sup> = Softcover companion handbook dealing with masters of armor.

APG = Pathfinder Roleplaying Game Advanced Player's Guide

ARG = Pathfinder Roleplaying Game Advanced Race Guide

<sup>B1</sup> = Pathfinder Roleplaying Game Bestiary

<sup>B2</sup> = Pathfinder Roleplaying Game Bestiary 2

<sup>B3</sup> = Pathfinder Roleplaying Game Bestiary 3

<sup>B4</sup> = Pathfinder Roleplaying Game Bestiary 4

<sup>B5</sup> = Pathfinder Roleplaying Game Bestiary 5

<sup>CoB</sup> = Softcover companion dealing with champions of the neutral balance.

<sup>CRB</sup> = Pathfinder Roleplaying Game Core Rulebook

GMG = Pathfinder Roleplaying Game Gamemastery Guide

<sup>ISB</sup> = Softcover bestiary of monsters from the inland sea region of the official Pathfinder setting.

<sup>LoC</sup> = Softcover supplement dealing with demons and their chaos lords.

<sup>MC</sup> = Pathfinder Roleplaying Game Monster Codex

<sup>OA</sup> = Pathfinder Roleplaying Game Occult Adventures

<sup>PU</sup> = Pathfinder Roleplaying Game Pathfinder Unchained

<sup>UC</sup> = Pathfinder Roleplaying Game Ultimate Combat

<sup>UE</sup> = Pathfinder Roleplaying Game Ultimate Equipment

<sup>UI</sup> = Pathfinder Roleplaying Game Ultimate Intrigue

<sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic

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## WELCOME TO LEGENDARY HYBRIDS

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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## WHAT YOU WILL FIND INSIDE LEGENDARY HYBRIDS: DOOMGUARD

Legendary Hybrids: Doomguard is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the Pathfinder Roleplaying Game Advanced Class Guide that blend the core elements of two different base classes into a unique synergy all their own. The Doomguard brings you a 20-level hybrid class that combines the deadly hunting skills, specialized combat prowess, and focused wrath of the ranger with the glorious defiance and battlefield of the cavalier, with a special twist: a terrible and dire doom that follows him like an oracle's curse and binds him to his fated enemies at whose hands he is doomed to die! You can select from 45 different dooms, from maimed and **blinded** to **powerless prophet** and **stigmata**! You'll also find favored class bonuses for core races and a quartet of amazing archetypes, from the dauntless and daring **challenger**, the defensive bulwark of the **doomwarden**, the **fey foundling** orphan with a forgotten lineage but connections to the mystical world of the fey, and the dread **raven banner** with a death wish that defies all who stand in his path. If you've ever wanted to play a warrior with a dark destiny crawling from behind and even as it drives him onwards to meet his fate for death or glory, pick up Legendary Hybrids: Doomguard today and Make Your Game Legendary!

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—Jason Nelson

## NTRODUCTION

Doomguards are called by many names, depending on the culture in which they reside, but all carry with them the weight of a dark and nearly hopeless destiny. Some warriors know from early on what they are destined for; they carry their doom with them, only waiting for it to strike. Prophesied to fight some terrible enemy, these warriors spend their lives challenging mightier and mightier foes in an attempt to make themselves ready for the ultimate defiance. For while it is roughly known what the ultimate defiance will be, the outcome is very much in doubt.

**Role:** Doomguards are grim individuals, facing each day as if it were their last. Some do this with a face of gaiety, others with grim determination, but all do their best to steel themselves and prepare for their day of judgement. They do this by finding companions to aid them and by facing lesser trials on the way, making them trustworthy heroes and companions.

Alignment: Any.

Hit Die: d10.

Parent Classes: Cavalier<sup>APG</sup> and ranger.

**Starting Wealth:** 5d6 x 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills**: The doomguard's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (history) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks: 4 + Int modifier.

#### DOOMGUARD CLASS FEATURES

The following are class features of the doomguard.

**Weapon and Armor Proficiencies:** Doomguards are proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

**Defiance (Ex):** Once per day, a doomguard can defy a foe that has attacked her within the past 24 hours, casting aside that creature's efforts to interfere with her fate and making that enemy's defeat part of her destiny. As a swift action, she must clearly announce her defiance to her target, who must be aware of her and have line

### FAVORED CLASS BONUSES

The following alternate favored class bonuses are available to core races that take levels in the doomguard hybrid class.

- Dwarf: +1/6 bonus on saving throws against spells, spell-like, and supernatural abilities used by the target of his defiance.
- **Elf** : +1/6 of a daily use of defiance.
- **Gnome:** +1/2 bonus on Perception and Stealth checks opposed by his fated enemy.
- Half-Elf: +1/6 bonus on attack rolls against the target of his defiance.
- Half-Orc: +1/4 bonus on damage rolls against his fated enemy.
- Halfling: +1/6 dodge bonus to AC against the target of his defiance
- Human: +1/8 of a bonus combat style feat.

of sight to her, though shouting her defiance does not require a common language. Once she has declared her defiance, it lasts until she or the target is killed or knocked unconscious, until 24 hours have passed, or until she declares her defiance against a different target.

A doomguard gains a +1 morale bonus on attack and damage rolls against the target of her defiance, and a +1 morale bonus on saving throws against effects used by that creature. These bonus increases by 1 for every four levels the doomguard possesses. If the creature she defies is also a fated enemy, she gains immunity to fear effects created by that creature.

When a doomguard declares her defiance, if her target has dealt damage to her since the end of her last turn, she also gains a number of temporary hit points equal to her doomguard level. These temporary hit points apply only against further attacks made by the target of her defiance. Damage dealt by the target of her defiance is subtracted first from these temporary hit points, and only when they are exhausted is any leftover damage applied to the doomguard's own hit points or temporary hit points from another source.

A doomguard can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. She can use this ability in consecutive rounds to continue delaying the onset of a harmful condition until she runs out of daily uses of defiance.

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#### TABLE 1: DOOMGUARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
ıst	+1	+2	+0	+0	Defiance 1/day, doom, fated enemy
2nd	+2	+3	+0	+0	Combat style feat, dire destiny
3rd	+3	+3	+1	+1	Deadly defiance, resolute charge
4th	+4	+4	+1	+1	Defiance 2/day, heroic defiance
5th	+5	+4	+1	+1	Defiant pursuit, doom ability
6th	+6/+1	+5	+2	+2	Combat style feat
7th	+7/+2	+5	+2	+2	Companion, defiance 3/day
8th	+8/+3	+6	+2	+2	Threatening defiance
9th	+9/+4	+6	+3	+3	Fate sense
10th	+10/+5	+7	+3	+3	Defiance 4/day, combat style feat, doom ability
11th	+11/+6/+1	+7	+3	+3	Sudden doom
12th	+12/+7/+2	+8	+4	+4	Doom strike
13th	+13/+8/+3	+8	+4	+4	Defiance 5/day
14th	+14/+9/+4	+9	+4	+4	Combat style feat
15th	+15/+10/+5	+9	+5	+5	Doom ability
16th	+16/+11/+6/+1	+10	+5	+5	Defiance 6/day
17th	+17/+12/+7/+2	+10	+5	+5	Inescapable doom
18th	+18/+13/+8/+3	+11	+6	+6	Combat style feat
19th	+19/+14/+9/+4	+11	+6	+6	Defiance 7/day
20th	+20/+15/+10/+5	+12	+6	+6	Seal fate

Defiance heightens the danger of the confrontation, as the target the doomguard takes a -2 penalty to her Armor Class (and CMD) against attacks made by the target of her defiance. Defiance remains in effect until the target is dead or unconscious or for 24 hours.

**Doom (Su):** Every doomguard carries their fate with them, and no ability manifests this as clearly as the doom they carry. Each doomguard must choose a doom at first level, but this comes with benefits as well as a hindrance. This doom is chosen at 1st level, and once made, it cannot be changed. This doom cannot be changed, removed, or dispelled without the direct intervention of a deity. The effective level of a doomguard's doom is her doomguard level plus one for every two levels or Hit Dice from other sources. The effects of these dooms are described in the following section.

A doomguard that also has levels as an oracle (or other class that has the curse class feature) can choose the same or a different curse. If selecting the same curse, treat levels in other cursed classes as doomguard levels to determine her effective level for the effects of her doom. Bonuses and penalties from curses do not stack, but when the benefit from the curses are different, both apply.

**Fated Enemy (Ex):** Every doomguard selects what her particular doom will be. Combat against such a fated enemy is more dangerous for the doomguard, but the doomguard is likewise more dangerous to the enemy. The doomguard must select one creature type. A doomguard may not select humanoids as his fated enemy, other than humanoids with the giant subtype. If she selects outsiders as her fated enemy, she also must select a subtype.

Rather than selecting a creature type (and subtype), a doomguard may instead select a character class, allowing her to count all creatures with class levels in that class (even non-humanoids) as fated enemies.

Against the selected type of creature, the doomguard gains several advantages and disadvantages.



#### TABLE 2: FATED ENEMY SKILLS

Type (Subtype)	Bonus Skills
Aberration	Knowledge (dungeoneering), Use Magic Device
Animal	Handle Animal, Knowledge (nature)
Character class	Knowledge (local), Knowledge (nobility)
Construct	Knowledge (arcana), Knowledge (engineering)
Dragon	Appraise, Knowledge (arcana)
Fey	Knowledge (nature), Sense Motive
Humanoid (giant)	Knowledge (local), Knowledge (nature)
Magical beast	Knowledge (arcana), Handle Animal
Monstrous humanoid	Knowledge (nature), Sense Motive
Ooze	Escape Artist, Knowledge (dungeoneering)
Outsider (by subtype)	Knowledge (planes), Spellcraft
Plant	Escape Artist, Knowledge (nature)
Undead	Knowledge (religion), Linguistics
Vermin	Knowledge (dungeoneering), Knowledge (nature)
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- The doomguard gains additional class skills, as noted on **Table 2: Fated Enemy Skills**.
- When a doomguard can use his defiance ability against a fated enemy, this use does not count against the doomguard's daily use of that ability.
- The doomguard gains a +2 bonus on attack rolls, combat maneuver checks checks, and opposed skill checks against fated enemies.
- The doomguard takes a -2 penalty to her Armor Class (but not his CMD) against creatures of the chosen type. If the creature is also the target of the doomguard's defiance ability, the penalty to Armor Class from the two abilities does not stack.
- If the doomguard is killed by his fated enemy, she has met her doom and goes on to his final reward. He cannot rise as an undead spawn and his

body cannot be animated as a skeleton or zombie. Attempts to revive him from the dead are treated as if the doomguard were affected by *rest eternal*<sup>APG</sup>, with a caster level equal to the Hit Dice of the fated enemy that slew him.

**Combat Style (Ex):** At 2nd level, a doomguard may select a combat style and gains bonus feats from that style as the ranger class feature of the same name. Like a ranger, a doomguard cannot use his combat style when wearing heavy armor.

**Dire Destiny (Su):** At 2nd level, a doomguard's terrible destiny is made certain, allowing him to shrug off other attempts to alter his fate. He gains a +2 bonus on saving throws against curses, hexes, compulsions, or effects that cause bad luck or would force him to reroll a die, as well as any effect with a permanent duration.

**Deadly Defiance (Ex):** At 3rd level, a doomguard cannot voluntarily deal nonlethal damage to the target of her defiance. Any weapon that would normally deal nonlethal damage instead deals one-half normal damage as lethal damage (or full damage as lethal damage, if the target of her defiance is also her fated enemy). Any nonlethal damage the target of her defiance would normally deal to her is taken instead as lethal damage.

**Resolute Charge (Ex):** A 3rd level, a doomguard does not take a penalty to his Armor Class when using the charge action.

**Heroic Defiance (Ex):** At 4th level, a doomguard gains Heroic Defiance<sup>APG</sup> as a bonus feat; however, he can only use this feat to forestall an effect created by a fated enemy or the target of his defiance. He may use this feat one additional time per day for every 4 levels after 4th. He may use this feat in consecutive rounds to delay the onset of different conditions or to delay the effect of a single condition for multiple rounds.

**Defiant Pursuit (Ex):** At 5th level, a doomguard gains a +2 bonus on saving throws or Constitution checks to avoid becoming exhausted or fatigued, and when he is tracking a creature he is defying he 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.

In addition, if a doomguard becomes entangled, exhausted, fatigued, grappled, paralyzed, or staggered when one of his fated enemies or the target of his defiance is within 60 feet and within line of sight, he can expend one daily use of his defiance as swift action to grant himself *freedom of movement* for a number of rounds equal to one-half his doomguard level. However, if during any round he does not attack his fated enemy



or spend at least one move action moving toward his fated enemy, this *freedom of movement* effect ends at the end of the doomguard's turn.

A doomguard cannot use this ability in heavy armor.

Companion (Ex)А doomguard rarely walks alone, as there is something about their dedication and strange destiny that makes them attract companions just as dedicated as they are. At 7th level, a doomguard may gain a cohort as if he had the Leadership feat, an animal companion as a druid of 3 levels lower, or a familiar as a wizard of equal level. This companion never gains the ability to share spells or deliver touch spells, but it functions as a companion or familiar of its kind in all other respects. A doomguard with a familiar qualifies for the Improved Familiar feat, treating his doomguard level as his caster level for the



purpose of meeting prerequisites for a familiar.

**Threatening Defiance (Ex):** At 8th level, enemies ignore the doomguard's defiance at their peril. A creature threatened by a doomguard that attacks another creature provokes an attack of opportunity from the doomguard. A creature with an Intelligence score automatically understands that this is the case.

**Fate Sense (Su):** At 9th level, the bond of fate between the doom warrior and her fated enemies strengthens; whenever they are close to one another, they know of each other's presence. This manifests as a distinct feeling of unease and readiness for combat that grants the doomguard the benefits of uncanny dodge against his fated enemy when such creatures are within a radius of 50 feet times his doomguard level. He cannot be caught flat-footed by her fated enemy, nor does he lose his Dexterity bonus to AC against atacks by an invisible fated enemy. He still loses his Dexterity bonus to Armor Class if immobilized or if a fated enemy successfully uses the feint action against him.

This feeling is vague enough that attempts to pinpoint the enemy (by such means as trailing the circumference of the area and similar tricks) do not work. However, a doomguard can expend one daily use of his defiance as a full-round action to detect the presence of his fated enemies as if he had a *rod of enemy detection*<sup>CRB</sup>. Though this detects only his fated enemy, not other potential enemies, though its range is doubled to 120 feet if he has line of sight to his fated enemy.

If the doom warrior has a common type of fated enemy, such as a fighters, she can choose to limit this ability so that it only works against enemies of an opposite alignment, on either the law-chaos or good-evil axis. She makes this choice when first gaining the ability, and this decision cannot be changed. A neutrally aligned doom warrior cannot select this option.

**Sudden Doom (Ex):** At 11th level, a doomguard's speed is increased by 10 feet whenever he has line of sight to his fated enemy. In addition, once per minute as an immediate action a doomguard can move up to 10 feet to pursue a fated enemy he threatens that moves away from him. If he still threatens that creature at the end of this movement, he can take an attack of opportunity against that creature.

**Doom Strike (Su):** At 12th level, whenever a doomguard confirms a critical hit against a fated enemy, he can forego the additional damage from that critical hit in order to force the target to make a Will save (DC 10 + 1/2 his doomguard level + his Wisdom modifier). On a failed

save, the target suffers the negative effects of his doom (while gaining none of its benefits) for a number of rounds equal to his doomguard level. If the effect of your doom involves a choice, such as the bondage or animal transformation doom, you make that choice, though you may not choose to transform your target into a creature inappropriate to the environment (such as an aquatic creature if you are on land).

If he confirms a critical hit against a creature he is defying, he may deal damage normally for a critical hit and expend one daily use of his defiance as a swift action to force the target to save as above or suffer the ill effects of his doom for a number of hours equal to his doomguard level.

If the doomguard is wielding a weapon with a critical modifier of x<sub>3</sub> or greater, he increases the save DC of this ability by 2 for each multiple greater than x<sub>2</sub>.

**Inescapable Doom (Su):** At 17th level, a doomguard's attacks against his fated enemy or a creature he is defying bypass any damage reduction or hardness that creature possesses, and his attacks deal full damage to such creatures even if they are incorporeal. His attacks also cause the regeneration of a fated enemy or defied creature to stop functioning for 1 round after a successful hit; this does not affect creatures like the tarrasque, whose regeneration cannot be suppressed. If a doomguard's attacks against a fated enemy or defied creature deal acid, cold, electricity, fire, or sonic damage, this likewise bypasses energy resistance or immunity other than that granted by the cold or fire subtype.

**Seal Fate (Ex):** At 20th level, a doomguard automatically confirms critical threats against a fated enemy or a creature she is defying. In addition, if she kills such a creature, that creature is warded against returning to life as *rest eternal*<sup>APG</sup> (caster level 20th). If the doomguard destroys a creature with the ability to rejuvenate itself after being destroyed, like a ghost, lich, vampire, or nascent demon lord<sup>LoC</sup>, the target must succeed on a DC 20 Fortitude save or be permanently destroyed, along with its phylactery or any other similar physical object that would normally maintain its existence. This effect does not apply to deities, kaiju<sup>B4</sup>, or spawn of the destroyer<sup>ISB</sup>.



Dooms are dire pronouncements and fates, often decided before a character's birth but sometimes picked up during life. A doom follows the bearer relentlessly, but it is not a simple curse; a doom also brings greatness to its wearer.

These dooms are for the Doomguard class and the Cursed Feat. Dooms are similar to the oracle's curse but more suited to martial characters. Curse level is the level the curse operates at, which is the class level in the class that gave the curse as a class feature plus half the total level in other classes. Where saving throws are required, the doomguard's Wisdom score is used to set the save DC unless otherwise noted.

A character that has both a doom and an oracle's curse can choose the same or a different dooms and curses. If selecting the same, use levels in both the classes plus half the total level in other classes as the curse level. Bonuses and penalties from dooms and curses do not stack, but when the benefit from the curses are different, both apply.

#### ANASYRMA

Clothes are for folk; animals, spirits, and gods are rarely dressed, and you share this quality.

At 1st level, your body won't carry armor and very few objects. You cannot carry more than light encumbrance, and you cannot wear vests, vestments, or any armor, but you can use any weapon or shield. Surplus items simply fall right through you, as if you were insubstantial. You get to add your Wisdom bonus (if any) as a sacred (or profane, if you are evil) bonus to Armor Class and CMD. This makes you a sort of intuitive practitioner of Way of Life martial arts. If you are proficient in heavy armor, increase the armor class bonus by one. For each of light and medium armor proficiency you lack, reduce the Armor Class bonus of this ability by one. This makes you a sort of intuitive practitioner of Way of Life martial art

At 5th level, you can use *freedom of movement* as an immediate action. You can use this a number of rounds each day equal to your class level; these rounds need not be consecutive. You cannot use this ability to ignore or remove force effects.

At 10th level, you can use *ethereal jaunt* for one round as a swift action. You can use this a number of times each day equal to your Wisdom modifier (minimum 1), but these rounds need not be consecutive. You are visible to material creatures while you use this ability.



At 15th level, you can use the level 5 ability as much as you like and the level 10 ability lasts one minute per use and can be dismissed as a free action.

#### ANIMAL ASPECT

Your head (and at your option other parts, commonly hands, feet, and tail) is that of an animal.

At 1st level, your animal part is clearly noticeable, though fully functional. Even if you change your shape or disguise yourself with illusion, your animal aspect shines through. You take a -20 penalty on Disguise checks, and creatures using knowledge skills or Diplomacy to gather information to learn about you get a +10 bonus. Some people might be shocked or reviled at your appearance, while others treat you as a divine avatar. If you are polymorphed into the form of any animal, you always assume the form of the animal whose head you wear instead of the intended animal. If your animal type exists in several size variants, you change into any size allowed by the spell or effect, as you decide. Regardless of your shape, you gain low-light vision. If you already have low-light vision, you instead gain scent.

At 5th level, you can use the following as spell-like abilities three times per day each: *detect aberration*<sup>APG</sup> (1st), *bloodhound*<sup>APG</sup> (2nd).

At 10th level, you can use the following as spell-like abilities once per day each: *see invisibility* (3rd), *beast shape II* (4th).

At 15th level, you can use all the spell-like abilities gained from this doom at will.

### ANIMAL TRANSFORMATION

In situations of high stress you transform into a small animal. When you take this curse, pick any animal that can be a wizard's familiar. You transform into this shape, as *beast shape II*. You have no control over this transformation.

At 1st level, the following conditions trigger this change: confused, covering, disabled, entangled, exhausted, frightened, grappled, helpless (including asleep or paralyzed), panicked, or stunned. If you are caged, bound, cuffed or otherwise restrained, this also triggers the transformation. The transformation lasts as long as the condition lasts and 1d6 rounds after it ends. Escape Artist becomes a class skill. As a part of the transformation, you can use Escape Artist with a +10 circumstance bonus to try to escape confinement as if you spent a full-round action doing so. The is usually relevant when entangled, grappled, bound or caged. You do not automatically escape as the bonds adapt to your



new shape on a failed roll.

You can speak and satisfy verbal and somatic components in your transformed form, but since using spells or spell-like abilities is against the nature of your animal self, you must succeed on a concentration check (DC 20 + spell level) or the spell or spell-like ability is wasted with no effect.

At 5th level, you can change between your normal and animal forms as a standard action and have the choice to not revert to your normal form 1d6 rounds after an effect that transforms you ends.

At 10th level, You gain the shapechanger subtype and automatically assume your animal form when affected by a polymorph, petrification, or other effect that changes your shape or substance.

At 15th level you can assume your animal form as an immediate action. You can do so in response to failing a saving throw. This gives you a re-roll on the saving throw, but doing this prevents you from assuming your normal form for 1d6 rounds, regardless of whether you succeeded on the re-rolled saving throw.

#### BLINDNESS

#### You cannot see.

At 1st level, you gain the blinded condition; however, you have adjusted to your condition to the point where you only take a -2 penalty on Armor Class and most Strength- and Dexterity-based skill checks. You must make a DC 5 Acrobatics skill check to move faster than half speed; if you fail this check you fall prone. You still take a -4 penalty on opposed Perception skill checks and all checks and activities that rely on vision (such as reading and Perception checks based solely on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance). You automatically pinpoint an opponent within 30 fee unless that opponent successfully uses Stealth against you, and you can cast targeted spells against a creature pinpointed in this way as long as you have a line of effect. You gain a limited blindsight with a range of 30 feet, though this ability can only detect fey, outsiders, undead, and creatures that are ethereal, incorporeal, or invisible. You gain Blind-Fight as a bonus feat.

At 5th level, your ability to pinpoint creatures that fail at Stealth extends to 60 ft. and your blindsight can perceive aberrations, constructs, magical beasts, monstrous humanoids, and plants, in addition to the creatures noted above. You gain Improved Blind-Fight<sup>APG</sup> as a bonus feat.

At 10th level, blindsight extends to 60 ft. and you can affect incorporeal and ethereal creatures, as if they were material. You gain Greater Blind-Fight<sup>APG</sup> as a bonus feat.

At 15th level your blindsight can see any type of creature, but you still cannot see inanimate objects.

#### BONDAGE

You are permanently bound in magical chains or other bindings.

At 1st level, select one or more of the following bonds. You can choose several bonds. As an an option, you can instead roll randomly each day to see how you are bound that day. At any time you can add a random bond as a standard action; this is a supernatural effect. Duplicate conditions do not stack.

- **Blinders:** Your vision is impaired. When you are adjacent to two opponents, they are both considered to be flanking you. You take a -2 penalty to Perception. You cannot take the Point Blank Shot feat, but you count as if you had this feat for the purpose of prerequisites.
- **Bondage Mittens:** Your hands are useless, except that you can still use them for somatic components. You cannot wield weapons but the mittens count as gauntlets and you can wield a hook hand or shield by strapping it on, which takes one minute. You gain the Two-Weapon Fighting feat, ignoring prerequisites, but this feat is only usable with gauntlets, shields, or a hook hand. Any feat using this feat as a prerequisite also gains this limitation.
- **Bound Legs:** You cannot stand unsupported. All your speeds are reduced to 5 feet, but you can still take 5-foot steps even if you are prone or in difficult terrain. You gain improved evasion, as the monk ability.
- **Gagged:** You cannot speak in more than a whisper. You cannot use language-based abilities and Bluff, Diplomacy, or Intimidate checks automatically fail when used to interact with creatures more than 5 feet away from you. The DC to hear you speaking (including using social skills and spells with verbal components) increases to DC 15 (from the usual DC o).
- **Hobbled:** Reduces your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. You are immune to caltrops, *grease* spells, and similar floor hazards.
- Leashed: You are leashed to an object, and must always remain adjacent to that object. Another creature can pick up this object and pull you around. You constantly follow the creature carrying this object to be adjacent, even if the creature moves faster than you can or teleports.

At 5th level, you have learned to play on your bondage for tricks, pity, and to scare others. You gain a +4 bonus on Bluff, Diplomacy, and Intimidation checks and one of these skills becomes a class skill for you.

At 10th level, you can re-roll a failed saving throw at any time, but doing so imposes a random bond on you. You can only re-roll each saving throw once.

At 15th level, you can cause one attack that it you to miss as an immediate action, but doing so imposes a random bond on you. Combat maneuvers are not attacks for this purpose.

#### BRANDED

You have a visible scar on your forehead or arm that depicts a mystical symbol of some significance. You had no choice in the matter; the brand appeared with fire and searing pain.

At 1st level, your brand cannot be disguised or altered, even with magic, although you can still benefit from cover or concealment, and you can cover it by wearing a hood or robe (as appropriate). Some NPCs may recognize the brand and become hostile, per the GM's choice. As a supernatural ability, you can touch an enemy for 1d6 points of fire damage + 1 point of fire damage per 2 curse levels; any opponent who takes damage bears your symbol until an equal amount of damage is healed. You gain a +2 luck bonus on attack rolls against a creature bearing your brand. You can use this branding touch a number of times per day equal to 1 + your Charisma modifier (minimum 1).

At 5th level, you may add your Charisma bonus to your Fortitude saving throw bonus.

At 10th level, you gain fire resistance 5.

At 15th level, your fire resistance increases 10. The penalty branded opponents take increases to -4.

#### CLOUDED VISION

Your eyes are obscured, making it difficult for you to see.

At 1st level, you cannot see anything beyond 30 feet, but gain darkvision out to that distance.

At 5th level, this distance increases to 60 feet.

At 10th level, you gain blindsense out to a range of 30 feet.

At 15th level, you gain blindsight out to a range of 15 feet.

#### COLD-BLOODED

Your blood turns sluggish without sufficient heat, and you must seek warmth and shelter earlier than most. This doom is common among races with the reptilian subtype.

At 1st level, you take a –4 penalty on saves against cold spells and effects, and whenever you fail such a saving throw, you are staggered for 1 round. You can survive without food four times longer than a typical creature of your species before you begin to starve.

At 5th level, poisons affecting you have their onset time doubled and last half as long if they end after a set time (for example, a poison with a frequency of 1/round for 6 rounds would instead have a frequency of 1/round



for 3 rounds). Poisons with no onset time gain an onset time of 1 round.

At 10th level, whenever an action you have readied is triggered, you can take an additional move action at half your speed—along with your readied action—even if you have already taken a move action that round.

At 15th level, you can take an additional move action a number of times per day equal to your Charisma modifier. You can take these additional move actions only on your turn, and can take only one of these extra move actions per turn.

#### CHOREOMANIA

You suffer bouts of compulsive, ecstatic dancing.

At 1st level, whenever you roll a natural 1 on an attack roll, skill check, ability check, or Reflex save, you drop all items you are holding and cannot take attacks of opportunity until the beginning of your next turn as you break into an exultant dance. However, these convulsions have made you very limber, gaining a bonus on Acrobatics and Escape Artist checks equal to half your doom's level (minimum +1). In addition, whenever you move at least 5 feet on your turn, you gain a +1 dodge bonus to AC until the beginning of your next turn.

At 5th level, you gain Mobility as a bonus feat.

At 10th level, you are constantly dancing and cavorting,



even when dazed, fascinated, stunned, unconscious or otherwise unable to take actions. You retain your Dexterity bonus to AC (unless you are also grappled or pinned) and can move up to half your speed on your turn. You can move intelligently, as if you were aware, and need not move randomly or into danger. You can use Acrobatics to move through an enemy's threatened area or its space even while asleep or unable to take actions. While you must gyrate and groove to your own internal rhythm, you can dance in place and need not move from your location. Dancing is as restful to you as sleep, and you never become fatigued or exhausted from dancing.

At 15th level, you can use *irresistible dance* once per day as a spell-like ability.

#### CURSE MAGNET

You do not have any one specific curse, instead you are a magnet for curses and bad magic of all kinds.

At 1st level, whenever a creature within 30 feet of you is affected by a curse (a harmful hex counts as a curse for this purpose), you must also save or become affected by that curse. If the curse does not normally allow a saving throw, you must succeed on a Will save (DC 10 + 1/2 the cursed creature's Hit Dice + the cursed creature's Charisma modifier) to avoid contracting the curse. If you fail, the curse is removed from the original target and instead targets you. Whether your saving throw fails or succeeds, you cannot acquire that curse again until 24 hours have passed. You can only suffer one curse at a time. If you are already suffering from a curse and you fail a saving throw against a new curse you encounter, the prior curse ends immediately unless it is a permanent curse and the new curse is not, in which case the prior curse is suppressed for as long as the new curse affects you and then resumes its former effect when the new curse ends. Curses affecting you can be removed normally.

You cannot pick up an oracle's curse or another doomguard's doom curse this way. At the GM's discretion certain other powerful curses, generally those that only divinities can lift, are similarly resistant to your ability to transfer curses.

If you are not currently suffering a curse and a creature within 30 feet of you is targeted by a spell or spell-like ability that is neither harmless nor inflicts hit point damage and that requires a Will saving throw, and the creature's saving throw fails, you must make a Will saving throw against that effect. If your Will saving throw fails, that effect affects you instead of the original target. You are affected as if you were the initial target. Only the initial use of an ability can trigger this; effects that require saving throws each round, like hold person, cannot be attracted to you when the target fails a saving throw in a succeeding round.

At 5th level, you can choose to transfer the effect of a curse or a supernatural ability, spell, or spell-like ability that is not harmless nor has an instantaneous duration from a target within 30 ft. to yourself. This is not an action, but you can only do so on your turn. You can use this even if you were exposed to that curse in the last 24 hours, and whether you are currently cursed or not. The effect is removed from the original target and affects you instead.

At 10th level, when an effect is transferred to you by lower-level abilities of this curse, you can choose to remove any supernatural ability, spell, or spell-like ability you were suffering from before the transfer.

At 15th level, when an effect is transferred to you by lower-level abilities of this curse, you can choose to remove any conditions you are currently suffering from. You also increase the range at which you pick up curses and other effects from allies to 100 ft.

#### DEAF

You cannot hear.

At 1st level, you suffer the usual penalties for being

deafened. You gain Toughness as a bonus feat.

At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing, and the initiative penalty for being deaf is reduced to -2.

At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf.

At 15th level, you gain tremorsense out to a range of 30 feet.

#### FERAL

There is something of the animal in you. You relate better to beasts than to "people."

At 1st level, you take a -4 penalty on Diplomacy checks. For purposes of spells, weapon qualities, and other effects, you can be counted as animal or your actual type (though spells that grant intelligence to an animal, such as awaken, do not work on you), whichever is least advantageous for you. You gain wild empathy, as a druid of your curse level.

At 5th level, you can use wild shape, once per day, as a druid, to become an animal. This functions as *beast shape I* for its effects.

At 10th level, you can use wild shape twice per day to become an animal, and it functions as *beast shape II*.

At 15th level, you can use wild shape three times per day to become an animal, and it functions as *beast shape III*.

#### FORTHRIGHT

You are compulsively honest and direct.

At 1st level, you cannot lie or dissemble. If asked a question and not prevented from answering, you will give a honest and exhaustive answer. If an ally is present, they may signal you not to answer and you may choose to follow their direction if they succeed on a Bluff check (DC 10 + your doomguard level). If an ally of yours tells what you know is a lie, listeners who can see your face gain a +4 bonus on Sense Motive checks to oppose your ally's Bluff check from your pained grimaces at your ally's falsehoods. Your earnestness grants you a +4 bonus on Diplomacy checks.

At 5th level, you gain a +4 bonus to Intimidate and Sense Motive checks.

At 10th level, you can use *zone of truth* as a spell-like ability for a number of minutes per day equal to your doomguard level. This duration need not be continuous but must be expended in one-minute increments. Creatures within this zone gain a bonus equal to onehalf your doomguard level on Perception checks made to spot a forgery or oppose a Sleight of Hand check.

At 15th level, you can use *true seeing* as a spell-like ability for a number of rounds per day equal to your doomguard level. This duration need not be continuous. You may activate the ability as a swift or move action. In addition, you are surrounded by a permanent 30-footradius emanation that moves with you and functions as *zone of truth* heightened to a spell level equal to one-half your curse level.

#### FRAIL

Your body cannot withstand serious harm without draining you of your vigor.

At 1st level, whenever you have less than 50% of your full hit points, or have any amount of Strength, Dexterity, or Constitution damage, you are fatigued.

You work harder to compensate for your weak frame with cunning and knowledge. You gain +1 additional skill point at each doomguard level, and you gain Skill Focus as a bonus feat.

At 5th level, you gain Signature Skill<sup>PU</sup> in any one skill in which you have 5 ranks, and you may choose an additional skill to be a class skill at 5th, 10th, and 15th levels.

At 10th level, you are only fatigued if you have less than 25% of your hit points, or or if you have ability drain or damage to any two of the listed ability scores. You can use any skill even if the skill normally requires you to be trained, and you gain a number of daily uses of inspiration equal to one-half your curse level. This functions as the investigator<sup>ACG</sup> class feature. If you have levels in investigator, you add your doomguard level to your investigator level to determine your number of daily uses of inspiration.

At 15th level, you are only fatigued if you have less than 10% of your hit points, or if you have ability damage or drain to all three of the listed ability scores. affecting your Strength, Dexterity, and Constitution. You can take 10 on any Knowledge skill check in which you are trained. Once per day, you can take 20 on any skill check as a standard action. You can use this ability one additional time per day for every 2 levels after 15th.

#### FRENETIC

You are frenetic and excited, never pausing.

At 1st level, you can never take take 10 or take 20 on a skill check. However, when rolling for initiative you may roll twice, taking the better result.

At 5th level, you add your Wisdom modifier (if positive)

as a bonus on Reflex saving throws.

At 10th level, you gain the Wind Stance feat, even if you don't qualify for the prerequisites.

At 15 level, roll initiative three times, instead of twice, taking the best result. You gain the Lightning Stance feat, even if you don't qualify for the prerequisites.

#### FRIENDLESS

Alone and despised, you draw power from your inner resolve.

At 1st level, you do not add your Charisma modifier on Diplomacy checks, and if you use Diplomacy to make a request of someone, their attitude worsens one step (but no worse than unfriendly) after the request succeeds or fails.

However, you add your Charisma modifier as a bonus on Sense Motive checks and on saving throws versus spells and spell-like abilities of the enchantment school.

At 5th level, you gain a +3 morale bonus on Disguise, Intimidate, and Stealth checks, and always treat those as class skills.

At 10th level, you are constantly protected as *nondetection* (caster level equal to your curse level), and your morale bonus on Disguise, Intimidate, and Stealth checks increases to +6.

At 15th level, you gain the effects of a permanent *mind blank.* This is a supernatural effect that cannot be dispelled, though you may suppress or resume the effect as a move action.

#### GROTESQUE

You are an oddity, grotesque in appearance, with traits that are just wrong or belong to another type of creature entirely.

At 1st level, you have one or more physical deformities that clearly mark you as different. Often this is an animal part in place of an ordinary body part, but sometimes the replacement part is monstrous, appears flayed, is twisted, missing, or is otherwise alien. While clearly noticeable, this body part is fully functional. You might have bird legs, the ears of a donkey, one single leg, your face on your chest and no head, or other similar weird form. Even if you magically change your shape, your deformity remains, adjusted to your assumed shape.

You take a -10 penalty on Disguise checks, and creatures using Diplomacy to gather information about you get a +10 bonus. Non-good humanoids start with an attitude no better than unfriendly (see Diplomacy). You gain a +4 bonus on Perform (comedy) checks and can choose one of the following abilities, as appropriate to your deformity: +10 bonus on Acrobatics checks to jump, blindsense 10 ft., climb speed 10 ft., darkvision 60 ft., lowlight vision, scent, or swim speed 30 ft.

At 5th level, select two additional abilities from the selections available at level 1.

At 10th level, you gain constant feather step<sup>APG</sup>.

At 15th level, you can cast *countless eyes*<sup>UM</sup> and *monstrous physique III*<sup>UM</sup> as spell-like abilities a total of three times per day. If you expend two daily uses of this ability as a standard action, you can assume the form of a monstrous humanoid with the *countless eyes* spell already in effect.

#### HUNGER

Ravenous hunger wracks your body in stressful situations.

At 1st level, you gain none of the benefits from spells, abilities, or magic items that provide nourishment, such as *goodberry, heroes' feast,* or a *ring of sustenance.* You also gain a bite attack that deals an amount of piercing damage appropriate for your size (1d8 for a Large creature, 1d6 for Medium, 1d4 for Small) as a secondary natural attack. You begin each combat with the sickened condition until you deal damage with your bite attack.

At 5th level, you gain the grab monster special ability on bite attacks against creatures smaller than yourself.

At 10th level, your bite attack deals damage as if you were one size category larger.

At 15th level, you gain the blood drain monster special ability with your bite, dealing 1d2 points of Constitution damage at the end of your turn if you successfully grapple a foe.

#### INFESTED

Your body is full of writhing parasites, which occasionally burst forth through your skin, mouth, and eyes. You tend to inspire repulsion, pity, and disgust in others.

At 1st level, you take a -4 penalty on Charisma checks and Charisma-based skill checks made when interacting with living creatures other than oozes and vermin. However, you can influence vermin as if they were animals and you had the wild empathy class feature of a druid whose level equals your doomguard level.

You cannot be further infested by other parasites, being immune to parasitic infestations, implantation of eggs or organisms (which are devoured by your own internal parasites), or bleed damage or blood drain by Small or smaller creatures. You cannot be harmed by rot grubs<sup>GMG</sup>, and you take half damage from swarms and



are immune to the distraction ability of swarms.

At 5th level, you are immune to the sickened condition, and you can use *vomit swarm*<sup>APG</sup> as a spell-like ability once per day, plus one additional time per day for every 5 levels after 5th.

At 10th level, you are immune to disease (including supernatural diseases and disease-like curse effects like lycanthropy and mummy rot) and the nauseated condition.

At 15th level, you gain immunity to poison, and you can use your *vomit swarm* spell-like ability to summon a rot grub swarm<sup>B3</sup> (which behaves as the swarm normally summoned by the spell) or 1d4+1 giant rot grubs<sup>B3</sup> (which must appear adjacent to your space but afterwards can move independently, as if they were creatures summoned by *summon nature's ally*).

#### INSOMNIAC

Sleep often eludes you, and the slightest nighttime disturbance can leave you tired for an entire day.

At 1st level, if you do not get 8 hours of sleep without any interruptions at all, you are fatigued for all of the following day and also are dazzled whenever you are in combat due to your bleary eyes and drifting attention. You are so used to being tired that even if you gain the fatigued condition while already fatigued, you do not become exhausted (you just remain fatigued for the duration of the longest of your multiple fatigued conditions). You are prone to occasional hallucinations during the day, and you take a -2 penalty on saves against illusions.

Since you spend more of each day awake, you can add your doom level to any Craft check to determine your progress on crafting an item, and you can increase the amount of gp worth of magic items you can craft each day by 100 gp times your curse level.

When you are awakened from sleep, you can stand up from prone as an immediate action that does not provoke attacks of opportunity. You gain a +4 bonus on saves against sleep effects or magical effects that would cause you to become fatigued or exhausted.

At 5th level, you gain immunity to magical sleep effects, and your wakefulness is contagious, granting all allies within 10 feet a +4 bonus on saves against sleep effects. You can awaken an ally within as a swift action.

At 10th level, any effect that would normally give you the exhausted condition instead gives you the fatigued condition. If you are awakened from sleep, you can draw a weapon as a free action, as if you had the Quick Draw feat. At 15th level, you take only half the normal penalties for being fatigued, and you gain SR equal to 10 + your curse's level + your Charisma modifier against spells that cause fatigue or exhaustion. If you are awakened from sleep, you can take an attack of opportunity against any foe within your reach. If you are able to make multiple attacks of opportunity per round, you can take one attack of opportunity against each enemy within your reach upon awakening.

#### LAME

One of your legs is permanently wounded.

At 1st level, you reduce your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance.

At 5th level, you are immune to the fatigued condition (but not exhaustion).

At 10th level, your speed is never reduced by armor.

At 15th level, you are immune to the exhausted condition.

#### LEGALISTIC

The shackles of your curse impose savage consequences should you violate a covenant, but also imbue you with remarkable guile.

At 1st level, whenever you break your word (either purposefully or unintentionally), you become sickened for 24 hours or until you meet your obligation, whichever comes first. However, once per day, you can make a vow to yourself that grants a +4 morale bonus on any one roll you make while trying to fulfill a promise made to another individual.

At 5th level, you gain a +3 competence bonus on Diplomacy, Intimidate, and Sense Motive checks while talking to an individual one on one.

At 10th level, you can make a new saving throw each minute to end any harmful mind-affecting effect as your subconscious searches for loopholes.

At 15th level, any creature that violates its freely given word to you takes a penalty to AC, to spell resistance, and on saving throws against your attacks and abilities equal to your Charisma modifier (minimum 1) for 24 hours.

#### Leper

You suffer from some obvious and frightening medical condition that can never be cured.

At 1st level, you contract a permanent and disfiguring

ailment. This need not be leprosy<sup>CRB</sup> per se; it can be such things as severe albinism or psoriasis, running sores, and similar horrid-looking ailments. This condition is not contagious or debilitating, but looks obviously unhealthy. Most creatures have a base attitude of hostile towards you (see Diplomacy), avoid you and either throw you out, bully you, or treat you as if you weren't there. If they agree to trade, they generally charge 200% cost for most goods and services, and a staggering 500% for personal services and housing. Most creatures will not bye anything from you at any price. The best recourse is to trade only through friends, but even then the price of personal services and housing remains the same. This does not directly affect social skills, you can still use social skills normally, but an improved base attitudes always reverts to hostile in a week.

Obviously, not all groups of creatures will react the same. Dwarfs might tolerate what elves do not. But the majority of creatures in the campaign will have a strong negative reaction to you, with only occasional exceptions.

Being a leper only ever affects the attitude of groups of non-player characters. Player characters and individual NPCs are free to hold whatever attitude they want towards you, tough many will be influenced by public opinion, at least initially. The hostile attitude only applies to you; your companions are not affected, and might even impress others by their benevolence in being willing to be around you.

Humans and members of your own race are unwilling to come close to you or interact for fear of getting tainted. A creature trying to target you with an attack or effect, or to move adjacent, must make a Will save (DC equal to 10 + ½ class level + Charisma modifier) or lose the action. They can try to act against you again on a later round to gain another saving throw. Once a creature has saved against this ability, it automatically succeeds at any saving throws against your protective revulsion for the next 24 hours. Including you in an area effect does not require a saving throw. This is a mind-affecting fear effect. Creatures with an attitude of helpful are immune, including all your members of your party.

At 5th level, all creatures of your type (usually all humanoids) avoid you as above.

At 10th level, you become immune to all disease, infection, and parasitic infestation, including magical ones.

At 15th level, all living creatures with an Intelligence of 2 or more avoid you as above.

#### LUNACY

You experience periods of metal instability, especially during stress.

At 1st level, you take a -4 penalty on Will saves and the DC of using Intimidate against you decreases by 8. You do not take numerical penalties from fear (including hit point damage from *phantasmal killer* or similar effects), though fear effects can still affect your actions, such as causing you to drop held items or flee from combat.

At 5th level, when you fail a Will save, you become confused rather than suffering the normal effects of the original effect. This *confusion* lasts as long as the consequences of the failed Will save lasts. On a result of "act normally", you behave as the effect you failed to save against dictates. You do not become confused if you choose to voluntarily give up your saving throw.

At 10th level, any penalty you would take from a mindaffecting effect is reversed into a bonus. This replaces the 1st-level ability to ignore penalties from fear; fear now gives you a bonus. In addition, you can reroll the result of *confusion* effects you are suffering from, but must accept the second result even if it is worse. In addition, if you confirm a critical hit against a creature while you are confused, the target must succeed on a Will save or be affected as *moonstruck*<sup>APG</sup> (caster level equal to your curse level).

At 15th level, when you are confused because of a failed Will save, you decide what you do on a result of "act normally." You become immune to *confusion, insanity, moonstruck*<sup>APG</sup>, the horrific appearance of qlippoths<sup>B2</sup>, the alien presence of outer dragons<sup>B4</sup>, the unspeakable presence of great old ones<sup>B4</sup>, or any effect that causes insanity, madness, or random actions.

#### MAIMED

You are permanently maimed, an injury you were born with or have had so long it can no longer be cured. The injury is often related to how you found your visions.

At 1st level, you select one of the following impairments. The listed penalties assume you are using a simple prosthetic.

• **Body Injury:** You take a -4 penalty Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments;

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and Fortitude saves made to resist damage from suffocation. You gain a +2 bonus on Fortitude saving throws against inhaled and ingested poisons and against disease.

- Maimed Eye: You are blind in one eye. When you are adjacent to two opponents who are not adjacent to each other, you are flanked. You take a -2 penalty to Perception. You cannot take the Point Blank Shot feat, but you count as if you had this feat for the purpose of prerequisites.
- Maimed Hand: One of your hands is severed or useless. You cannot wield a weapon in this hand or use it to satisfy the somatic components of spells, but you can make unarmed attacks and wield a hook hand or shield by strapping it on, which takes one minute. You gain the 'Two-Weapon Fighting feat, ignoring prerequisites, but this feat is only usable with shields or a hook hand. Any feat using this feat as a prerequisite also gains this limitation.
- Maimed Leg: One of your legs is permanently wounded, which reduces your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. You are immune to caltrops, grease spells, and similar floor hazards.
- Maimed Throat: You cannot speak in more than a whisper. You cannot use language-based abilities and Bluff, Diplomacy, or Intimidate against anyone more than 5 ft. away from you. The DC to hear you speaking (including using social skills and spells with verbal components) increases by 15 (from the usual DC o).
- **Missing Ear:** You can hear, but the altered acoustics makes you take a -2 penalty on Acrobatics, Disable Device and Perception checks. You gain a +2 bonus on saving throws against sonic or language-based effects.
- **Missing Teeth:** You have very bad breath and cannot eat solid food. This means that you consume twice as much water, needed to make broth for your consumption. You take a -4 penalty on Survival checks to gather food and on Diplomacy checks.
- **Scalped:** You are missing head hair, and the skin on your head is torn, ugly, and often bleeds. You take a -5 penalty on Disguise checks and the DC to track you is reduced by 5. You gain a +2 bonus on CMD against grapple checks.

At 5th level, you have learned to play on your disability for tricks, pity, and to scare others. You gain a +4 bonus on Bluff, Diplomacy, and Intimidation checks and one of these skills becomes a class skill for you.



At 10th level, you develop an uncanny luck. Whenever an attack would inflict a condition on you (including going unconscious from damage), there is a 50% chance that attack misses because of your injury. This is not a concealment miss chance. An opponent made to miss this way cannot be affected again for 8 hours.

At 15th level, you have overcome the penalties inflicted by the maiming, tough you still appear to be maimed and often choose to act the part.

#### MISSHAPEN

You were born with a twisted, uneven body and your form continues to change and hunch as you gain approach your doomed destiny.

At 1st level, you have difficulty keeping your balance and defending yourself from complex maneuvers. You take a -4 to your CMD and to Diplomacy checks. Your form can be frightening. You gain a bonus on Intimidate checks equal to half your curse's level (minimum +1).

At 5th level, you gain immunity to harmful polymorph

d20	Warpwave effect					
1	Target takes 2 Strength damage.					
2	Target takes 2 Dexterity damage.					
3	Target takes 2 Constitution damage.					
4	Target takes 2 Intelligence damage.					
5	Target takes 2 Wisdom damage.					
6	Target takes 2 Charisma damage.					
7	Target gains 1 negative level.					
8	Target is blinded or deafened for 1d4 rounds.					
9	Target is confused for 1d4 rounds.					
10	Target is entangled by filaments of energy for 1d4 rounds.					
11	Target becomes fatigued (or exhausted if already fatigued).					
12	Target becomes nauseated for 1d4 rounds.					
13	Target is stunned for 1d4 rounds.					
14	Target is sickened for 1d4 rounds.					
15	Target is staggered for 1d4 rounds.					
16	Target gains 4d6 temporary hit points.					
17	Target is affected by a heal spell.					
18	Target is turned to stone.					
19	Target is affected by baleful polymorph.					
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.					

effects, and as a move action you may make an Intimidate check to demoralize a foe.

At 10th level, you gain immunity to petrification, and as a standard action you may make an Intimidate check to demoralize all foes within 30 feet that are able to see and hear you.

At 15th level, you gain immunity to harmful transmutation effects and as a move action you may make an Intimidate check to demoralize all foes within 30 feet that are able to see and hear you.

### MUTANT DOOM

Your body is twisted by strange mutations, making you deformed. You must be a humanoid to take this curse.



At 1st level, any non-magic armor you wear must be custom-made to fit your shape, at twice the usual cost. You take a -10 penalty on Disguise checks and any attempt to use Diplomacy to gather information about you gains a +10 bonus. When you roll a natural 1 on an attack roll, skill check, or saving throw, you take a warpwave effect (see sidebar). The caster level of this effect is your character level and you are allowed a Fortitude save (DC is 10 + 1/2 the curse level). Success halves any damage and negates non-damaging effects.

You have one evolution point and can choose a 1-point eidolon evolution<sup>APG</sup>, applying that evolution to yourself. You cannot choose the ability increase or skilled evolutions and need to fulfill any requirements the selected evolution has as if you were a protean eidolon. If you are a humanoid, you are considered to possess the limbs (arms) and limbs (legs) evolutions only for the purpose of prerequisites. You can change your evolutions when you advance in level.

At 5th level, you gain an additional evolution point, which you can use to take a second 1-point eidolon evolution.

At 10th level, you gain an additional two evolution points. You cannot take an evolution costing more than two evolution points.

At 15th level, you gain an additional three evolution points. You cannot take an evolution costing more than three evolution points.



#### **O**DIOUS

Your skin reeks with an acrid, foul stench, bringing low all those who must endure your smell.

At 1st level, you take a -4 penalty on Charisma checks and Charisma-based skill checks with living creatures, and any creature within 10 feet of you begins with an initial attitude no better than unfriendly due to your foul stench. Creatures gain a +4 bonus on Perception or Survival checks to locate or track you by scent.

You gain a +2 bonus on saving throws against disease and poison, and you can hold your breath as a free action when it's not your turn, before an inhaled effect affects you. You are immune to the stench<sup>B1</sup> monster ability and to other inhaled effects that would cause you to become nauseated or sickened.

At 5th level, you radiate stench<sup>B1</sup> (Fort DC 10 + 1/2your curse level + your Constitution modifier, sickened 1 round on a failed save) in a 5-foot radius. This radius increases by 5 feet for every 5 levels above 5th. You cannot suppress this ability, but you can choose to limit its radius to 5 feet.

At 10th level, you can use *stinking cloud* as a spell-like ability once per day (caster level equals your curse level), either centered on yourself or in a 30-foot cone-shaped spread. You may choose whether the vapors of the cloud obscure vision as normal or whether they are transparent (DC 20 Perception check to notice them). You may use this ability one additional time per day for every 5 levels after 10th.

In addition, you may choose to suppress your stench for a number of rounds per day equal to your curse level. This duration need not be continuous.

At 15th level, you are immune to all diseases, nonmagical and magical, and you may choose to suppress your stench for a number of minutes per day equal to your curse level. This duration need not be continuous. In addition, you can use *amplify stench*<sup>MC</sup> as spell-like ability as a swift or move action. You can use this ability a total of 10 minutes per day times your curse level; this duration need not be continuous, but it must be used in 10-minute increments.

#### PEACEFUL

It is against your nature to do violence to other creatures, requiring an act of will for you to do so.

At 1st level, you cannot take attacks of opportunity and suffer a –2 penalty to all attack rolls. This does allow you to devote more attention to protecting yourself from the violence of others, giving you a +4 bonus to AC against attacks of opportunity you provoke from others. At 5th level, you gain Touch of Serenity<sup>APG</sup> as a bonus feat, and you may use this feat once per day per two doomguard levels, plus once per day per four levels you have in other classes. You also gain Improved Unarmed Strike as a bonus feat, but only when using your unarmed strike to deal nonlethal damage.

At 10th level, when you have taken no offensive actions during your turn, you gain a +4 deflection bonus to AC until the beginning of your next turn.

At 15th level, you gain the effects of a permanent *sanctuary* (save DC 10 + 1/2 your curse level + your Charisma modifier). If you are mounted, this effect extends to your mount; if you or your mount attacks, the effect is ended for both of you. If this effect is interrupted, you can resume it as a standard action. When you renew the effect, creatures that attempt to attack you must attempt a new saving throw regardless of the outcome of their previous save against the effect. As a full-round action, you can extend the effect of this *sanctuary* to affect all creatures within 5 feet of you.

#### Powerless Prophet

You are forewarned of danger but can't act to prevent it.

At 1st level, you are seen as an untrustworthy charlatan and a troublemaker and you take a -10 penalty on Bluff checks to get a creature to believe you and on Diplomacy checks made to improve a creature's attitude toward you. Your allies take a -5 penalty on such checks as long as you are within the line of sight of the creature with whom they are speaking. Whenever you use any divination effect on behalf of an ally or use an ability that grants an ally a competence or insight bonus, that bonus is halved (or has a 50% chance to have no effect, if it is a non-numeric effect).

You gain uncanny dodge, as the barbarian class feature. However, you cannot take any actions during a surprise round, including free actions.

At 5th level, you can expend one use of your defiance to use *augury* as a spell-like ability (caster level equals your doomguard level) and gain a +4 insight bonus on initiative checks and saving throws against divinations. Divinations about your future function as if the caster were 4 levels lower in all respects.

At 10th level, you can expend one use of your defiance to use *divination* as a spell-like ability (caster level equals your doomguard level) and you gain improved uncanny dodge as the barbarian class feature, using your doomguard level as your rogue level.

At 15th level, you can expend one use of your defiance to use *moment of prescience* as a spell-like ability (caster level equals your doomguard level) and you gain a +4



insight bonus on all your saving throws and to your AC during surprise rounds and when you are otherwise unaware of an attack.

#### PROVOCATIVE

Your appearance elicits lust in most creatures, no matter how you try to conceal it.

At 1st level, enemies do not take a penalty on attack rolls when they choose to deal nonlethal damage to you, and they gain a +2 bonus on combat maneuver checks to perform a bull rush, dirty trick, drag, grapple, or reposition combat maneuver against you. You may use your provocative nature to your benefit, gaining a bonus on Diplomacy checks equal to your one-half your curse's level (minimum +1). If you choose to use this bonus and fail a Diplomacy check, the target of the check feels spurned and its attitude changes to unfriendly (an already unfriendly target becomes hostile). You also gain a +2 bonus on saving throws versus effects with the emotion descriptor, except for fear effects.

At 5th level, a Diplomacy check made to change a target's attitude toward you lasts one day for every hour you spend making the Diplomacy check. In addition, you can use *unnatural lust*<sup>UM</sup> as a spell-like ability (caster level equals your curse level; the save DC for this effect is Charisma-based) once per day, plus one additional time per day for every 5 levels after 5th. You can induce lust in the target in creatures other than you, but if you cause the target to become lustful towards you the save DC is increased by 2.

At 10th level, as a full-round action you can make a Diplomacy check to influence a single creature's attitude with a -10 penalty. In addition, you may use *reckless infatuation*<sup>UM</sup> as a spell-like ability in place of one of your daily uses of *unnatural lust*. It otherwise follows the same special rules described above.

At 15th level, if you fail a Diplomacy check to influence a target's attitude, you can spend one hour in the target's company in order to retry the check, rather than waiting 24 hours to do so. You gain immunity to effects with the emotion descriptor, except for fear effects.

#### RAVENOUS

You suffer from ravenous hunger, but cannot hold down large meals. You are almost impossibly thin, your tendons and bones clearly visible beneath your loose skin.

At 1st level, you can only go one day without food before you begin to starve, and you take a -4 penalty on saving throws against any spell or effect that compels you to eat (such as *beguiling gift*<sup>APG</sup> or a *suggestion* to eat) or affects your eating (such as *feast of ashes*<sup>APG</sup>). You cannot eat for more than one ten minutes at a time before you must wait half an hour to eat again. However, your nonlethal damage total from starvation and thirst cannot exceed your hit points and you are immune to all ingested poisons and harmful potions.

At 5th level, you gain a primary bite attack that deals damage for a creature of your size (ld6 for a Medium character, ld4 for Small). You have the grab ability; if you hit with this bite, you deal normal damage and attempt to start a grapple as a free action without provoking an attack of opportunity. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

At 10th level, you gain the swallow whole ability; the AC of your stomach is 10 + 1/2 your natural armor bonus (if any) +your Charisma modifier, and it has hit points of 1/10 your total. If you swallow whole an opponent of any size, they disgorge 2d4 rounds later on your turn automatically, nauseating you until the end of your next tum.

At 15th level, your swallow whole ability allows you to swallow opponents up to your own size.

#### **R**EVERSE AGING

You perversely age backwards. You begin your life as an ancient, and grow younger as you gain experience.

At 1st level, you begin at venerable age. You gain the following age modifiers to your ability scores: -6 to Str, Dex, and Con; +3 to Int, Wis, and Cha. Your current and maximum age does not change.

At 5th level, you become old instead of venerable, but retain the venerable age modifiers to your mental ability scores. You gain the following age modifiers to your ability scores: -3 to Str, Dex, and Con; +3 to Int, Wis, and Cha.

At 10th level, you become middle aged, but retain the venerable age modifiers to your mental ability scores. You gain the following age modifiers to your ability scores: -1 to Str, Dex, and Con; +3 to Int, Wis, and Cha.

At 15th level, you become adult, but retain the venerable age modifiers to your mental ability scores. You gain the following age modifiers to your ability scores: +3 to Int, Wis, and Cha.

#### SANGUINE

You are slow to recognize adversity or danger, although your optimism can be contagious.

At 1st level, you take a -5 penalty on Perception and



Sense Motive checks. You cannot be demoralized by the Intimidate skill, and during surprise rounds and against traps, you gain a +1 luck bonus to AC and saving throws. Your luck bonus increases by + 1 every five curse levels.

At 5th level, you gain aura of courage, as a paladin, and you can use *remove fear* once per day as a spell-like ability, plus one additional time per day for every 5 levels after 5th.

At 10th level, when your wounds would normally make you unconscious, you become staggered and remain conscious for one round.

At 15th level, you gain aura of resolve, as a paladin.

#### SOLIPSISM

You are only half in this world. Not only do you have a hard time taking the real world seriously, the real world also has trouble interacting with you.

At 1st level, you are constantly staggered, and this condition cannot be negated except as noted below. All spells and supernatural powers used against you have a 50% chance to fail. This does not apply to spells you cast on yourself, but does apply to spells cast by allies, including harmless spells. You can focus on reality to suppress this ability for one round as a move action, allowing you only a standard action that round. This makes it easier for allies to assist you.

At 5th level, all exceptional abilities and physical attacks against you have a 50% chance to fail. This is not concealment. You gain Vital Strike as a bonus feat.

At 10th level, you can focus on reality and suppress this ability for one round as a swift action. This allows you to act normally for that round, but also negates the protection offered by this ability. You also gain Mythic Improved Vital Strike as a bonus feat, and can use this even if you are not a mythic character.

At 15th level, you can ignore reality almost completely. You can use *ethereal jaunt* at will. This is not an action for you, you can do it even when helpless or otherwise unable to act. You can use this a number of rounds each hour equal to your Wisdom modifier (minimum 1), these rounds need not be consecutive.

#### **SOMNAMBULISM**

You walk around when sleeping, and may fall asleep when walking around.

At 1st level, the line between being asleep and awake is



not at all clear to you. You suffer bouts of somnambulism both when asleep and awake. Whenever you roll a natural 1 on any d20 check when under stress, you momentarily fall asleep, move your speed in a random direction, and then wake up. This is in addition to any normal movement for the round. You cannot take any voluntary actions when sleepwalking, but have your normal defenses. You do not trigger attacks of opportunity and can move through enemy occupied spaces, but must end movement in an unoccupied space. If somnambulism would move you into impassible terrain (such as a wall or pit) you instead move along the edge of that terrain.

When you fall asleep, roll 1d20. This is the number of hours you will sleep before somnambulism strikes—if you wake up before sleeping this many hours, there is no episode. A sleeping bout of somnambulism lasts for 1-6 minutes, during which you move at half speed in the same randomly determined direction each round. If you are awakened while sleepwalking, you are confused for one round per minute (or fraction thereof) remaining on the somnambulism episode.

You can sleep in armor or on uncomfortable ground at no penalty, and even sleep standing up. In addition, you are not considered helpless when you sleep, tough you are denied your Dexterity bonus to Armor Class.

At 5th level you get to roll the effect of confusion effects twice, and pick one result of your choice. This applies both when you are affected by confusion and when you use it on others.

At level 10 you no longer provoke attacks of opportunity for moving out of an enemy's threatened area, asleep or awake.

At 15th level, you can specify a place you want to get to and sleepwalk there, guided by higher faculties. This is similar to find the path except you are sleepwalking you are staggered and can only walk at normal speed and perform any necessary actions to facilitate your passage while sleepwalking. You can use this ability at will, but can only specify one destination per day, resuming sleepwalking to this location as desired.

#### SQUEAMISH

You cannot stand to see your actions cause the ruin of another's flesh, spill blood, or cause burns and scars.

At 1st level, if you deal hit point damage to a target within 30 feet of you, you are sickened for 1d6 rounds. Your sensitive nature does make you more alert to the needs of injured allies, granting you a bonus to Heal checks equal to half your curse's level (minimum +1). Any effect you create (including using a magic item, such as a potion or scroll) to heal another creature's hit point or ability damage or drain functions as if your (or the item's) caster level were increased by 2; however, when attending to a creature that has lethal damage or damage or drain to Strength, Dexterity, or Constitution, you must succeed on a DC 15 Will save (DC 20 if the target is taking bleed damage) or become sickened for 1d6 rounds.

At 5th level, you can attempt a Heal check for any purpose as a standard action.

At 10th level, if you make a single Heal check to treat disease or treat poison for a target, that creature receives a +4 bonus to all its saves against that disease or poison for 24 hours.

At 15th level, if you make a Heal check to treat disease or treat poison and the result exceeds the affliction's save DC, you immediately end the disease or poison.

#### STAR-CROSSED

Since you first began to show signs of being doomed, fate has been against you.

At 1st level, any natural roll of 11 on a d20 roll made under stress is treated as a natural 1, causing automatic failure on an attack roll or saving throw. Also, things determined entirely by chance (randomly selected targets, games of pure luck) are twice as likely to go against you than they would be for a typical person. Fate saves you for greater things. You can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day, plus one additional time per day at level 5 and ever 5 curse levels thereafter.

At 5th level, once per day as an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature take the result of the reroll only if it's worse than the original roll. Once a creature has suffered from your misfortune, it cannot be the target of this revelation again for 1 day.

At 10th level, as an immediate action, you can allow a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature take the result of the reroll only if it's better than the original roll. Once a creature has benefited from your fortune, it cannot be the target of this revelation again for 1 day.

At 15th level, you can use the level 5 ability at will.



You carry permanent bloody wounds on your body that resist all attempts at healing.

At 1st level, any time you take a full-round action, you begin taking 1 point of bleed damage; this increases to 1d2 points of bleed damage at 5th level and 1d4 points of bleed damage at 10th level. This bleed damage does not stack with other sources of bleed damage. The bleeding can be staunched as a standard action with a DC 15 Heal check or with any magical effect that restores hit point damage. You automatically stabilize and this bleed damage ends when you are at negative hit points.

In addition you have gained a tolerance for pain that grants you a +4 circumstance bonus on saving throws against pain effects (such as torture or a *symbol of pain* or other effects especially noted to cause pain or with the [pain] descriptor), and you reduce bleed damage (including ability damage or drain from bleed or blood drain) from any source other than your stigmata by 1 point, to a minimum of o.

At 5th level, you are immune to hit point damage from bleed, other than from your own stigmata. Whenever you are taking bleed damage from your stigmata, you are immune to pain effects, as described above.

At 10th level, you are immune to ability damage or drain from bleed or blood drain. However, when an adjacent ally would take bleed damage or blood drain, you may touch your ally as a free action and have that bleed damage or blood drain affect you instead of your ally. This functions even if your ally is grappled or pinned. Whenever you are taking bleed damage from your stigmata, including taking on the bleed damage of an ally, you cannot become staggered.

At 15th level, you still bleed from your stigmata, but you do not take hit point damage from it. Whenever a creature within 30 feet takes bleed damage, you gain 1 temporary hit point (or 1d4 temporary hit points, if they take ability damage or drain from bleed or blood drain); these temporary hit points stack, up to a maximum equal to your curse level. They remain for up to 1 hour or until expended.

#### **TEMPTATION**

You are constantly tempted by sacrilegious voices. If you ever give in to your tempters and radically change your alignment, they may encourage this development and change into the voices curse, or they may perversely urge you to sin against your new credo and remain as the temptation curse.

At 1st level, you constantly have nagging voices at the

back of your head that encourage you to break faith with your ideals. These voices are distracting, making you suffer -2 on initiative checks and a -5 penalty on Perception checks. You have steeled yourself against acting on the impulse of your temptation, strengthening your faith. You gain Bluff as a class skill.

Your voices are not all-knowing, but they have a skill bonus in Knowledge (Religion) of 10 + your level. As a standard action you may bargain with your voices for information. They will give you advice if you temporarily give in and do what they want, or you can try to Bluff them into revealing information, using your Bluff skill as if it was Knowledge (Religion) but allowing repeated rolls until you learn all they know. The GM makes a Knowledge (Religion) check for your tempters and this is all the information they can reveal.

At level 5 you gain a +2 bonus on Sense Motive checks and Will saving throws.

At level 10 you can use *discern lies, glibness,* and *suggestion* as spell-like abilities once per day each, and you gain an extra use of this ability (which may be used for any one of these spell-like abilities) every 5 levels after 10th. In addition, you may substitute all daily uses of this ability in order to cast a single *atonement* spell, if used with the intent of converting a creature to a different religion or alignment.

At level 15, you can use *arbitrament*<sup>CoB</sup>, *blasphemy*, *dictum*, *holy word*, or *word of chaos* as a spell-like ability once per day each. You gain no protection against the possible negative effects of these spells.

#### TONGUES

In times of stress or unease, you speak in tongues.

At 1st level, you must pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language.

At 5th level, pick an additional language to speak in combat and add it to your list of known languages.

At 10th level, you can understand any spoken language, as if under the effects of tongues, even during combat.

At 15th level, you can speak and understand any language, but your speech is still restricted during combat.





#### Unlife

Your life is tied to negative energy in a strange perversion of the natural order of the world.

At 1st level, you are healed by negative energy and harmed by positive energy, as if you were an undead creature. You are treated as an undead creature for all effects that work differently when targeting undead. You are immune to energy drain. You cannot take this curse if you actually are undead.

At 5th level, you can use *hide from undead* at will as a spell-like ability, but with personal range. The saving throw DC of this effect is 10 + half the curse's level + your Charisma modifier.

At level 10 you become immune to immune to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning. You are no longer subject to nonlethal damage and ability drain. You are also immune to damage to your physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.

At level 15, you gain immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

#### VOICES

You hear disembodied voices speaking to you.

At 1st level, you are constantly surrounded by a chorus of voices that advice and guide you. These voices are distracting, causing you to take a -2 penalty on initiative checks and a -5 penalty on Perception checks. The advice they give always follow the ideals of your alignment, and they urge you to act fastidiously according to your ideals. At least once per session, they should urge you to go to extreme lengths in pursuit of your ideals or faith. You can role-play this, and the GM should voice this advice at least once per session. Sometimes the voices have a long-term agenda they might lead you on, in other cases they just advocate a very pious life. The voices are not immediately aware of your surroundings, taking a few rounds to take in a situation; they will not warn you if you are about to suddenly do something stupid or improper unless you ask. Not following the advice of your voices is a breach of faith, but you can argue with them if you do not agree with their advice. In extreme cases disagreement with your voices will cause you to become staggered for a period depending on the severity of the issue; from one minute to the rest of the day. Your voices have a skill bonus in Knowledge (local) equal to your curse level. Conversing with your voices (and not merely listening) is a standard action.

At 5th level, you gain a +4 bonus on saving throws

against all mind-affecting effects.

At 10th level, the voices help you control yourself. You can make an additional saving throw each round to break out of a lasting mind-affecting effect that allows a Will saving throw.

At 15th level, you can use *contact other plane* at will as a spell-like ability. Doing so takes one hour of intense communion with your voices.

#### WASTING

Your body is slowly rotting away.

At 1st level, you take a -4 penalty on Charismabased skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease.

At 5th level, you are immune to the sickened condition (but not nauseated).

At 10th level, you gain immunity to disease.

At 15th level, you are immune to the nauseated condition.

#### WRECKER

The destructive power of your curse seeps from your very pores and into your belongings and surroundings.

At 1st level, items you hold or wield gain the broken condition as long as you are holding or wielding them but regain their actual condition if employed by anyone else. If a held item is restored to unbroken condition while you are holding it, it gains the broken condition at the end of your next turn if you are still holding it. Disable Device becomes a class skill for you and you can make Disable Device checks to destroy non-magical traps as a move action without the need to use tools or take any action beyond simply touching it.

At 5th level, whenever you attempt to damage an object with a melee attack, reduce its hardness by an amount equal to your oracle level before determining the damage you deal with that attack.

At 10th level, any attacks you make against objects and constructs automatically bypass any damage reduction they may possess except epic.

At 15th level, whenever you are dealt damage by an attack with a manufactured weapon, you can require the weapon's wielder to make a Reflex save (DC 10 +1/2 your oracle level + your Charisma modifier) to avoid having the weapon collapse into dust immediately after striking you (magical weapons receive an additional saving throw against this effect).



The following archetypes are unique to the doomguard hybrid class and modify its class features in a variety of ways.

#### CHALLENGER

Doomguards often balance caution with courage, knowing their fate awaits them yet in no hurry to meet it. Challengers are ardent pursuers of the fate before them, full of life and warded by destiny, ready to dare all in pursuit of a glorious end.

**Weapon and Armor Proficiency:** A challenger is not proficient in medium armor or shields. This alters weapon and armor proficiency.

**Charismatic:** A challenger uses Charisma in place of Wisdom for determining the effect of doomguard class features.

**Daring Defense (Ex):** When wearing light or no armor, a challenger gains a dodge bonus to his AC and CMD equal to his Charisma modifier (if positive). A challenger loses this bonus when wearing medium or heavy armor, carrying a medium or heavy load, or when affected by a fear effect. This replaces companion.

**Inspiring Performer (Su):** At 2nd level, a challenger can inspire courage as a bard, granting a +1 comptence bonus on attack and weapon damage rolls to all allies that can see or hear his performance and a +2 morale bonus on saves against charm and fear. These bonuses increase by 1 at 6th level and every 6 levels thereafter.

At 10th level, he can use the inspire greatness performance, and at 18th level he can use inspire heroics, using his doomguard level in place of his bard level to determine the effect of these performances.

He can use this ability for a number of rounds per day equal to his doomguard level + his Charisma modifier. Beginning this performance is a standard action at 2nd level, but he may begin a performance as a move action at 8th level and as a swift action at 14th level. Maintaining a performance is a free action.

This ability is the equivalent of bardic performance for the purpose of feats, spells, magic items, and other effects that affect bardic performance.

#### This replaces combat style.

**Uncanny Dodge (Ex):** At 8th level, a challenger gains uncanny dodge, as the rogue class feature. This replaces threatening defiance.

#### DOOMWARDEN

While many doomguards seek out opportunities for a dramatic last stand of which the skalds will sing, doomwardens are those among them who prefer to approach their fate with a heavy and measured tread. Clad head to toe in impervious steel, they stand in the breach while fated foes swarm around them. They have no need to seek out their doom, for they know that in time their doom will come to them.

Weapon and Armor Proficiency: A doomwarden is proficient with heavy armor and tower shields. This alters weapon and armor proficiency and replaces resolute charge.

**Armor Style (Ex):** A doomwarden may select the following feats in place of those of a typical ranger combat style: Bulette Charge Style<sup>AMH</sup>, Improved Shield Bash, Mobile Bulwark Style<sup>AMH</sup>, Saving Shield<sup>APG</sup>, Shield Focus, Swift Iron Style<sup>AMH</sup>, Upsetting Shield Style<sup>AMH</sup>, Vanguard Style<sup>AMH</sup>.

At 6th level, he adds the following feats to those he can select: Bulette Leap<sup>AMH</sup>, Mobile Fortress<sup>AMH</sup>, Missile Shield<sup>APG</sup>, Shield Slam, Shield Specialization<sup>APG</sup>, Swift Refuge<sup>AMH</sup>, Upsetting Strike<sup>AMH</sup>, Vanguard Ward<sup>AMH</sup>.

At 10th level and above, he adds the following feats to those he can select: Bulette Rampage<sup>AMH</sup>, Greater Shield Focus, Mobile Stronghold<sup>AMH</sup>, Ray Shield<sup>APG</sup>, Shield Master, Swift Sprint<sup>AMH</sup>, Upsetting Vengeance<sup>AMH</sup>, Vanguard Hustle<sup>AMH</sup>.

A doomwarden need not meet the normal prerequisites to select these feats as a bonus feats. He can use these feats regardless of his armor or encumbrance.

This replaces combat style.

**Armor Training (Ex):** At 5th level, a doomwarden learns to be more maneuverable while wearing armor. He can move at normal speed in medium armor, and he reduces the armor check penalty of armor he wears by 1 (to a minimum of o) and increases the maximum Dexterity bonus allowed by his armor by 1. These adjustments increased by 1 for every 6 levels after 5th.

At 8th level, a doomwarden can move at normal speed in heavy armor and does not take a penalty to his movement when wielding a tower shield. In addition, the armor check penalty of any shield he wields is reduced by 1 (to a minimum of o) and its maximum Dexterity bonus allowed (for a tower shield) is increased by 1. This adjustment increases by 1 for every 6 levels after 8th.

In addition, a doomwarden can also move at her normal speed while wearing medium armor. At 8th level, a doomwarden can move at her normal speed while wearing heavy armor.

This replaces threatening defiance and sudden doom.





**Defiant Vigil (Ex):** At 5th level, a doomwarden is eternally watchful, gaining a +2 bonus on saving throws against fear, sleep, or illusions. In addition, it is hard for others to sneak past him, granting him a bonus equal to his class level on Perception checks to spot or pinpoint an invisible creature. Creatures attempting an Acrobatics check to move through a doomwarden's space or threatened area take a penalty equal to one-half his doomguard level. This replaces defiant pursuit.

**Defiant Healing (Su):** At 12th level, a doomwarden can activate his defiance as an immediate action after taking damage from a creature, rather than as a swift action. When he does so, he reduces the damage from that attack or effect by 1d6 hit points per 2 doomguard levels; this cannot reduce damage from the attack below o. If the doomwarden reduces the damage from an attack or effect to 0 with this ability, she can attempt an Intimidate check as a free action against her attacker. She takes a -5 penalty on this check if she does not threaten her attacker, and she cannot use it at all if her attacker is more than 30 feet away from her.

Last Stand (Ex): At 20th level, a doomwarden can make a last stand once per day whenever he uses his defiance. While this defiance is in effect, all melee and ranged weapons deal the minimum amount of damage to the doomwarden, unless the attack scored is a critical hit. In addition, the doomwarden remains conscious and is not staggered while he is below o hit points. While using this ability, the doomwarden cannot be killed by melee or ranged weapons unless they are wielded by the target of his defiance. Attacks made by opponents that are not the target of his defiance deal no damage when doomwarden has o or fewer hit points. This ability has no effect on spells, environmental effects, supernatural abilities, or any other source of damage other than melee and ranged weapons. Such sources of damage affect him normally and can kill him (although they do not cause him to fall unconscious or to become staggered if they reduce his hit points below o). This effect lasts until his defiance ends or the doomwarden takes an offensive action against a target other than the target of his defiance. This replaces seal fate.

### FEY FOUNDLING

Some doomguards trace their lineage back for generations upon generations, citing this familial legacy as the source of their curse and their roadmap to the possibilities of the future. Others, however, are simply orphans, with little to no memory of their long-lost parents, left alone and taken in by the fey to a faraway land of wonder and deadly danger but marked for a strange destiny.

**Weapon and Armor Proficiency:** A fey foundling is proficient with light and medium armor and shields (but not tower shields) but is prohibited from wearing metal armor unless it is made of mithral. He must otherwise wear padded, leather, or hide armor, or armor made of other organic material, such as wooden armor that has been altered with the *ironwood* spell. A fey foundling who knowingly and intentionally wears metal armor or uses a metal shield loses all supernatural or spell-like abilities of his class while doing so and for 24 hours thereafter. This alters weapon and armor proficiency.

**Woodland Stride (Ex):** At 2nd level, a fey foundling can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him. This replaces his ability to use most metal weapons and armor.

**Resist Nature's Lure (Ex):** At 3rd level, a fey foundling gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies against plant creatures and spells or effects that manipulate plants. This replaces resolute charge.

Companion (Ex): At 7th level, a fey foundling must



select a familiar, and he automatically gains an improved familiar, which must be one of the following: brownie<sup>B2</sup>, faerie dragon<sup>B3</sup>, mockingfey<sup>ISB</sup>, pipefox<sup>B4</sup>, pooka<sup>B4</sup>, pseudodragon<sup>B1</sup>, sprite<sup>B3</sup>, wysp<sup>B5</sup>. This alters companion.

**Entice Fey (Sp):** At 8th level, once per day a fey foundling can expend two uses of his defiance to call forth one or more fey creatures to serve him, as *entice fey I*<sup>UI</sup>, but you increase the total number of Hit Dice of fey you can call by 1 for every level after 8th. Unlike most spell-like abilities, you must provide the material component to use this ability. This replaces threatening defiance.

Crossroads and Backroads (Sp): At 11th level, a fey foundling masters the secret ways of the fey and how they travel from place to place. He can enter a tree as a move and emerge from another tree (as the tree stride spell, but with one-half the normal range) up to three times per day. In addition, if he is at a crossroads or a known faerie mound, standing stone, stone circle, druid grove, or similar place of natural power (GM's discretion), he can expend two uses of his defiance to shift himself and one or more allies into the misty borderlands of the fey realms, allowing them to move swiftly through the spaces of the world or to transition this planar borderland to enter the fey realms directly. This functions as the shadow walk spell (caster level equals his doomguard level), but it allows the fey foundling and his allies to traverse the fey realms (sometimes called the First World or the Plane of Faerie) rather than the Plane of Shadow. This replaces swift doom.

**Fey Strike (Su):** At 12th level, when a fey foundling confirms a critical hit he can forgo the additional damage from the critical hit as normal for a doomguard's doom strike, but he also gains the ability to convert the damage from his attack from lethal to nonlethal damage. In addition, on a failed Will save the target gains one of the following effects: *bestow curse, deep slumber, nature's exile*<sup>APG</sup>, or he can cause the target to develop the following curse.

*Iron Allergy:* The target is permanently sensitive to the touch of iron and steel, and to cold iron in particular. The target and becomes uncomfortable and itchy when wearing or metal armor or wielding a metal-handled weapon (hafted weapons like maces and spears or metal-tipped ammunition like arrows do not cause this reaction), requiring a DC 15 Fortitude save at the end of each minute of wearing or wielding the item to avoid becoming fatigued for as long as the item is worn or wielded. Once the item is removed, he can attempt a DC 15 Fortitude save each round at the end of his turn to end the condition. In addition, the wielder of a cold iron weapon deals 1 additional point on each hit and gains a +2 bonus on attack rolls to confirm a critical hit with that weapon against the fey foundling. If a critical hit would

cause an effect that allows a saving throw, such as the Stunning Critical feat, the save DC for that effect is also increased by 2.

This alters doom strike.

Ageless (Su): At 16th level, a fey foundling ceases aging and takes on an ageless appearance. Besides it being difficult to guess or ascertain her true age, she no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place, though the effects of such penalties are suppressed for the purpose of attacks or other actions taken against the target of her defiance. Bonuses for aging still accrue, and the fey foundling still dies of old age when her time is up. This replaces the daily use of defiance normally gained at 16th level.

#### RAVEN BANNER

All doomguards carry a certain fatalism about their final end, but those who take up the raven banner embrace the certainty of their demise and seek only that their end be so glorious that others may sing of it, and that in death they may find immortality.

Deathproof (Ex): At 2nd level, a raven banner gains a +2 bonus on saving throws against death effects, energy drain, necromancy, and negative energy. In addition, whenever he would gain a negative level, he can spend one use of his defiance to make an immediate saving throw to remove that negative level rather than waiting for 24 hours. If the save fails, he may still attempt a saving throw after 24 hours to remove the negative level as normal. If the negative level is temporary, such as that inflicted by an *enervation* spell, the negative level is automatically removed. If the raven banner would gain more than one negative level from an effect, this removes only one negative level. This cannot remove a negative level gained as a result of carrying a holy or unholy weapon or similar aligned item. This replaces dire destiny.

**Final Blow (Ex):** At 3rd level, when a creature the raven banner threatens confirms a critical hit against him, he can take an attack of opportunity against that creature. This attack occurs simultaneously with the critical hit, and can be made even if the raven banner would be killed or incapacitated by the attack. If the attack reduces the raven banner below o hit points, he adds his Charisma modifier (if positive) as a bonus on his attack roll and adds his doomguard level to the damage dealt by his attack. This replaces resolute charge.

**Banner (Ex):** At 5th level, a raven banner's battle standard becomes a symbol of inspiration to his allies and companions. As long as his banner is clearly visible,



all allies within 60 feet gain a +2 morale bonus on saving throws vs. death effects and fear and a +1 morale bonus on attack rolls to confirm critical threats. At 10th level and every five levels thereafter, these bonus increases by 1. The banner must be at least Small or larger and must be carried or displayed by the raven banner or his companion to function. This replaces defiant pursuit.

**Death is Not the End (Su):** At 11th level, when a raven banner is killed or incapacitated his banner continues to inspire his allies for a number of rounds equal to his Charisma modifier (minimum 1 round). In addition, whenever he would be killed by any creature that is not his fated enemy, he can expend one use of his defiance as an immediate action to heal himself as if he had cast *breath of life* (caster level equals his doomguard level). If this restores the raven banner to 0 hit points or more, he gains a +2 morale bonus to his Strength, Constitution, and Charisma modifier (minimum 1) and he can attempt an Intimidate check to demoralize all enemies within 30 feet with line of sight to him. If he uses this ability

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again while these above morale bonuses persist from a previous use of this ability, the morale bonuses to his Strength, Constitution, and Charisma stack, though they do not stack with other morale bonuses. This replaces sudden doom.

Greater Banner (Ex): At 14th level, the raven banner's battle flag becomes a rallying call to his allies. All allies within 60 feet gain a +2 morale bonus on saving throws against energy drain, necromancy, and negative energy, and a +2 dodge bonus to AC against incorporeal touch attacks and attack rolls made to confirm critical threats. In addition, while his standard is displayed, the raven banner can spend a standard action waving it through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is affecting them. This save is made at the original DC. Spells and effects that do not allow saving throws or that are instantaneous are unaffected by this ability. An ally cannot benefit from this ability more than once per day. This replaces the combat style feat normally gained at 14th level.

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