

The Alternate Path Magical Characters



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**

Alternate Paths: Magical Characters

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Introduction

What is This Book?

This book is designed for experienced players and presents classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on magic and spellcasters. You will need the Pathfinder Core Rulebook in order to use this book and the others listed in Section 15 of the Open Gaming License (located at the end of this book) to gain the full benefit from it.

“Weakness as Strength” & Natural Gifts

A constant theme in this book is the idea of using one's handicap as a strength. Those afflicted with a magical disease or cursed to be haunted by a ghost can embrace their ill fortune and wield it like a weapon. These are referred to as “natural gifts” and serve as requirements for entry into the class. These natural gifts are not always mechanical requirements and may in fact be roleplaying or backstory ones.

Pain & Gain

This book does not shy away from giving you a penalty as you advance in order to grant you a greater boon. Class features labeled with a (Pn) tag denote these drawbacks.

Themes

THE DIVINE SELF AND COSMIC MAGIC

The line between the divine magic and arcane magic is blurred in this book. Magic, as a whole, is portrayed as “cosmic” in nature- serving as a prevalence energy present in all concepts and places. In addition, divine magic users need not receive their spells from the gods, it can be created from within (a concept known as “the divine self”).

NON-VANCIAN MAGIC

Many classes within this book present alternate magical systems. The gnostic has a point based casting system with variable spell levels and effects. The ancient has special rituals and gains their magic resource over time. This book does not always mesh well with magic users from the core rulebook that rely on spells per day and spells known.

Why Use Exotic Classes?

Exotic classes often overlap with existing base classes. A guardian and a fighter occupy much the same role and a barbarian and thane are not able to be distinguished between by the common man. So why use an exotic class? To sum it up in one word, “familiarity”.

The paradigms established by the system have been around in one form or another since 1974. Players and the system are very familiar with the core classes. In this edition, barbarians rage, fighters have a good chance to resist fear effects, wizards must prepare spells, druids have an animal companion, and good clerics can heal (etc). Unless you are tapping into 3rd party material, you pretty much know what to expect when it comes to a specific character class. Even with archetypes you can generally tell one class from another.

The system recognizes these paradigms as well and exploits, or at the very least is contextual to, them. Exotic classes are essentially a “curve ball”. For example, a gnostic uses literal math (in a mechanical sense) and an ancient has a number of non-traditional spell options that last 24 hours.

When you combine the exotic classes with the alternate rules also presented in this book, you can really shake up your game world. The point of this book is to destroy a sense of familiarity and allow players to once again experience that sense of wonder (or terror) at the prospect of the unknown. It was Neil Armstrong that once said, *“Mystery creates wonder and wonder is the basis of man’s desire to understand.”* With that in mind, go forth and make your games unfamiliar and wonderful again!

Book References

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations:

- ADVANCED PLAYER’S GUIDE: ^{APG} (Paizo Publishing)
- ADVANCED RACE GUIDE: ^{ARG} (Paizo Publishing)
- ULTIMATE COMBAT: ^{UC} (Paizo Publishing)
- ULTIMATE EQUIPMENT: ^{UE} (Paizo Publishing)
- ULTIMATE MAGIC: ^{UM} (Paizo Publishing)
- LITTLE RED GOBLIN GAMES RACIAL GUIDE 4: NON-TRADITIONAL RACE GUIDE: ^{RG4} (Little Red Goblin Games)
- TOME OF SPELL AND SWORD: ^{TOSAS} (Little Red Goblin Games)

Ancient

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

An ancient is someone whose old soul who seeks to awaken themselves to greater magical understanding through ritual and magical practices. There is a pervasive belief that we are all rusted souls, continually reincarnated time after time. Ancients are masters of past-life regression and those who use such skills awaken the composite voice of generations that have come before and are privy to some of the universe's earliest secrets. This affords them access to a very raw and powerful, but highly ritualistic, form of early magic that none but them truly understand.

As an ancient grows the horde of ancient voices in their mind, they are required to impose floodgates to stem the tide of knowledge through self-discipline. Those who fail become catatonic, lost in the ocean of information- a single soul adrift in the vastness of the sum total of experiences of tens of thousands of lives. Even the most disciplined mind cannot suffer this kind of spiritual assault for very long and they are eventually prematurely aged as they unlock deeper and deeper experiences.

At first the ancient is privy only to the experiences, vague concepts and inspirations, of some of their previous lives (typically similar humanoids or the odd animal). However, as they learn to tap deeper into the recesses of their soul they find memories of times when they were other things like single cell organisms or outsiders. Maybe their soul contains the odd shard of a dead god or a powerful aberrant creature so strange they it flips the ancient's world view on their head.

Slowly but surely an ancient ceases to be an individual and begins to become an amalgam personality of all the forms they had in the past. This composite personality is older and wiser than any who have come before it and tends looks upon the world in an aloof and detached fashion. They no longer see divisions like station, profession, religion, nationality, gender, species, or any other social construct as valid. When you have been a human, a dwarf, an elf, a zebra, and amoeba how can you be racist?

HIT DICE: D6.



TABLE 1-1: THE ANCIENT

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	CHRONOLOGICAL POINTS PER HOUR
1st	+0	+0	+0	+2	Cycle of rebirth, sea of voices	1
2nd	+1	+0	+0	+3	Manifestation (1/day)	1
3rd	+1	+1	+1	+3	Ritualist (1/day), weight of ages	1
4th	+2	+1	+1	+4	Ancient secret	2
5th	+2	+1	+1	+4	Manifestation (2/day), premature aging	2
6th	+3	+2	+2	+5	Ritualist (2/day)	2
7th	+3	+2	+2	+5	Ancient secret	3
8th	+4	+2	+2	+6	Manifestation (3/day)	3
9th	+4	+3	+3	+6	Ritualist (3/day)	3
10th	+5	+3	+3	+7	Ancient secret, eternal youth, premature aging	4
11th	+5	+3	+3	+7	Manifestation (4/day)	4
12th	+6/+1	+4	+4	+8	Ritualist (4/day)	4
13th	+6/+1	+4	+4	+8	Ancient secret	5
14th	+7/+2	+4	+4	+9	Manifestation (5/day)	5
15th	+7/+2	+5	+5	+9	Premature aging, ritualist (5/day)	5
16th	+8/+3	+5	+5	+10	Ancient secret	6
17th	+8/+3	+5	+5	+10	Manifestation (6/day)	6
18th	+9/+4	+6	+6	+11	Ritualist (6/day)	6
19th	+9/+4	+6	+6	+11	Ancient secret	7
20th	+10/+5	+6	+6	+12	Great old one, Manifestation (7/day), premature aging	7

ROLE:

Ancients can provide a number of useful 24 hour support spells known as rituals to their allies, though only one at a time. An ancient's spells have long durations but even longer casting times so much of an ancient's turn is spent casting spells, though they have a number of ways to more quickly cast these powerful spells.

ALIGNMENT: ANY LAWFUL

Ancients are subject to a constant barrage of information and sensations from the millions of lives their souls has experienced. They require strict discipline to keep these things in check and those who fail to do so are lost to the madness it can invoke- dissolving into the host within their soul and remaining lost forever. Ancients who lose

the Lawful aspect of their alignment are unable to cast spells. If they gain a Chaotic alignment, they are rendered catatonic. While in this catatonic state (which is the same as sleeping) an ancient can attempt a Will save (DC 15 + 1/2 ancient level) once per day to start to regain control of their mind and separate their individually from the rest of the being within them. They require 5 successful saves to shift their alignment back to neutral (on the Chaotic / Lawful axis). An *atonement* spell counts as 3 successful saves per casting.

STARTING WEALTH:

2d6 × 10 gp (average 70 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The ancient's class skills are Fly (Dex), Heal (Wis), Knowledge (all), Perception (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features:

The following are the class features of the ancient.

Weapon and Armor Proficiency:

The ancient is proficient with all simple weapons but with no other weapon or armor. Armor interferes with an ancient's gestures, which can cause her spells with somatic components to fail.

Cycle of Rebirth (Sp):

Each time an ancient gains a new level, he may voluntarily reincarnate himself. While he may elect not to do this, if he does he is subject to a race change as described in the *reincarnate* spell. The ancient need not be dead, he simply performs a small ritual that takes 1 hour and has no material components. An ancient who reincarnates in this fashion does not take any negative levels or lose any spells.

While performing this ritual he may select one race on the chart as his preferred race. Once he had completed the ritual he may roll a d% prior to the one used to determine his race via the *reincarnate* spell). If he rolls higher than 75% - 10 per ancient level, he is his preferred race (rather than rolling on the chart in the *reincarnate* spell). If he gets lower than this value, he rolls as per normal. The ancient may also choose the gender of his new form.

As he progresses in level he may request more exotic, though not more powerful, races as his preferred race (even if it is not on the chart). This is subject to his GMs approval and is typically a race of equal or less racial points (see The Pathfinder Race Guide for more information).

If the ancient does not wish to be any of the races on the list or finds that the list in reincarnate is not a good representation of races in the setting- he may create a more exotic or appropriate list that is subject to his GM's approval (or the GM may create one).

Sea of Voices (Su):

Though a mastery of past-life regression, an ancient's mind is flooded by a sea of voices speaking a thousand languages and offering a million insights. Only through mental discipline bordering on self-hypnosis can an ancient filter out the irrelevant ones. As a free action an ancient may grant himself insights from the myriad voices in their mind. After activating this he treats one skill as a class skill with a number of ranks in it equal to his ancient level for a number of rounds equal to his Wisdom modifier. An ancient can do this a number of times per day equal to his ancient level.

Spells:

An ancient casts arcane spells, which are drawn from the ancient spell list. He can cast any spell from the ancient spell list without preparing it ahead of time (though spells on the ancient spell list typically have a very long casting time). The Difficulty Class for a saving throw against an ancient's spell is $10 + \text{the spell level} + \text{the ancient's Wisdom modifier}$.

Metamagic feats reduce the effective caster level of an ancient's spell rather than increase the spell level (and spell slot required). For every 1 level that a spell would increase a spell's level, decrease the effective caster level of the ancient by 2. Ancient spells cannot be used to create spell completion magic items, such as scrolls, potions, and wands.

Unlike other casters, spells cast by an ancient do not have a set spell level. For effects that determine the level of a spell (such as counter-spelling, saves, etc), spells cast by an ancient are assumed to be of a spell level equal to $1/2$ their ancient level.

Ancients use chronological points to cast spells. Once every hour, on the hour, an ancient gains 1 chronological point. 1 chronological point can be used to cast any of the ancient's spells. At 4th level and every 3 levels thereafter they gain 1 extra chronological point every hour to a maximum of 7 chronological points per hour at 19th level (as indicated on Table 1-1: The Ancient). An ancient may hold a maximum of $5 \times \text{his class level}$ in chronological points at any given time. An ancient gains chronological points even while unconscious, incapacitated, mindless, or sleeping, but not while he is dead.

Manifestation:

At 2nd level an ancient can cause a surge of raw magical energy that allows them to bypass the long rituals normally associated with their spells. Once per day an ancient can cast a spell for their spell list as a standard action rather than with its listed casting time. If the spell is a ritual, the creature it is cast upon does not need to partake in the verbal or somatic components as well (only the ancient).

At 5th level and every 3 levels thereafter he may do this one additional time per day to a maximum of 7 times per day at 20th level.

Ritualist:

At 3rd level an ancient can shift one active ritual they have cast on an ally within 30 feet of them to another ritual they know (example ritual of protection could become ritual of empowerment) though the duration remains the same (only the bonus changes).

At 6th level and every 3 levels thereafter he may do this one additional time per day to a maximum of 6 times per day at 18th level.

Weight of Ages (Su):

At 3rd level, an ancient can cause a creature who meets their glowing eyes to be stunned. As a move action an ancient can grant himself a gaze attack with a 30 foot radius until the start of their next turn. Any enemy creature who meets their gaze experiences some of the mental pressures the ancient is under from the torrents of pasts lives awakened within it. The creature must make a Will save (DC 10 + 1/2 ancient level + Wisdom modifier) or be staggered until the end of their next turn. This is a mind-affecting effect. An ancient may do this a number of times per day equal to their ancient level.

Ancient Secrets:

At 4th level and every 3 levels thereafter, an ancient becomes privy to a secret from the uncounted lives below. While many of the things he learns are mundane there are rare gems of insight that change the way he casts his spells or otherwise manifests his power.

- **IMPROVED RITUAL OF RESISTANCE:** Creatures who benefit from your *ritual of resistance* also are treated as if they had the evasion class feature of the monk (see Chapter 3 of the Pathfinder Core Rulebook) or the stalwart class feature of the Inquisitor (see the Pathfinder Advanced Player's Guide). The choice of evasion or stalwart is chosen by the ancient casting the improved ritual.
- **IMPROVED RITUAL OF PROTECTION:** Creatures who benefit from your *ritual of protection* also have a 20% miss chance against incoming attacks.
- **IMPROVED RITUAL OF EMPOWERMENT:** Creatures who benefit from your *ritual of empowerment* also re-roll any failed critical confirmation rolls.
- **IMPROVED RITUAL OF FLOURISHING LIFE:** Creatures who benefit from your *ritual of flourishing life* also may spend a move action to heal themselves 2 hp x the ancient's level. A creature may not benefit from this healing more than a number of times per day equal to your Wisdom modifier.
- **IMPROVED RITUAL OF SKILL:** Creatures who benefit from your *ritual of skill* also roll twice and take the better result on the associated skill.
- **IMPROVED RITUAL OF RETRIBUTION:** Creatures who benefit from your *ritual of retribution* also cause their attackers to make a Will save (DC 10 + 1/2 ancient level + Wisdom modifier) after the first attack they make against the creature benefiting from this ritual during a round. If the attacker fails the save they are shaken until the end of the attacker's next turn.
- **IMPROVED RITUAL OF SIGHT:** When the ancient casts *ritual of sight* they also benefit from the effects of the spell as if it had been cast on themselves. The choice between detect magic and deathwatch may be made independently for both the caster and initial recipient of the spell's benefits.
- **IMPROVED OLD SOUL:** When you cast the *old soul* spell the DC of the Spellcraft check is reduced to 15 and the DC of the associated Will save is 2 higher.
- **IMPROVED STORM OF CHANGE:** When you cast the *storm of change* spell you may select it's effect rather than rolling randomly to determine it.

- **IMPROVED ANCIENT FURY:** When you cast the *ancient fury* spell you add your Wisdom modifier to your damage roll and gain a bonus equal to $\frac{1}{5}$ your ancient level on attack rolls made with this spell.
- **IMPROVED FOUNTAIN OF YOUTH:** When you cast the *fountain of healing* spell allies are healed for an extra 2 hit points per caster level (total of 7) and the casting time for this spell is reduced to 30 minutes.
- **IMPROVED SPHERE OF SAFETY:** When you cast the *sphere of safety* spell, the entire area is camouflaged. Creatures and their belongings, including the campfire, within the sphere are rendered invisible to all creatures outside the sphere. In addition, creatures who rest for 8 hours are nourished as if they ate a wonderful meal.
- **IMPROVED MAGICAL RUPTURE:** When you cast the *magical rupture* spell, it turns from a 30 foot cone to a 60 foot cone. Alternatively you can cause this to be a 90 foot line. In addition, you may exclude a number of creatures from the area of this effect equal to your Wisdom modifier.
- **MASTER RITUALIST:** Select one ritual spell. You may cast this ritual as a full round action (rather than in 1 minute). This may be selected multiple times. Each time you take it, it applies to a different ritual. In addition, you may “invert” this ritual. This causes the bonus applied by this spell to become a penalty to a target when cast inverted. An inverted ritual does not require the caster to use verbal or somatic components and allows for a Will save (DC 10 + $\frac{1}{2}$ caster level + Wisdom modifier) to negate the effect as well as spell resistance.
- **PRIMAL MAGIC SHELL:** You gain a feintly visible sphere that surrounds your person. It can be detected with a DC 20 Perception check. You gain spell resistance 10 + your caster level. This only applies against arcane spells.
- **LORD OF AGE:** The DC of your spell is considered to be 2 higher when used on creatures who are at least 2 age categories younger than you.
- **MENAGERIE OF SOULS:** For every level of ancient you have, select 1 subtype. You have memories of life as a creature of this type from one or more of your past lives that you have explored in depth. When making Knowledge checks to identify creatures of this subtype, add $\frac{1}{2}$ your ancient level as an insight bonus. You gain a bonus on attack rolls against a creature of this subtype equal to $\frac{1}{4}$ your ancient level.
- **SOUL SPEECH (EX/SP):** You gain 1 bonus language per level of ancient you possess. In addition, you gain the ability to use *telepathic bond* as a spell like ability a number of times a day equal to your Wisdom modifier.
- **YOUTHFUL VITALITY:** Reduce any penalties you incur from age categories by half (minimum -1).
- **PAST LIFE POSSESSION (SU):** You allow your own consciousness to be overtaken by one of your past lives and you will remain possessed for 1d6 rounds. At the end of this duration, roll 1d4. If you roll a 1, you are continued to be possessed for another 1d6 rounds. This repeats until you do not roll a 1 on the 1d4 roll. It is a swift action to allow yourself to become possessed by one of your past lives. While this other personality is in charge you can grant yourself one of the following benefits:

- ◇ +1/2 ancient level insight bonus on attack rolls and a +2 on damage rolls with melee weapons.
- ◇ +1/4 ancient level insight bonus on 3 skills of your choice.
- ◇ Gain a +4 bonus to a mental ability score of your choice.

However, while in this possessed state you are not in control of yourself. When you become possessed roll 1d10 to determine the alignment of the past life possessing you:

- ◇ 1. Lawful Good
- ◇ 2. Neutral Good
- ◇ 3. Chaotic Good
- ◇ 4. Lawful Neutral
- ◇ 5. Neutral
- ◇ 6. Chaotic Neutral
- ◇ 7. Lawful Evil
- ◇ 8. Neutral Evil
- ◇ 9. Chaotic Evil
- ◇ 10. The same as yours

Each turn you must make either a Diplomacy, Intimidate, or Caster Level check (DC 20) to convince the past life possessing you to do what you wish. If not, the GM decides what the possessing past life will do. While this is typically not dangerous towards the party or to the ancient himself- it doesn't always have to be helpful. If the ancient selected the attack roll bonus, the past life was a warrior who seeks thrilling and challenging combat. If the ancient selected the skill bonus, the past life was obsessed with this and will dedicate at least a move or standard action towards using one of the skills. If the character selected the mental ability score bonus they will attempt to dedicate at least a move or standard action towards using a skill associated with that ability score.

Premature Aging (Ex/Pn):

Starting at 5th level the ancient begins to feel the effects of the burden of all those past lives in his head. His individuality starts to degrade and the spiritual stress on his soul begins to age him. He ages 1 age category at 5th level and 1 additional age category every 5 levels thereafter as influences from tens of thousands of previous forms begin to merge into their psyche. If, at 5th level, he is not of middle age, he became middle aged as a result of this class feature. If at any point this class feature would cause him to be become older than venerable, he instead becomes "ancient". If at any point this class feature would cause him to be become older than ancient, this class feature has no effect.

In addition, an ancient can never die from old age or be aged magically.

Statistical Adjustments for Aging

- Young* to Middle Aged:
- Bonus: +1 to Int, Wis, and Cha
- Penalty: -1 to Str, Dex, and Con
- Middle Aged to Old
- Penalty: -2 to Str, Dex, and Con
- Old to Venerable
- Penalty: -3 to Str, Dex, and Con
- Venerable to Ancient
- Bonus: +2 to Int, Wis, and Cha
- Penalty: -1 to Str, Dex, and Con

*Any age category younger than middle aged.

Note: The bonus and penalties stack. By ancient a character has a total of -7 to Str, Dex, and Con and +3 to Int, Wis, and Cha.

The Ancient Spell List

Eternal Youth (Ex):

At 10th level, reduce any penalties you incur from age categories by half (minimum -1). If the ancient has the youthful vitality secret he never suffers any penalties associated with age categories.

Great Old One (Ex):

At 20th level, an ancient recovers chronological points every 10 minutes rather than every hour. In addition, if you are not already of the ancient age category you gain the benefits of being of ancient age even if you are not yet old enough to be considered such.

Sidebar: Rituals

On the ancient's list of spells are spells of the ritual subschool (typically listed "conjuration [ritual]"). Rituals may only be applied to willing creatures who partakes in ritualistic verbal and somatic actions at the behest of the caster. Rituals do not suffer arcane spell failure chances due to armor unless the caster is the one wearing the armor (i.e if the creature receiving the ritual has an armor with an arcane spell failure chance, it does not apply). A given creature may only ever benefit from a single ritual at a time. The caster may never be the subject of a ritual. If a new ritual is cast upon a creature, they gain the benefit of the new ritual in place of the old one.

TABLE 1-2: ANCIENT FAVORED CLASS BONUS

RACE	BONUS	SOURCE
Human	Gain 1/2 of an extra chronological point per hour. At 20th level this functions every 10 minutes.	CRB
Dwarf	Gain 1/5 an additional point of Constitution.	CRB
Elf	Gain 1/4 an extra use of manifestation.	CRB
Dhampir	Add 1 to the number rounds sea of voice provides (max of +4) and gain 1/4 an additional use of sea of voices.	ARG
Goblin	Gain 1/4 extra use of the ritualist class feature.	ARG
Vanara	Gain 1/6 of a new secret.	ARG
Te-ra	Increase the maximum limit of the how many chronological points you can hold at one time by 1 per level of ancient.	RG4

It should be noted that once selected, the ancient gain the favored class bonus of the race he was when he first took levels in the ancient class, not his current race.

Ritual of Resistance

SCHOOL conjuration [ritual]; LEVEL ancient X

CASTING

CASTING TIME 1 minute

COMPONENTS S, V

EFFECT

RANGE touch

TARGET: Creature touched

DURATION 24 hours

SAVING THROW Will negates (harmless); SPELL

RESISTANCE yes

DESCRIPTION

The creature gain an insight bonus on all saves. The bonus provided by this spell is equal to 1/4th the caster level of the spell (minimum +2).

Ritual of Empowerment

SCHOOL conjuration [ritual]; LEVEL ancient X

CASTING

CASTING TIME 1 minute

COMPONENTS S, V

EFFECT

RANGE touch

TARGET: Creature touched

DURATION 24 hours

SAVING THROW Will negates (harmless); SPELL

RESISTANCE yes

DESCRIPTION

The creature gain an insight bonus on damage rolls. The bonus provided by this spell is equal to 1/4th the caster level of the spell (minimum +1).

Ritual of Protection

SCHOOL conjuration [ritual]; LEVEL ancient X

CASTING

CASTING TIME 1 minute

COMPONENTS S, V

EFFECT

RANGE touch

TARGET: Creature touched

DURATION 24 hours

SAVING THROW Will negates (harmless); SPELL

RESISTANCE yes

DESCRIPTION

The creature gain a deflection bonus to its AC. The bonus provided by this spell is equal to 1/4th the caster level of the spell (minimum +1).

Ritual of Resistance

SCHOOL conjuration [ritual]; LEVEL ancient X

CASTING

CASTING TIME 1 minute

COMPONENTS S, V

EFFECT

RANGE touch

TARGET: Creature touched

DURATION 24 hours

SAVING THROW Will negates (harmless); SPELL

RESISTANCE yes

DESCRIPTION

The creature gain energy resistance 5 + 2 per caster level. At the time of casting this spell, define the kind of energy resistance this is (fire, cold, electricity, acid).

Ritual of Flourishing Life

SCHOOL conjuration [ritual]; LEVEL ancient X

CASTING

CASTING TIME 1 minute

COMPONENTS S, V

EFFECT

RANGE touch

TARGET: Creature touched

DURATION 24 hours

SAVING THROW Will negates (harmless); SPELL

RESISTANCE yes

DESCRIPTION

The creature gain an insight bonus on stabilization checks, saves against negative levels, saves against ability score damage, and against death effects. The bonus provided by this spell is equal to 1/4th the caster level of the spell (minimum +1).

Ritual of Skill

SCHOOL conjuration [ritual]; LEVEL ancient X

CASTING

CASTING TIME 1 minute

COMPONENTS S, V

EFFECT

RANGE touch

TARGET: Creature touched

DURATION 24 hours

SAVING THROW Will negates (harmless); SPELL

RESISTANCE yes

DESCRIPTION

The creature gain an insight bonus on a single skill of the caster's choice. The bonus provided by this spell is equal to 1/4th the caster level of the spell (minimum +1).

Ritual of Retribution

SCHOOL conjuration [ritual]; LEVEL ancient X

CASTING

CASTING TIME 1 minute

COMPONENTS S, V

EFFECT

RANGE touch

TARGET: Creature touched

DURATION 24 hours

SAVING THROW Will negates (harmless); SPELL

RESISTANCE yes

DESCRIPTION

Any creature who strikes the subject of this ritual takes force damage for each successful attack. The attacker must be within 10 feet of the subject of the ritual to be dealt damage. The damage of this spell is equal to 1/4th the caster level of the spell (minimum +1).

Ritual of Sight

SCHOOL divination [ritual]; LEVEL ancient X

CASTING

CASTING TIME 1 minute

COMPONENTS S, V

EFFECT

RANGE touch

TARGET: Creature touched

DURATION 24 hours

SAVING THROW Will negates (harmless); SPELL

RESISTANCE yes

DESCRIPTION

The creature gain the benefit of detect magic or deathwatch (decided by the caster at the time of casting) and receives a bonus on Perception checks for the spell's duration. The bonus provided by this spell is equal to 1/4th the caster level of the spell (minimum +1).

Non-Rituals

Old Soul

SCHOOL enchantment; LEVEL ancient X

CASTING

CASTING TIME 10 minutes

COMPONENTS S

EFFECT

RANGE see text

Target Single creature

DURATION 1 week

SAVING THROW Will negates; SPELL

RESISTANCE yes

DESCRIPTION

A creature that fails its Will save ages 1 age category. This spell may target any one living creature who resides on this plane. When determining your target, you must make a Spellcraft check DC 20. However, being more familiar with the target gives you bonuses on the check. See table 1-3: Old Soul for more information.

Storm of Change

SCHOOL transmutation; LEVEL ancient X

CASTING

CASTING TIME 10 minutes

COMPONENTS V, S

EFFECT

RANGE 1 mile

Target 1 mile radius, centered on you; see text

DURATION 1 hour per caster level

SAVING THROW none; SPELL RESISTANCE no

DESCRIPTION

You create a localized weather phenomenon. Roll 1d6 on the table 1-4: Storm of Change.

TABLE 1-3: OLD SOUL

FAMILIARITY	EXAMPLE:	BONUS
None	You have been told the creature's name and some general information about them ("That orc who lives on top of the hill over there").	+0
Passing	You have meet the person, listened to them lecture, studied the person for at least 1 minute, etc.	+5
Familiar	You know the person well enough and have discourse with them for at least 1 hour. Perhaps you have worked at the same place for a while, been acquaintances (though not truly friends), etc.	+7
Intimate	You are well-acquainted with the person. You are or were friends with them for an extended period of time, or have known each other for at least 1 year.	+10

TABLE 1-4: STORM OF CHANGE

NUMBER	EFFECT	DESCRIPTION (SUMMARY)
1	Strong Winds	-2 on ranged attack rolls and Perception checks, unprotected flames extinguished, and tiny creatures are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.
2	Fog	Obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).
3	Snow	Reduces visibility ranges by half, -4 penalty on Perception checks, unprotected flames extinguished, it costs 2 squares of movement to enter a snow-covered square (all squares covered within 2 rounds)
4	Flood	The ground floods with 1 foot of water. The first round this occurs creatures on the ground must make a Reflex save (DC 10 + 1/2 caster level + Wisdom modifier) or be knocked prone by the surging water. When this effective is active the GM must determine a realistic direction for the waters to flow (typically, this is downhill). Moving through flood waters is considered difficult terrain and tiny creatures are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground). Tiny creatures that fail are swept 10 feet in the direction of the flow of the water.
5	Earthquake	At the time of activation and every 1d6 minutes after the ground in this area violently shakes. This causes all creatures to make a Reflex save (DC 10 + 1/2 caster level + Wisdom modifier) to avoid being knocked prone.
6	Lighting Barrage	Roll 1d6 at the start of each turn. If you roll a 6, one enemy (randomly determined) is struck by a lightning bolt unless they make a DC 35 Reflex save. This deals 1d6 damage per caster level. If you roll a 1, this instead targets a random ally. An ancient cannot be the target of this ability.

Ancient Fury

SCHOOL evocation; LEVEL ancient X

CASTING

CASTING TIME 1 full round action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

EFFECT ray

DURATION instantaneous

SAVING THROW none; SPELL RESISTANCE yes

DESCRIPTION

After extensively charging, you unleash a torrent of raw greyish magical energy from the beginning of time. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of force damage + an additional 1d6 points of damage per 2 casters levels of the ancient.

Fountain of Youth

SCHOOL conjuration (healing); LEVEL ancient X

CASTING

CASTING TIME 1 hour

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

TARGET: One creature/level, no two of which can be more than 30 ft. apart; see text

DURATION instantaneous

SAVING THROW Will half (harmless); SPELL

RESISTANCE yes (harmless)

DESCRIPTION

All creatures who you wish to target with this spell must remain at rest (asleep, not doing strenuous work, feasting, or otherwise recovering) for the entire duration of this spell's casting time. When complete, all targets are healed for 5 hit points per caster level. A given creature cannot benefit from this spell more than once in a 24 hour period.

Sphere of Safety

SCHOOL abjuration; LEVEL ancient X

CASTING

CASTING TIME 30 minutes

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a campfire.

DURATION 8 hours

SAVING THROW none; SPELL RESISTANCE no

DESCRIPTION

You magically enchant a mundane campfire with your raw magical energy and in return everything its light touches is protected from harm. The area of bright light the campfire provides roars, setting itself to a 20 foot radius. A subtle, but visible, magical barrier can be detected with a Perception check (DC 20).

Creatures inside this barrier are protected from the elements as if they were in a building, though the barrier is not otherwise solid. Rain does not pass in, nor does snow, wind, or other such weather effects. The temperature within this sphere is set to a reasonable temperature (between 50 and 90 degrees F). The caster is alerted by a mental alarm whenever a creature enters into the area of this spell- just the new presence of a creature, the caster does not receive any information about the creature nor are they alerted when they leave. Creatures who rest for 8 hours within a sphere of safety recover 2 extra point of hp and any Heal checks for long term care made with the confines of this sphere are made at a +2 bonus.

Magical Rupture

SCHOOL evocation [force]; LEVEL ancient X

CASTING

CASTING TIME 1 full round action

COMPONENTS V, S

EFFECT

RANGE 60 ft.

EFFECT Cone-shaped burst

DURATION instantaneous

SAVING THROW Reflex half; SPELL RESISTANCE yes

DESCRIPTION

Your eyes glow, erupting with a stream of pure and raw magical energy like a ruptured dam. Creatures in the affected area take 1d6 points of force damage per caster level. A successful Reflex save results in half damage.

Arcanaphage

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Arcanaphagy is not so much a vocation as a state of being. Inflicted with a supernatural affliction that hampers their ability to use magic, arcanaphagei have turned this disability to their advantage, becoming walking reservoirs of magical energy, able to twist the raw underpinnings of spells to their own ends.

HIT DICE: D8.

ROLE:

Arcanaphagei are a versatile lot, by default their talents lend themselves to engaging targets at mid-range, however with the proper training they can become lethal melee combatants or potent spellcasters. Their dependence on light armor insures that they need good Dexterity in any case. In addition they need a good Wisdom, Intelligence, or Charisma depending on their choice of style. Their true strength, however, lies in their ability to overcome magical danger. With their spellcharge pool they can drain power from spells; this allows them to brave magical effects from their enemies or allies with impunity.

NATURAL GIFT:

An arcanaphage must be afflicted with arcanaphagy.

ALIGNMENT: ANY

STARTING WEALTH:

4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The arcanaphage's class skills are Acrobatics (Dex), Craft (Int), Disable Device (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Perception (Wis), Stealth (Dex), Spellcraft (Int), Survival (Wis), and UMD (Cha)

Skill Ranks per Level: 4 + Int modifier.



Class Features:

The following are the class features of the arcanaphage.

Weapon and Armor Proficiency:

The arcanaphage is proficient with all simple weapons. They are proficient with light armor, but not with shields. An arcanaphage can cast kludges while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an arcanaphage wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component.

TABLE 2-1: THE ARCANAPHAGE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	MAGIC BOLT DAMAGE	KLUDGES KNOWN
1st	+0	+0	+0	+2	Spell charge, knack, style, magic bolt, remission	1d6	2
2nd	+1	+0	+0	+3	Mystic grace +1	1d6	3
3rd	+2	+1	+1	+3	Knack	1d6	3
4th	+3	+1	+1	+4	Style power	1d8	4
5th	+3	+1	+1	+4	Minor spell resistance	1d8	4
6th	+4	+2	+2	+5	Knack, mystic grace +2	1d8	5
7th	+5	+2	+2	+5	Arcane siphon	1d8	5
8th	+6/+1	+2	+2	+6	Style power	1d10	5
9th	+6/+1	+3	+3	+6	Knack	1d10	6
10th	+7/+2	+3	+3	+7	Mystic grace +3	1d10	6
11th	+8/+3	+3	+3	+7	Major spell resistance	1d10	7
12th	+9/+4	+4	+4	+8	Knack, style power	2d6	7
13th	+9/+4	+4	+4	+8	Improved arcane siphon	2d6	8
14th	+10/+5	+4	+4	+9	Mystic grace +4	2d6	8
15th	+11/+6/+1	+5	+5	+9	Knack	2d6	9
16th	+12/+7/+2	+5	+5	+10	Style power	2d8	9
17th	+12/+7/+2	+5	+5	+10	Greater spell resistance	2d8	10
18th	+13/+8/+3	+6	+6	+11	Knack, mystic grace +5	2d8	10
19th	+14/+9/+4	+6	+6	+11	Greater arcane siphon	2d8	11
20th	+15/+10/+5	+6	+6	+12	Knack, style power	2d10	11

Spellcharge (Su):

An arcanaphage is a natural receptacle for raw magical energy. To represent this he gains a pool of spellcharge; motes of raw magical power that he can use to activate his special abilities. This pool never refills on its own. An arcanaphage can hold up to 3 + twice his arcanaphage level in charge at any given time. Once accrued, points of spellcharge do not dissipate. The arcanaphage must spend them to reduce his total amount.

Whenever an arcanaphage succeeds at a saving throw against a spell or spell-like ability he gains one point of spell charge per level of the spell. If he still has space left in his spellcharge pool after gaining spell charge he takes no effect from the spell or spell-like ability, even if it would have an effect on a successful save. If the effect fills the arcanaphage's spellcharge pool, he takes partial effect as normal.

The arcanaphage may draw in ambient background magic to fill his spellcharge pool. He may, once per day after 8 hours of rest, spend 15 minutes in quiet meditation. By doing so he may reduce the maximum size of his spell charge pool by 4 and gain an amount of spellcharge equal to 1/4 his arcanaphage level (minimum 1). These points of spellcharge and the reduction to his spellcharge pool are temporary and disappear after 8 hours of rest.

Remission (Su, Pn):

At 1st level the arcanaphage's efforts send his arcanaphagy into remission. Traces of arcanaphagy still linger with the arcanaphage but he cannot spread the disease, is no longer forced to make a save versus any spell that would affect him, and he no longer explodes with arcane energy when his spell charge pool is full. He still must make a Will save (DC 10+1.5x spell level) whenever he casts a spell or uses a spell-like ability other than one granted to him by his arcanaphage class features. Failure causes him to lose the spell and gain a number of spellcharge points equal to the spell's level.

If the spell-like ability may be used at-will a failed save grants him spell charge and renders him unable to use the ability for 1d4+1 hours. A spell or other magical effect that removes diseases or curses does not remove his arcanaphagy, instead when effected by such an ability, he must make a special Will save (DC=spell DC) or lose an amount of spellcharge points equal to the 1/2 the spell's level (min 1). This special save never results in spellcharge gain for the arcanaphage.

Magic Bolt (Sp):

Starting at 1st level, the arcanaphage can, at will, unleash a blast of raw magic as a standard action, targeting any foe within 30 feet as a ranged touch attack. This attack deals 1d6 points of damage + the arcanaphage's level. At 3rd level, 5th level and every 5 levels thereafter damage increases as indicated on Table: arcanaphage. The arcanaphage may spend a point of spellcharge as a swift action to deal an additional amount of damage with this ability equal to his Wisdom modifier for 1 round. At 3rd level, 5th level and every 5 levels thereafter he deals an additional point of damage when he expends spellcharge in this manner. If the arcanaphage has multiple attacks from a high base attack bonus he may make magic bolt attacks as part of a full attack action. This ability counts as a 0th level spell for the purposes of spells and effects. Certain abilities increase this effective spell level of this ability. If an ability modifying the arcanaphage's magic bolt calls for a saving throw it has a DC equal to 10 + 1/2 the arcanaphage's level + his Wisdom modifier. A arcanaphage's magic bolt can never have an effective spell level greater than 1/2 his arcanaphage level.

Kludges:

An arcanaphage calls upon his magical abilities differently from other arcane casters. An arcanaphage knows “kludges” rather than spells. The two share many similarities, but there are some key differences. Where a spell is a delicately constructed pattern of magical energy, a kluge is a cobbled together chunk of magic forced into a rough effect. An arcanaphage may cast any kludge he knows by expending spellcharge, as indicated in the kludge’s description. The arcanaphage’s caster level for kludges is equal to his arcanaphage level. Casting a kludge is much like casting a spell for the purposes of casting times, concentration checks, and provoking attacks of opportunity, unless otherwise noted in the kludge’s entry. The DC for any saving throws called for by a kludge is 10 + the kludge’s unmodified spellcharge cost + the arcanaphage’s Wisdom modifier. A kludge has an effective spell level equal to its unmodified spellcharge cost.

Magical Savant:

Each arcanaphage copes with their power differently, but these methods can be classified in three broad strokes: Intuitive, Forceful, and Studied. At 1st level the arcanaphage picks one of these and gains the benefits described below. Once selected this choice cannot be changed.

Intuitive

An intuitive arcanaphage has achieved a sort of symbiosis with his disability. As such they are experts at finding and managing flows of magical energy.

ARCANE RESPIRATION (SU): At 1st level the arcanaphage does not reduce the size of his spellcharge pool when gaining spellcharge points at the beginning of the day. In addition he adds his Wisdom modifier to Use Magic Device checks, as well as to Spellcraft and Knowledge (arcana) checks made to identify spells, magic items, and magical effects.

SPELL NOUS (SU): At 5th level the arcanaphage can detect the presence or absence of creatures capable of casting spells, using spell like abilities, or with active spell effects on themselves within 30 feet of himself. If he spends an immediate action to focus his concentration he gains blindsense against those creatures until the start of his next turn.

SIPHON BOOST (SU): At 9th level, whenever the arcanaphage uses his arcane sipon ability he may gain an additional amount of spell charge up to 1/4 his level.

IMPROVED SPELL NOUS (SU): At 13th level the arcanaphage’s ability to sense magical energy improves. If he spends an immediate action to focus his concentration he gains blindsight rather than blindsense. This blindsight lasts until the end of his next turn.

DWEOMER THIRST (SP): At 16th level the arcanaphage gains *spellldrop* as a bonus kludge, even if he does not meet the prerequisites. If he successfully uses *spellldrop* to force a spellcaster to lose a prepared spell or unused spell slot then he may force that spellcaster to lose one additional spell of equal or lower level.

ARCANE PARAGON (SU): At 20th level, as a swift action the arcanaphage can tap directly into ambient background magic to fuel his abilities. For 1 round he acts as though his spellcharge pool had an infinite number of points in it, regardless of the number of points he has accrued. Maintaining his state is a free action. Each round after the first that he maintains this ability he must make a Fortitude save (DC 25 + 1 for each previous round spent with this ability active) Should he fail this save he becomes dazed for one round and takes 10d6 + his level points of force damage. the DC for this ability resets at the start of each day.

Forceful

A forceful arcanaphage overcame his disability with sheer arcane fortitude, this allows him to levy large amounts of spellcharge against his enemies at once.

ARCANE MUSCLE (EX): At 1st level the arcanaphage uses his Charisma, rather than his Wisdom, to determine all class features and effects relating to his arcanaphage class features, additionally when expending spellcharge to deal extra damage with his magic bolt class feature he may spend an additional point to add half his Charisma modifier to the damage dealt.

GREATER OVERCHARGE (SU): At 5th level, whenever the arcanaphage uses a kludge with an overcharge ability whose limit is $\frac{1}{4}$ his level, he may spend an additional point on the ability.

CHARGED BOLT (SP): At 9th level, whenever the arcanaphage takes a full attack action with his magic bolt, he may elect not to take one or more of his attacks. For each attack he expends in this manner he increases his effective level for determining its damage, effective spell level by 2 and he rolls an additional set of die of the same type that he would normally roll for the attack.

EXPLOIT SPELL RESISTANCE (SU): At 13th level, the arcanaphage may spend an amount of spell charge up to $\frac{1}{4}$ his level after successfully overcoming a target's spell resistance. The first point lowers the target's spell resistance by 2 points for 1 minute, each point spent after the first reduces the target's spell resistance by an additional point.

HYPERCHARGED BOLT (SP): At 16th level, when using his charged bolt ability the arcanaphage may have the damage apply to all targets in a 120 foot line. Make one attack roll and apply the result against the AC of every creature in that area.

DWEOMER BURN (SU): At 20th level, the arcanaphage may spend a point of spell charge after successfully overcoming a target's spell resistance. if he does then the target's spell resistance is completely suppressed for 1 round and the target must make a Will save (DC $10 + \frac{1}{2}$ the arcanaphage's level + his Wisdom modifier) or gain vulnerability to any damage caused by a spell or spell-like ability until the end of your next turn. Such creatures take an additional 50% damage from spells and spell like abilities.

Studied

A Studied arcanaphage has mastered his disability through study, research and experimentation. This has given him insight into the finer aspects of spellcraft.

ARCANE PERCEPTION (EX): At 1st level the arcanaphage uses his Intelligence, rather than his Wisdom, to determine all class features and effects relating to his arcanapgahe class features, additionally he gains eye for magic as a bonus kludge.

ARCANE APPROPRIATION (SU): At 5th level the arcanaphage gains *spell sap* as a bonus kludge, even though he does not meet the prerequisites. In addition he may learn to cast spells that he successfully dispels, foregoing any spellcharge he would gain by doing so. This functions like the spellcasting focus knack, save that an arcanaphage can only retain a number of spell levels at any given time equal to his Intelligence modifier and no spell level can be greater than $\frac{1}{2}$ his level. If the arcanaphage would gain more spell levels then he can hold he may choose to lose any number of spell levels to make up the difference.

ENCHANTMENT THIEF (SU): At 9th level the arcanaphage gains *enchantivore* as a bonus Kludge, if he successfully dispels a spell completion item he may elect to forgo gaining charge to gain the ability to cast the spell contained within the item. Spells granted by this ability count against the limit granted by his Arcane Appropriation ability.

SPELL MIRROR(SU): At 13th level, when the arcanaphage would gain spellcharge from a spell affecting him he may choose to forgo gaining spellcharge to learn the spell as if by his Arcane Appropriation ability. This ability only allows the arcanaphage to learn spells from spell like abilities if the spell like ability mimics a spell.

SPELL EATER (SU): At 16th level the arcanaphage gains *spelldrop* as a bonus kludge, if he successfully causes a spell caster to expend a spell or spell like ability he may choose to learn any of those spells in place of gaining spell charge as if by his arcane appropriation ability.

MAGIC LIBRARY (SU): At 20th level, the arcanaphage increases the number of spell levels he can retain with his arcane appropriation class feature by his level. In addition he may attempt a Spellcraft check as a free action when seeing a spell being cast (DC 20 + 3 x spell level) Success allows him to learn the spell he witnessed and cast it as if by his arcane appropriation ability.

Knacks:

As he gains levels, an arcanaphage learns new ways to manipulate spellcharge. At 1st level, 3rd level, and every 3 levels thereafter an arcanaphage gains one knack. Unless specifically noted in a knack description, an arcanaphage cannot select a particular knack more than once.

- **ARCANE MIGHT (SU):** While the arcanaphage's spellcharge pool is full he gains a +1 morale bonus on attack and damage rolls. At 4th level and every 4 levels thereafter this bonus increases by +1.
- **ARCANE REFLEXES (SU):** While the arcanaphage's spellcharge pool is full he gains a +2 morale bonus on Reflex saves. This bonus increases by +1 for every 4 levels the arcanaphage has attained.
- **ARCANE FORTITUDE (SU):** While the arcanaphage's spellcharge pool is full he gains a +2 morale bonus on Fortitude saves. This bonus increases by +1 for every 4 levels the name has attained.
- **CURSE EATER (SU):** If the arcanaphage is affected by a magical curse, he may make a Will save against the curse's save DC at the beginning of each day. If successful the curse is suppressed and he gains an amount of spell charge equal to the curses spell level. If the curse has no spell level then he gains an amount of spell charge equal to 1/4 the curse's save DC. Curses suppressed in this manner disappear after 3 consecutive days of suppression.
- **DELAYED BOLT (SU):** The arcanaphage may spend 2 spell charge points and increase the level of his magic bolt by 2 when making a magic bolt attack. If he does so, then he may choose to suspend the effects of his magic bolt against a creature he successfully strikes with his magic bolt for a number of rounds up to half his Wisdom modifier (minimum 1). Each round that the bolt remains delayed reduces the minimum possible damage it can deal by 2 points. The arcanaphage may choose to end this suppression as an immediate action, at which point the damage dealt by the mystic bolt, as well as any other effects dealt by the magic bolt occur. This ability cannot cause raise the magic bolt's minimum damage above its maximum damage. The arcanaphage must be at least 4th level to select this knack.

- **TOUCH OF POWER (SP):** The arcanaphage may make his magic bolt attacks as melee touch attacks, rather than ranged touch attacks. If the arcanaphage is threatened while casting his magic bolt in this manner he need only make a concentration check to cast defensively once per round.
- **ARCANE VITALITY (SU):** When the arcanaphage would gain spell charge he may instead elect to gain an amount of temporary hit points equal to 10 times the amount of spell charge he would gain (to a maximum of 10 times his level). These temporary hit points last for one round per spell level and do not stack with themselves.
- **MAGIC TRAPFINDER (EX):** The arcanaphage may disable magical traps with the use magic device skill, using the same DC as a rogue using Disable Device would, and adds $\frac{1}{2}$ his level to checks made to do so. If he succeeds at an attempt to disable a magical trap he gains an amount of spell charge equal to the the spell level of the highest level spell contained in the trap and he destroys the magical trap.
- **METAMAGERY:** The arcanaphage gains a metamagic feat that he meets the prerequisites for. He may apply this metamagic feat to any kludge or spell he possesses by spending an amount of spell charge equal to the metamagic feat's level adjustment. A arcanaphage cannot cannot apply a metamagic feat to a spell or spell like ability if its level adjustment would bring its spell level above $\frac{1}{2}$ his arcanaphage level. He may use this ability on his his magic bolt. Doing so increases the effective spell level of that ability by the feat's level adjustment.
- **DESTRUCTIVE INTERFERENCE (SU):** If the arcanaphage would be affected by a spell or spell-like ability he may spend a number of points equal to half the spells level (minimum 1) as an immediate action to reduce the caster level of the spell effect by 1, at 4th level and every 4 levels thereafter he may reduce the caster level of the spell by an additional 1. If this would empty his spell charge pool he reduces the caster level of the spell by an additional 2.
- **EXPANDED SPELLCHARGE (EX):** The arcanaphage increases the size of his spellcharge pool by 4, he may gain this knack multiple times, its effects stack.
- **SPELLCASTING FOCUS:** With practice the arcanaphage can manipulate the magical energy in his reserves in much the same way that spellcasters manipulate theirs. The arcanaphage gains a number of spells, using his arcanaphage level as his caster level. These spells may come from any arcane spell casting class' spell list and count as kludges for determining whether or not they suffer from arcane spell failure chance . When he selects this knack he learns two cantrips and a single spell of a level no greater than $\frac{1}{2}$ his arcanaphage level (minimum 1). In order to cast these spells the arcanaphage must expend an amount of spell charge equal to the spell's level, oth level spells may be used as long as the arcanaphage has a point of charge in his spellcharge pool. In order to cast a spell, the arcanaphage must have a Wisdom score equal to at least 10 + the spells level. The Difficulty Class for a saving throw against a arcanaphage's spell is 10 + the spell level + the arcanaphage's Wisdom modifier. A arcanaphage may cast these spells in light armor with no chance of arcane spell failure. A arcanaphage may select this knack multiple times, each time after the first he gains one additional spell with a level no greater than $\frac{1}{2}$ his arcanaphage level (minimum 1). For the

purposes of magic items, feats and other abilities the arcanaphage is treated as a spontaneous spellcaster.

- **SUPERNATURAL ACCLIMATION (SU):** The arcanaphage's spell charge and mystic grace class features apply to supernatural abilities. An arcanaphage gains no charge from supernatural abilities, he does however avoid any effects a supernatural ability would have on a successful saving throw so long as his spellcharge pool is not full.
- **IMPROVED SPELLCHARGE (SU):** Whenever the arcanaphage chooses to fill his spellcharge pool at the beginning of the day he gains an additional amount of charge equal to $\frac{1}{4}$ his level and the amount his charge pool is reduced by is reduced by $\frac{1}{4}$ his level.
- **EXTRA KLUDGE:** The arcanaphage gains an additional kludge that meets the prerequisites for. He may take this knack multiple times, each time he does he selects a new kludge.
- **HYPERCHARGE (SU):** While the arcanaphage's spellcharge pool is full he gains the ability to move more quickly. He may make one extra attack at his highest attack bonus, gains a +1 dodge bonus to AC and Reflex saves, and a +10 foot enhancement bonus to his movement speed. At 10th level and every four levels thereafter his bonus to AC and Reflex saves improves by +1 and his bonus to move speed improves by +10 feet. This ability is not cumulative with the haste spell, speed weapons, or similar effects. The arcanaphage must be at least 6th level and have the arcane reflexes knack in order to select this knack.
- **MYSTIC AUTOPHAGY (SU):** The arcanaphage can consume a portion of his own soul in order to gain spellcharge. The arcanaphage may inflict a number of negative levels on himself when he uses his arcane siphon class feature, to a maximum of $\frac{1}{4}$ his level. Each negative level he takes grants him two additional points of spellcharge. These negative levels are temporary and disappear at a rate of one per minute. The arcanaphage must be at least 8th level in order to select this knack.
- **DEATHSPARK BOLT (SP):** The arcanaphage may choose to have his magic bolt ability deal negative energy damage, or half that type of damage and half of another type of damage he can deal. This negative energy does not heal undead creatures, instead it grants temporary hit points that last for one minute. The arcanaphage may spend 3 spell charge points and increase the level of his magic bolt by 3, if he does then any living creature damaged by his mystic bolt takes $1d4$ negative levels. These negative levels persist for 1 round per arcanaphage level. A successful Will save negates these negative levels and renders the target immune to this ability for one round. The arcanaphage must be at least 6th level to select this knack.
- **LIFESPARK BOLT (SP):** The arcanaphage may choose to have his magic bolt ability deal positive energy damage, or half that type of damage and half of another type of damage he can deal. This positive energy does not heal living creatures, instead it grants temporary hit points that last for one minute. The arcanaphage may spend 3 spell charge points and increase the level of his magic bolt by 3. If he does so, then any undead creature damaged by his mystic bolt is staggered for $1d4+1$ rounds.

A successful Will save negates this effect and renders a creature immune to this ability for one round. Creatures receive a new save against this ability at the end of their turns. The arcanaphage must be at least 6th level to select this knack.

- **CORROSIVE BOLT (SP):** The arcanaphage may choose to have his magic bolts deal acid damage, or half acid damage and half of one other type of energy damage he can deal with his mystic bolt. He may expend 1 point of spell charge and increase the spell level of his mystic bolt by 1 to sicken a creature dealt acid damage by this ability for one round per arcanaphage level.
- **IMMOLATING BOLT (SP):** The arcanaphage may choose to have his magic bolts deal fire damage, or half fire damage and half of one other type of energy damage he can deal with his mystic bolt. He may expend 1 point of spell charge and increase the spell level of his mystic bolt by 1 to set a creature damaged by this ability on fire, dealing an amount of fire damage equal to his magic bolt ability on the start of each of its turns for a number of rounds equal to the arcanaphage's level or until it succeeds at a Reflex save, with creatures who spend a full round action rolling on the ground or smothering the fire with cloaks or the like gaining a +4 bonus on this save.
- **FRIGID BOLT (SP):** The arcanaphage may choose to have his magic bolts deal cold damage, or half cold damage and half of one other type of energy damage he can deal with his mystic bolt. He may expend 1 point of spell charge and increase the spell level of his mystic bolt by 1 to encase a creature he deals cold damage to in ice, entangling that creature until the ice takes an amount of damage equal to the arcanaphage's level or until a number of rounds equal to the arcanaphage's level have passed. A successful Reflex save negates this effect.

Creatures who make their save against this ability are immune to this effect for one round.

- **ELECTRIC BOLT (SP):** The arcanaphage may choose to have his magic bolts deal electric damage, or half electric damage and half of one other type of energy damage he can deal with his mystic bolt. He may expend one point of spell charge and increase the spell level of his mystic bolt by 1. If he does so then he impairs the vision of any creature he deals electricity damage to with this ability, causing the damaged creature to treat all creatures as if they had concealment (20%) for 1 round. A successful Fortitude save negates this effect. Creatures who make their save against this ability are immune to this effect for one round.
- **SONIC BOLT (SP):** The arcanaphage may choose to have his magic bolts deal sonic damage, or half sonic damage and half of one other type of energy damage he can deal with his mystic bolt. He may expend one point of spell charge and increase the spell level of his mystic bolt by 1 to deafen a foe that they deal sonic damage to with their mystic bolt for 1d6 rounds. A successful Fortitude save negates the deafened condition. Creatures who make their save against this ability are immune to this effect for one round.
- **ENERGY LEECH (SU):** Select one type of energy damage (acid, cold, electricity or fire). The arcanaphage gains resistance 5 against that element as long as his spellcharge pool remains unfilled. At 10th level and every five levels thereafter this resistance increases by 5. If his spell charge pool is empty then this resistance increases by 10. If this energy resistance prevents all damage from a spell or spell like ability then he gains an amount of charge equal to that spell's level. He may change which energy types he gains resistance against by expending a point of spellcharge as an immediate action. The arcanaphage can take this knack multiple times,

each time he may select an additional energy type to gain this resistance against. If the arcanaphage has the lifespark bolt or deathspark bolt knacks then he adds positive and negative energy respectively to the list resistances he may select. The arcanaphage can never gain charge from the same spell or spell like ability multiple times in this manner. The arcanaphage must be at least 6th level to select this knack

- **AREA BURST: CONE (SP):** The arcanaphage may spend 3 points of spellcharge when making a single ranged magic bolt attack as a standard action, if he does so its effective spell level is increased by 3 and it deals twice its normal damage to all creatures in a 30 foot cone, measured from the arcanaphage. A Reflex save (DC 10 + bursts effective spell level + the arcanaphage's Wisdom modifier) halves this damage. An arcanaphage must be at least 6th level to take this knack.
- **AREA BURST: EXPLOSION (SP):** The arcanaphage may spend 4 points of charge when making a single ranged magic bolt attack as a standard action, if he does so its effective spell level is increased by 4 and it deals twice its normal damage to all creatures in a 20 foot radius from the point it struck. A Reflex save (DC 10 + burst's effective spell level + his Wisdom modifier) halves this damage, creatures struck by the ranged touch attack take a -4 penalty on this save. An arcanaphage must be at least 8th level to take this knack.

- **AREA BURST: LINE (SP):** The arcanaphage may spend 2 points of charge when making a single ranged magic bolt attack as a standard action. If he does so, its effective spell level is increased by 2 and it deals twice its normal damage to all creatures in a 60 foot line, measured from the arcanaphage. A Reflex save (DC 10 + bursts effective spell level + his wisdom modifier) halves this damage. an arcanaphage must be at least 4th level to take this knack.
- **SPELLSHATTER BURST (SP):** The arcanaphage may spend 3 points of charge when making a magic bolt attack. If he does so, its effective spell level is increased by 3 and the arcanaphage may attempt to dispel an active spell effect that he hits or on a target that he hits, as per dispel magic. if he succeeds then he gains an amount of spell charge points equal to the spell's level. An arcanaphage must be at least 6th level in order to select this knack.
- **SPELL NULLIFICATION (SU):** If an arcanaphage's spell resistance successfully stops a spell or spell like ability he may, as a free action, forgo gaining spell charge and spend an amount of spell charge equal to 1/2 that spells level to negate that spell, just as though he had successfully counterspelled it. An arcanaphage must be at least 12th level in order to select this knack.

Mystic Grace (Su):

At 3rd level, an arcanaphage gains an intuitive sense that alerts him to magical danger, while his spellcharge pool is not full he gains a +1 insight bonus on saves made against spells and spell-like abilities and a +1 insight bonus to AC against attacks made by spells or spell-like abilities. These bonuses rise to +2 when the he reaches 7th level, to +3 when he reaches 11th level, to +4 when he reaches 15th level, to +5 at 15th, and to +6 at 19th level.

Minor Spell Resistance (Su):

At 5th level the arcanaphage gains spell resistance equal to 8 + his arcanaphage level. He may raise and lower this spell resistance as a free action that he may take at any time, even if it is not his turn. If a spell fails to penetrate his spell resistance he gains an amount of spellcharge points equal to the spell's level. This spell resistance is decreased by 2 when his spell charge pool is full and increased by 2 when it is empty.

Arcane Siphon(Ex):

At 7th level, the arcanaphage's ability to draw in ambient background magic improves. He may, as a standard action draw upon ambient background magic to fill his spell charge pool. He gains a number of spellcharge points up to his Wisdom modifier (minimum 1) and must make a Will save (DC 10 + ½ arcanaphage level + 1/2 points gained) or be staggered for 1d4 rounds. If the arcanaphage attempts to use this ability while staggered he must make a Will save against this ability or be dazed for 1 round. Each time after the first that the arcanaphage uses this ability in a day the save DC increases by 2. Points gained from this ability are temporary and disappear after a number of rounds equal to his Wisdom modifier (minimum 1) if unused. If an arcanaphage is struck while using this ability he must make a concentration check (DC 10+½ damage dealt + points gained) or lose those points and take 1d6 points of force damage per point lost. Despite being an extraordinary ability this class feature fails to function inside of an anti-magic field or similar effect.

Major Spell Resistance (Su):

At 11th level, the spell resistance provided by the arcanaphage's minor spell resistance class feature improves to 11 + arcanaphage level. If targeted by a spell or spell like ability the arcanaphage may spend an amount of spell charge equal to ½ that spells level as an immediate action to improve his spell resistance by 2 against that effect.

Improved Arcane Siphon (Su):

At 14th level, the arcanaphage may use his arcane siphon ability as a swift action and the points gained by that ability last for a number of minutes equal to his Wisdom modifier.

Greater Spell Resistance (Su, Sp):

At 17th level, the spell resistance provided by the arcanaphage's minor spell resistance class feature improves to 13 + arcanaphage level. When spending spellcharge to improve his spell resistance he may expend spell charge equal to the spell's level to become immune to that spell as per the spell greater spell immunity for one round. The arcanaphage never gains spellcharge against a spell that fails against his spell resistance with this ability.

Greater Arcane Siphon (Su):

At 19th level, the arcanaphage may use his arcane siphon ability as an immediate action and points gained from that ability last for a number of hours equal to the arcanaphage's Wisdom modifier.

TABLE 2-2: ARCANAPHAGE FAVORED CLASS BONUS

RACE	BONUS	SOURCE
Human	+1/5 of a new knack	CRB
Elf	+1/4 to maximum size of spell charge pool	CRB
Catfolk	+1/4 to spell charge gained with arcane siphon	ARG
Dwarf	+1/6 to spell resistance	CRB
Gnome	+1/3 of a new kludge	CRB
Wug	+½ DR/magic while bloated	RG4

Arcanaphage Kludge List

Arcane Arms

SCHOOL: conjuration (creation)

PREREQUISITES: None

CASTING TIME: 1 move action or free action (see text)

COMPONENTS: S COST: 1 spellcharge

RANGE 0 ft.

EFFECT one weapon

DURATION 1 round

SAVING THROW none, SPELL RESISTANCE no

DESCRIPTION: The caster may spend a point of spellcharge to conjure a glowing facsimile of any weapon with which he is proficient. Weapons conjured in this manner disappear when wielded by anyone but the caster. Ranged weapons created by this kludge generate their own ammunition.

OVERCHARGE: The caster may spend an additional amount of spellcharge up to 1/4 his level to grant any weapons conjured by this ability an enhancement bonus on attack and damage rolls equal to the amount of spellcharge spent. In addition, he may grant the weapon created by or benefiting from this knack a single magic weapon special ability by spending an additional amount of charge equal to the ability's price modifier. The arcanaphage may never grant a weapon an ability with a price modifier higher than the enhancement bonus granted by this ability.

Arcane Calibration

SCHOOL: universal

PREREQUISITES: arcanaphage 6

CASTING TIME: 1 immediate action

COMPONENTS: V, S COST: 1/2 target's caster level

TARGET one magical object

DURATION 1 round

DESCRIPTION: The targeted item uses the caster's caster level in place of its own for all effects dependant on caster level. If the item is currently dispelled the amount of time it is dispelled for is reduced by 50%.

OVERCHARGE: the caster may spend an additional point of spellcharge on this kludge. If he does then the dispelled item is instantly restored. If the item was not dispelled then its caster level acts as the caster's level +2.

Arcane Explosion

SCHOOL: evocation

PREREQUISITES: none

CASTING TIME: 1 move action

COMPONENTS: S COST: 1 spellcharge

TARGET You

AREA 10-ft.-radius spread centered on you

DURATION Instantaneous

SAVING THROW Reflex half; SPELL RESISTANCE yes

DESCRIPTION: This kludge causes the caster to explode with arcane energy, dealing 1d6 points of force damage per two caster levels (minimum 1d6) to every creature within the area. Unattended objects also take this damage. The caster only takes half damage from this ability, but never receives a saving throw or spell resistance against it.

OVERCHARGE: The caster may expend an amount of spellcharge equal to 1/4 his level on this ability, each point spent causes this ability to deal an additional point of damage per die rolled.

Arcane Hauberk

SCHOOL: abjuration

PREREQUISITES: arcanaphage 4

CASTING TIME: 1 immediate action

COMPONENTS: V **COST:** 2 spellcharge

RANGE: personal

TARGET: you

DURATION: 1 round

DESCRIPTION: The caster gains a +1 deflection bonus to AC for one round. At 4th level and every 4 levels thereafter this bonus increases by +1. If a spell or spell like ability that relies on an attack roll to hit misses the casters AC while he is benefiting from this ability he gains an amount of spellcharge equal to the spells level. If the caster is currently benefiting from a deflection bonus to AC, this kludge instead improves that bonus by 2.

OVERCHARGE: The caster may expend an additional amount of spell charge up to 1/4th his level on this kludge. Each point he spends grants him DR 2/- until the kludge expires.

Arcane Surge

SCHOOL: transmutation

PREREQUISITES: none

CASTING TIME: 1 Immediate action

COMPONENTS: V **COST:** 1 point

RANGE: personal

TARGET: you

DURATION: instantaneous

SAVING THROW none, **SPELL RESISTANCE** no

DESCRIPTION: The caster may spend a point of charge when making an ability score or skill check to gain an enhancement bonus equal to 1/4 his caster level on that check (minimum 1).

OVERCHARGE: The caster may spend up to 1/4 his caster level in spell charge on this kludge. Each point he spends increases the enhancement bonus gained from this kludge by 1.

Emergency Fortification

SCHOOL: necromancy

PREREQUISITES: arcanaphage 8

CASTING TIME: 1 standard action or immediate action

COMPONENTS: S **COST:** 4 spellcharge

RANGE: Touch

TARGET: Creature touched

DURATION: 1 round

SAVING THROW Will negates (Harmless), **SPELL RESISTANCE** Yes (harmless)

DESCRIPTION: The caster grants the target 2d10+ his level in temporary hit points. these last until the start of the caster's next turn. The caster may activate this spell upon reaching negative hit points as an immediate action. If he does then he automatically stabilizes and the temporary hit points last for 1d10+1 rounds.

OVERCHARGE: The caster may spend an additional amount of charge on this knack, up to $\frac{1}{4}$ his level. Each point he spends grants him an additional 1d10 temporary hit points.

Emergency Shift

SCHOOL: conjuration (teleportation)

PREREQUISITES: arcanapage 10

CASTING TIME: 1 immediate action

COMPONENTS: V **COST:** 5 spellcharge

RANGE personal

TARGET you

DURATION 1 round

DESCRIPTION: The caster moves himself to the astral plane temporarily; Appearing where he left at the start of his next turn. This kludge may be activated as an Immediate action in response to being attacked, if it is then the effect targeting the caster has a 30% chance to fail to effect the caster.

OVERCHARGE: the caster may spend an additional amount of spellcharge on this knack, up to $\frac{1}{4}$ his level. Each point he spends improves the miss chance granted by this ability by 10%

Enchantavore

SCHOOL: abjuration

PREREQUISITES: arcanaphage 8, spelldrop

CASTING TIME: 1 full round action

COMPONENTS: V, S **COST:** +1 spellcharge

TARGET one object

DURATION see text

DESCRIPTION: This kludge upgrades its prerequisite. The caster may use his spellsap knack to attempt to dispel a magic item as a full round action, if successful he gains an amount of charge equal to $\frac{1}{2}$ the item's caster level. If the item is a spell trigger or spell completion item (such as a scroll or potion) he instead gains an amount of charge equal to the spell's level. If successfully dispelled scrolls, potions, and other single use items are destroyed, wands lose 5 charges, items with a limited number of uses per day (such as rods and staves) lose one use. Items not destroyed by this kludge regain their magical abilities in 1d6+2 hours.

OVERCHARGE: The caster may spend an amount of additional charge up to $\frac{1}{4}$ his level, for each point he spends he increases the amount of time an item remains suppressed by 1 hour.

Energy Inversion

SCHOOL: abjuration

PREREQUISITES: arcanaphage 4

CASTING TIME: 1 immediate action

COMPONENTS: S COST: 2 spellcharge points

RANGE Medium (100 feet + 10 feet per level)

TARGET one spell effect that deals damage

DURATION Instantaneous

SAVING THROW none, SPELL RESISTANCE no

DESCRIPTION: The caster may make a caster level check (DC 11+the effects caster level) success inverts the energy type of the damage, as indicated below.

TABLE 2-3: ENERGY INVERSION

OLD DAMAGE TYPE	NEW DAMAGE TYPE
Negative energy	Positive energy
Fire	Cold
Acid	Electricity
Positive energy	Negative energy
Cold	Fire
Electricity	Acid

OVERCHARGE: by spending an additional point of spell charge the caster may change the type of damage dealt to any type of his choosing, and his list of options expand to include any type of hit point damage, even those not listed on this chart. Such as sonic, force, or typeless damage (such as that dealt by a disintegrate spell)

Expect The Unexpected

SCHOOL: divination

PREREQUISITES: none

CASTING TIME: 1 immediate action

COMPONENTS: V COST: 1 spellcharge

RANGE personal

TARGET you

DURATION instantaneous

SAVING THROW none; SPELL RESISTANCE no

DESCRIPTION: The caster may act normally in the surprise round.

OVERCHARGE: The caster may cast this spell during the surprise round or as part of an initiative check. The caster may expend an additional amount of spell charge up to 1/4th his level on this kludge. Each point he spends grants him a +1 insight bonus his next initiative check.

Eye for Magic

SCHOOL: divination

PREREQUISITES: None

CASTING TIME: 1 free action

COMPONENTS: V COST: 0 spellcharge

RANGE: 60 ft.

AREA: cone-shaped emanation

DURATION: concentration, + 1 round/level

Saving Throw none, SPELL RESISTANCE no

DESCRIPTION: This kludge functions as *detect magic*, except as noted above.

OVERCHARGE:

A caster of 6th level or greater may spend 3 points of spellcharge as a swift action to have this function as a constant arcane sight spell for a number of rounds equal to his spellcasting ability score modifier.

Infuse Explosion

SCHOOL: evocation

PREREQUISITES: arcanaphage 6, arcane explosion

RANGE Touch

TARGET Creature or object touched

SAVING THROW Will Negates, **SPELL**

RESISTANCE Yes

DESCRIPTION: This kludge upgrades it's prerequisite. Targets who fail their saves explode as per this kluge's prerequisite on their turn. The caster may delay this kludges activation by a number of rounds equal to 1/4 his level. and may spend a point of spell charge as an immediate action to detonate the target immediately. If the target is larger than medium size then draw the explosions radius from a grid intersection adjacent to the five foot square the caster touched

OVERCHARGE:

the arcanaphage may expend an amount of spellcharge equal to 1/4 his level on this ability, each point spent causes the radius of this effect to increase by 5 feet.

Kinetic Rush

SCHOOL: evocation [force]

PREREQUISITES: arcanaphage 4

CASTING TIME: 1 full round action

COMPONENTS: V **COST:** 1 spellcharge

RANGE personal

TARGET you

DURATION instantaneous

SAVING THROW None and Fortitude negates;

SPELL RESISTANCE no

The caster may expend spell charge to create an explosion of arcane force that sends him flying off in a direction. Upon activating this kludge the caster moves 10 feet per caster level in a straight line any direction. In addition, he may spend a point of charge to make a 90 degree turn during his movement. Any

creature adjacent to the caster during one of his turns takes 1d6 points of force damage and must make a fortitude save. This movement does not provoke attacks of opportunity. The caster may make a single melee attack at his highest base attack bonus against any one creature he is adjacent to at any point along this movement. If the caster strikes a solid object during this transit he takes damage as though he fell the amount of distance he traveled. If this damage would destroy the object, the caster may continue beyond the barrier if the kluge's range permits; otherwise, it stops at the barrier just as any other effect does.

Overcharge: The caster may spend up to 1/4 his caster level in spell charge on this kludge. The first extra point he spends doubles the amount that he moves, each additional point after the first increases that multiplier by one (so three points triples it, four points quadruples it, ect) any creature adjacent to the caster when he begins this movement takes 1d6 points of force damage per point of spellcharge expended and must make a Fortitude save or be knocked prone.

Mirrored Pain

SCHOOL: abjuration

PREREQUISITES: arcanaphage 8

CASTING TIME: 1 immediate action

COMPONENTS: V **COST:** 4 spellcharge

RANGE close (25 ft. + 5 ft./2 levels)

TARGET one creature

DURATION instantaneous

Saving Throw Will half; **Spell Resistance** yes

DESCRIPTION: When the caster takes damage he may activate this kludge. The target takes an amount of force damage equal to the amount of damage taken by the caster.

OVERCHARGE: The caster may spend an additional amount of charge on this knack, up to $\frac{1}{4}$ his level, each additional point he spends allows him to target one additional creature with this knack. No two creatures targeted by this kludge of which can be more than 30 ft. apart from the primary target.

Perception Guard

SCHOOL: enchantment [mind-affecting]

PREREQUISITES: arcanaphage 4

CASTING TIME: 1 immediate action (see text)

COMPONENTS: S **COST:** 2 spellcharge (see text)

RANGE Close (25 feet +5 feet/ 2 levels)

AREA Close radius spread centered on you

DURATION 1 round

SAVING THROW, Will negates **SPELL**

RESISTANCE none

DESCRIPTION: This kludge encourages targets to look away from the caster. He may make a stealth check to hide from targets affected by this kludge, even if they are observing him, just as though he possessed the hide in plain sight ability. The caster may expend an additional point of spell charge next round as a free action to improve this kludges duration by 1 round, and may continue to do so until he runs out of spellcharge.

OVERCHARGE: The caster may spend an additional amount of charge up to $\frac{1}{4}$ his level, each additional point grants him a +1 bonus on any stealth checks he makes during that round.

Reactive Burst

SCHOOL: evocation

PREREQUISITES: arcanaphage 6

CASTING TIME: 1 swift action

COMPONENTS: V **COST:** 3 spellcharge

RANGE personal

TARGET you

DURATION 1 round

DESCRIPTION: Any creature striking the caster with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of force damage + 1 point per caster level. If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack the caster with them.

OVERCHARGE: By spending an additional point of spell charge as an immediate action the caster may deal damage from this ability to all creatures within 5 feet of himself. If this was made to interrupt an attack then the amount of damage the caster reduces the amount of damage he takes from that attack by an amount equal to the damage dealt by this ability. The caster may spend an extra point of charge on this ability for every 4 levels he possesses. Each point of charge he spends increases the size of the die he rolls for this ability by 1 step as follows 1d8, 1d10, 1d12, 2d6, 2d8, 2d10.

Reflect Spell

SCHOOL: abjuration

PREREQUISITES: arcanaphage 14

CASTING TIME: Free action, see text

COMPONENTS: S COST: special, see text

RANGE personal

TARGET you

DESCRIPTION: When the caster would take no effect from a spell or spell like ability (such as with a successful saving throw, spell resistance, or energy resistance) he may spend an amount of spellcharge equal to the spell's level to reflect the effect back onto its caster as if by spell turning.

OVERCHARGE: By spending an amount of spell charge equal to twice the metamagic cost of a feat he knows the caster may apply that feat's benefit to a reflected spell. This cannot raise a spell's effective level to above $\frac{1}{2}$ his level.

Rend Plane

SCHOOL: conjuration (Creation)

PREREQUISITES: arcanaphage 18

CASTING TIME: 1 round

COMPONENTS: V COST: 9 spellcharge

RANGE: medium (100 ft. + 10 ft./level)

EFFECT: one portal between two planes

DURATION: permanent

SAVING THROW none; SPELL RESISTANCE no

DESCRIPTION: This kludge creates a permanent portal between two locations on two different planes of your choosing. This portal has a diameter of 10 feet.

OVERCHARGE: The caster may spend an additional amount of spellcharge on this kludge, up to $\frac{1}{4}$ his level. Each point of spellcharge he spends on this kludge doubles its diameter.

Sensory Overload

SCHOOL: illusion [Figment]

PREREQUISITES: arcanaphage 10

CASTING TIME: 1 standard action

COMPONENTS: S, V COST: 5 spellcharge

RANGE Medium (100 feet + 10 feet per level)

TARGET 1 creature

DURATION 1 round

SAVING THROW Will partial, SPELL

RESISTANCE Yes

DESCRIPTION: This kludge assaults the target's senses with an overload of information. Targets who fail their saves become dazed for 1 round. Targets who succeed on their saves become dazzled and must make a concentration check (DC 20 + double spell level) in order to cast a spell.

OVERCHARGE: The caster may expend an additional amount of charge up to $\frac{1}{4}$ th his level. Each point spent increases the number of targets he can effect with this ability by 1 and increases the penalty inflicted by the dazzled condition by 1.

Spell Sink

SCHOOL: abjuration

PREREQUISITES: arcanaphage 12

CASTING TIME: 1 immediate action

COMPONENTS: S COST: 6 spellcharge, see text

RANGE 30 ft.

AREA 30-ft.-radius spread centered on you

DURATION until the start of your next turn

The caster may declare himself the target of any spell or spell like ability that draws its line of effect through this kludge's area. Spells that affect an area have their area moved to include the caster. Spells that require ranged touch attacks to hit target the caster at a -2 penalty.

DESCRIPTION: The original caster may make a caster level check (DC 11 + caster level) in order to have his spell work as intended. The caster need only spend 2 points of spellcharge each round as a swift action to maintain this ability.

OVERCHARGE: the caster may spend an amount of additional spellcharge on this knack up to $\frac{1}{4}$ his level, for each point he spends he increases the area of this kludge by 10 feet and increases the DC of the caster level check for a spell caster to maintain control of his spell by +2. Maintaining these increases requires the caster to expend the additional charge each round

Spellsap

SCHOOL: abjuration

PREREQUISITES: arcanaphage 6

CASTING TIME: 1 standard action

COMPONENTS: V, S **COST:** 3 spellcharge

RANGE medium (100 ft. + 10 ft./level)

TARGET or **AREA** one creature

DURATION instantaneous

SAVING THROW none, **SPELL RESISTANCE** no

DESCRIPTION: This kludge functions as dispel magic, save that the caster may only use the targeted dispel version of that spell, and may only target active spell effects. If the caster dispels an ongoing spell effect with this ability then he gains an amount of spell charge equal to the effect's spell level.

OVERCHARGE: The arcanaphage may spend an additional amount of charge up to $\frac{1}{4}$ his level, each additional point grants him a +1 bonus on his dispel check

Spellshatter

SCHOOL: abjuration

PREREQUISITES: arcanaphage 8, spellsap

CASTING TIME: 1 immediate action

COMPONENTS: V, S **COST:** +1 spellcharge

RANGE medium (100 ft. + 10 ft./level)

TARGET or **AREA** one creature

DURATION instantaneous

SAVING THROW none, **SPELL RESISTANCE** no

DESCRIPTION: This kludge upgrades it's prerequisite. The caster may, as an immediate action use his spellsap kludge to attempt to counterspell a spell that he has identified with the spellcraft or knowledge (arcana) skill as it is being cast. If successful the caster gains an amount of spellcharge equal to the dispelled spells level, as normal.

Spell Raze

SCHOOL: abjuration

PREREQUISITES: Spellsap, Arcanaphage 12

SAVING THROW Will half, **SPELL RESISTANCE** no

DESCRIPTION: This kludge upgrades it's prerequisite, whenever the caster successfully dispels a or spell or spell like ability active on a creature he may forgo gaining spellcharge from that effect and force that creature takes 2d6 points of force damage per level of the spell. This bonus also applies to spells counterspelled with the spellsap knack, causing the caster to take that damage.

OVERCHARGE: The caster may expend up to $\frac{1}{4}$ his level in spellcharge when counterspelling a spell in this fasion, each point spent on the countered spell increases it's level by 1 If this would bring the spell above $\frac{1}{2}$ the caster's level he instead deals an additional point of damage per die rolled and he may spend no further spell charge on the spell.

Spell Steal

SCHOOL: abjuration

PREREQUISITES: Arcanaphage 8, spellsap

DESCRIPTION: This kludge upgrades its prerequisite, if the caster successfully dispels a spell that creates a tangible effect (such as a wall of force or wall of fire) the caster may forgo gaining spellcharge from the effect and choose not to dispel it. If he does then he may place the spells effect anywhere within its normal range, just as though he had cast it. Spells moved in this manner revert to their original position at the start of the caster next turn. This ability also applies to spells that can be directed or changed once they have been cast (such as spiritual weapon or flaming sphere) the caster may make any decisions allowed by such spells as normal and control reverts back to the original caster after one round.

OVERCHARGE: The caster may expend up to $\frac{1}{4}$ his level in spellcharge on a spell stolen by this kludge, each point he spends on the spell increase it's caster level by one until the spell reverts back to the original caster.

Spell Drop

SCHOOL: abjuration

PREREQUISITES: arcanaphage 16, spellsap

COST: +5 spellcharge

SAVING THROW No, SPELL RESISTANCE yes

DESCRIPTION: This kludge creates a discordant blast of energy that disrupts the target's available magic. Make a caster level check against one spellcaster (DC 12+ caster level). If the caster is successful then the target must lose one spell of their highest available level (casters choice), and the caster gains an amount of spell charge equal to the spells level. For every 5 by which the caster beats the DC, he may force the spellcaster to lose an additional spell. These additional spells may be of any level the caster desires.

Any spell or spell slot lost because of this spell is treated as if the caster had failed a concentration check while trying to cast it—the spell or spell slot is wasted and has no effect, but is recovered normally the next time the character prepares spells or regains spell slots.

OVERCHARGE: The arcanaphage may spend an additional amount of charge up to $\frac{1}{4}$ his level, each additional point grants him a +1 bonus on his dispel check

Spell Aegis

SCHOOL: abjuration

PREREQUISITES: arcanaphage 16

CASTING TIME: 1 immediate action

COMPONENTS: S COST: 8 spellcharge points

RANGE Medium (100 feet + 10 feet per level)

TARGET 1 creature / 2 levels

DURATION see text

SAVING THROW Will negates, SPELL

RESISTANCE no

DESCRIPTION: The caster grants the targets of this kludge spell resistance up to 11+ his caster level until the start of his next turn. Targets cannot voluntarily lower this spell resistance and it can interfere with spells they cast.

OVERCHARGE: the caster may spend additional charge on this kludge up to $\frac{1}{4}$ his level. If he does then he may increase the amount of spell resistance granted by 1 per point spent.

Spell Void

SCHOOL: abjuration

PREREQUISITES: arcanaphage 18

CASTING TIME: 1 move action

COMPONENTS: S COST: 9 spellcharge, see text

RANGE 30 ft.

AREA 30-ft.-radius spread centered on you

DURATION until the start of your next turn

DESCRIPTION: Any spell effect that exists within or draws its line of effect through this kludges area must succeed at a caster level check (DC 11 + caster's level) or be dispelled. Any time a spell is dispelled by this ability the caster gains an amount of spell charge equal to the spells level. The caster may maintain this ability for additional rounds by expending 2 points of spell charge each round as a swift action on his turn.

OVERCHARGE: the caster may spend an amount of additional charge up to 1/4th his level, for each point he spends he increases the area of this kludge by 10 feet. Maintaining this expanded area requires the caster to expend the additional charge each round.

Speaking to the Heart

SCHOOL: enchantment [language-dependent, mind-affecting]

PREREQUISITES: arcanaphage 4

CASTING TIME: See text

COMPONENTS: V **COST:** 2 spellcharge

RANGE Medium (100 feet + 10 feet per level)

TARGET any creature that can see or hear you

DURATION Instantaneous

SAVING THROW none, **SPELL RESISTANCE** no

DESCRIPTION: The casters words resonate with a target on a more emotional level. This kludge supplements an Intimidate or Diplomacy check. When the caster makes a successful Diplomacy check to influence a creatures attitude he adjusts the creature's attitude by 2 steps instead of one. Failing a Diplomacy check by 5 or more while using this kludge does not cause the creature's attitude to drop against the caster. When using Intimidate to demoralize a creature he may choose to render that creature frightened for one round for every 5 by which he beats the DC in lieu of it's normal effect. If making an Intimidate check to influence an opponent's attitude then targets do not attempt to hinder or deceive the caster if he fails by 5 or more.

OVERCHARGE: The caster may spend an additional amount of charge up to 1/4 his level, each additional point grants him a +1 bonus on his diplomacy or intimidate check

Telescopic Senses

SCHOOL: transmutation

PREREQUISITES: none

CASTING TIME: 1 immediate action

COMPONENTS: V **COST:** 1 spellcharge

RANGE personal

TARGET you

DURATION 1 round

DESCRIPTION: This kludge sharpens the casters senses, supplementing a perception check. Any distance based penalties the target suffers from are halved.

OVERCHARGE: the caster may spend an additional amount of charge on this kludge, up to 1/4 his level. Each point spent reduces distance based penalties by an additional half.

Transposition

SCHOOL: conjuration (teleportation)

PREREQUISITES: arcanaphage 10, emergency shift

CASTING TIME: 1 move action **COST:** +1 spellcharge

This kludge upgrades its prerequisite. When the caster uses his emergency shift power he may activate it as a move action. If he does then he may appear on the same turn as he left and he may teleport up to 5 feet per caster level. This kludge counts as the dimension door spell for the purposes of meeting feat prerequisites.

OVERCHARGE: The caster may spend an additional amount of spellcharge on this knack, up to 1/4 his level. Each point he spends increases the distance he may teleport by 20 feet.

Gnostic

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Gnostics are arcane casters with a divine inspiration. They achieve their power not through any sort of special connection to a deity, but through the study of divine numerology and the study of sacred geometry. They study the occurrence of various numbers, patterns, and formula within divine works to discern sacred secrets. This might be as simply as adding up the alphanumeric values of all characters on a line and discovering an apparent divine message in them or as esoteric as calculating the letter of the name deities and holy words while consulting apocryphal religious texts to divine meanings from it. Gnostics perceive relationships between the laws of geometry, magic, and the quantum mechanical rules that all things in the universe seem to abide by.

Gnostics are obsessed with numbers and can discern divine meanings from things in their surroundings. How many steps did they take? How many men are sitting a bar? How many teeth are left in the mouth of that troll? They ask themselves these questions and are able to draw meaning from them. This practice gives them insight into the underpinnings of reality and allow them to predict and manipulate it to their will.



TABLE 3-1: THE GNOSTIC

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	MAXIMUM SPELL LEVEL
1st	+0	+0	+0	+2	Spells, divine numerology, gnosis pool	1st
2nd	+1	+0	+0	+3	Duplication	1st
3rd	+1	+1	+1	+3	Divine arithmetic	2nd
4th	+2	+1	+1	+4	Numerical interpretation	2nd
5th	+2	+1	+1	+4	Divine arithmetic, inspirational mathematics	3rd
6th	+3	+2	+2	+5	Double cast (1/day)	3rd
7th	+3	+2	+2	+5	Divine arithmetic	4th
8th	+4	+2	+2	+6	Pleroma	4th
9th	+4	+3	+3	+6	Divine arithmetic	5th
10th	+5	+3	+3	+7	Double cast (2/day), inspirational mathematics	5th
11th	+5	+3	+3	+7	Divine arithmetic	6th
12th	+6/+1	+4	+4	+8	Cosmic vision	6th
13th	+6/+1	+4	+4	+8	Divine arithmetic	7th
14th	+7/+2	+4	+4	+9	Double cast (3/day)	7th
15th	+7/+2	+5	+5	+9	Divine arithmetic, inspirational mathematics	8th
16th	+8/+3	+5	+5	+10	Triple cast	8th
17th	+8/+3	+5	+5	+10	Divine arithmetic	9th
18th	+9/+4	+6	+6	+11	Double cast (4/day)	9th
19th	+9/+4	+6	+6	+11	Divine arithmetic	9th
20th	+10/+5	+6	+6	+12	Inspirational mathematics	9th

Gnostics are very “cosmic” in their power source, and as such it blurs the line between divine and arcane magics. However, ultimately, their spells are categorized as arcane and they allow the gnostic to warp and distend reality to their whim. Many of their spells deal with the manipulation of the raw, primal, building blocks of the cosmos and other more “refined” casters look down on their art for it’s simplicity.

To a gnostic math is both philosophy and religion, transcending human comprehension and becoming the language of the divine. Many major religious see them as cultists, madmen, and heretics, but they are rarely overtly persecuted, rather they are looked at with skepticism. Some gnostics were once members of a particular faith who discovered divine numerology while others received formal training in the art.

HIT DICE: D6.

ROLE:

Gnostics are arcane spellcasters who specialize in spells that cover a wide area. These are most often damaging, enfeebling, or restorative in their nature. They have a very limited number of spells but they all scale in terms of power as they progress in level. Gnostics are required to be as intellectually astute as they are wise, making both Wisdom and Intelligence key ability scores for them. With greater Wisdom they can cast more powerful gnostic spells but their divine arithmetic relies on Intelligence to modify them.

ALIGNMENT: ANY LAWFUL

Gnostics are creatures of meticulous habit and formal education. Their art is the essence of law and a gnostic who is no longer lawful loses access to all of his gnostic class features besides weapon and armor proficiencies.

STARTING WEALTH:

2d6 × 10 gp (average 70 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The gnostic's class skills are Appraise (Int), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), Use Magic Device (Cha).
Skill Ranks per Level: 2 + Int modifier.

Class Features:

The following are the class features of the gnostic.

Weapon and Armor Proficiency:

The gnostic is only proficient with simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a gnostic's movements, which can cause his spells with somatic components to fail.

Gnostic Spells

A gnostic casts arcane spells drawn from the gnostic spell list. A gnostic is a spontaneous caster does not prepare her spells in advance. Gnostic spells cannot be used to create spell completion items.

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

A gnostic does not prepare spells like other spellcasters. She has a pool of gnosis (points) she uses to cast her spells. Each spell costs 1 gnosis point to cast per level of the spell. Gnostic spells do not have a listed spells level. She may prepare a spell at any level she wishes, provided she has reached a sufficient gnostic level. See Table 2-1: The Gnostic for the maximum spell level she can prepare. She does not receive bonus spells per day if she has a high Wisdom score, unlike other casters.

Gnostics commit obsessive, numerically harmonious rituals for their spells. Each gnostic must choose a time at which she must spend 1 hour each day enacting these mind boggling complex and esoteric rituals to regain her daily allotment of spells. Time spent resting has no effect on whether a gnostic can prepare spells. A gnostic may prepare and cast any spell on the gnostic spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily rituals. A gnostic may always elect to exclude himself from the areas of his own gnostic spells.

Gnosis Pool:

A gnostic has a pool of points known as "gnosis" (spiritual knowledge, mystical insights, or enlightenment energy) that she draws from, representing her harmony with the mathematical underpinning of the universe. This is equal to her

gnostic level + her Wisdom modifier (minimum 0). Though this pool may fluctuate, when the gnostic completes their mathematical rituals to regain their spells their pool is fully restored.

REGAINING GNOSIS

A gnostic regains 1 gnosis every time a creature within 30 feet of the gnostic (including the gnostic himself) rolls a natural 20 or a natural 1 on a skill check or attack roll while in combat (or at times when a failed check would result in a disastrous consequence). The gnostic must be aware of this action to regain the point as this represents their intimate connection to the self-expression of the universe in explosive moments like that. The creature who rolls one of those numbers needs to have an HD equal to or greater than the total character level of the gnostic. A gnostic cannot regain gnosis in this fashion more than once per round.

Divine Numerology:

The impact of a gnostic's spells are affected by the number of creatures within the radius she targets with her spells based on the divine number scheme laid out on Table 3-2: Divine Numerology. If a gnostic elects to exclude himself or others from the area of a gnostic spell, they do not count as targets for the purpose of divine numerology. For the purpose of determining number of creatures a swarm counts as 250 creatures per square.

Duplication:

At 2nd level, the first spell cast after regaining new uses of her spell via her daily ritual is automatically echoed for the gnostic. If she is of at least 8th level and has the pleroma class feature, this supersedes that one.

SIDEBAR: NEW MECHANIC- ECHOED SPELLS:

A spell that echoes occurs again on the following turn exactly as it did on the turn it was cast except all dice are treated as if they rolled a minimum result. This includes the same target, the same duration, the same divine numerology effect (even if the numbers have changed), etc. If the spell cannot be completed exactly as it was on the previous turn (the targeted creature moved out of range for example), the spell does not echo. Echoed spells are free spells, they do not consume an additional gnosis. Unless specifically noted, a spell's echo cannot be echoed (example: the echo of a spell that targeted 500+ creatures does not echo again).

Divine Arithmetic:

At 3th level and every other level thereafter, a gnostic learns how to manipulate the divine order of the cosmos in a different way. They gain any one of the following divine formula listed below. A gnostic of 12th level or higher can delve deeper and take advanced theorems instead (see below).

DIVINE FORMULAS

- **SACRED ADDITION:** The gnostic adds her Intelligence modifier to a maximum of their gnostic level as damage to any damage dealing gnostic spell she casts. In the event that this formula is used to modify a spell that heals rather than damages, it does not provide extra healing. However, if that spell that would normally heal a creature instead causes damage (such is the case when targeting undead, for example) this formula would add damage as if it were a typical damage dealing spell.
- **SACRIFICIAL SUBTRACTIONS:** The gnostic may exclude a number of creatures, up to their Intelligence modifier (minimum 1), from their gnostic spells.

TABLE 3-2: DIVINE NUMEROLOGY

NUMBER OF CREATURES TARGETED	EFFECT
1	The DC of any save required by the effect is increased by 2.
2	1.5x any amount of healing or damage done to undead
3	1.5x any amount of fire damage
4	1.5x any amount of cold damage
5	1.5x any amount of electricity damage
6	1.5x any amount of acid damage
7	Your effective caster level is increased by 2 for the purpose of determining the effectiveness of this spell.
8	If this spell echoes, the radius is doubled.
9	Double the duration of the effect
10	Increase the effective spell level of this spell by 1 (this can bring a spell to a level effectively above 9th)
11	Any creature who fails the save against this spell is also sickened for 1d4 rounds
12	Spell is automatically echoed* next turn
13	If this spell echoes, the radius is doubled.
14	1.5x any amount of healing or damage done to undead
15	1.5x any amount of fire damage
16	1.5x any amount of cold damage
17	1.5x any amount of electricity damage
18	1.5x any amount of acid damage
19	Spell is automatically echoed* next turn
20	Increase the effective spell level of this spell by 2 (this can bring a spell to a level effectively above 9th)
500+	Spell is automatically echoed* next turn.

*See sidebar on echoing spells on the previous page.

- **IMMACULATE MULTIPLICATION:** The gnostic's spell can echo on the turn after it is cast. Rather than being a free spell, this second spell costs half the number of gnosis (rounded up) and is paid at the same time the initial spell. If the spell does not go off, for whatever reason, the gnosis are still spent.
- **DIVINE DIVISION:** The gnostic may spend gnosis to reduce incoming damage of any melee attack that targets her by her Intelligence modifier to a maximum of the number of gnosis spent. This is done as a free action in response to the gnostic being successfully hit by an attack, before the damage dice have been rolled, and only applies against the specific hit in question (not against subsequent attacks on that creatures turn for example).

- **JUST AVERAGES:** Whenever the gnostic casts a gnostic spell, before the dice are rolled, she may elect to take the average of any variables (dice rolls) that are rolled for the spell. This just applies to dice rolls for damage and healing effects caused by gnostic spells.
- **SACROSANCT VARIABLES:** The gnostic can cause a gnostic spell that deals damage to deal a different kind of damage. This allows a spell that deals fire damage to deal cold damage or vice versa. A gnostic may swap any of the following damage types for any other damage type on the list: fire, cold, acid, electricity. Consequently the spell's elemental descriptor changes appropriately
- **RELIGIOUS ROUNDING:** When someone rolls a natural 20 or a natural 1 in an instance when it would cause the gnostic to regain gnosis points, she gains 1 extra point. In addition, the inspirational mathematics class feature rounds up rather than round down. If she has at least 10 levels of gnostic she gains an extra 2 instead of 1. If she has at least 15 levels she gains an extra 3 instead of 1 and at 20th level, a gnostic with this divine arithmetic gains an extra 4 instead of 1.

ADVANCED THEOREMS

- **EXPONENTIAL DIVINITY:** Any time her spell echoes, a gnostic may pay half of its full price at the start of her next turn to cause it to echo again on the turn she paid this price. This functions with immaculate multiplication.
- **GNOSTIC GEOMETRY:** The gnostic may modify the shape of her gnostic spells so long as it forms a contiguous shape and is equal in size to the original area of the spell.
- **INEVITABLE INVERSION:** The gnostic may spend 1 gnosis point as a free action after casting a spell that causes elemental damage to cause herself to absorb one kind of elemental damage

(fire, cold, acid, or electricity) for a number of rounds equal to her Intelligence modifier. The elemental energy type selected must reflect the spell she just cast. If, during this time, the gnostic is damaged by that element she takes no damage from it and instead is healed for 1 hp for every 3 damage it dealt. This cannot bring her over her maximum health. A gnostic can only have one element active at a time.

- **CHAOS THEORY:** When casting a spell, the gnostic can pay 1 extra gnosis point and select the result they wish on the Divine Numerology table (rather than the one they have). Each time the gnostic does this, they move a little closer to becoming chaotic. For every 3 times per day that a gnostic uses this ability, their alignment shifts 1 step towards chaotic on the law/chaos axis. This counter is reset when they perform their rituals to regain their spells, so long as they are not already of the chaotic alignment.
- **DIVINE ORDER OF OPERATION:** A gnostic can elect to have a spell they cast only affect outsiders. In addition, if there are 4 or more creatures targeted by a gnostic spell and they are all outsiders the gnostic can decide as a free action after casting it to echo that spell on their next turn. This second spell only affects outsiders.

Numerical Interpretation:

Starting at 4th level, any gnostic spell from the following list has its damage increase by the gnostic's Intelligence modifier: *desolation of frost*, *heaven's fire*, *hell geyser*, and *storm of retribution*.

SIDEBAR: GNOSTIC AND METAMAGIC

A gnostic's spells can be modified by metamagic. However, the total level of the spell after being modified by the metamagic feat cannot exceed the maximum level of the spell that gnostic can cast. Use the spell's level prior to being modified by the metamagic feat for the purpose of the effects of the gnostic spell. Gnostics do not have spell slots.

Inspirational Mathematics:

At 5th level, a gnostic can draw greater inspiration from the events that occur around him as his connection to the will of cosmos grows stronger. He is restored an amount of gnosis points equal to $1/2$ his Intelligence modifier (rounded down) when someone rolls a natural 20 or a natural 1 in an instance where it would normally just restore him 1 gnosis point.

At 10th level he is restored an amount equal to his full Intelligence modifier.

At 15th level he is restored an amount equal to $1.5 \times$ his Intelligence modifier.

At 20th level he is restored an amount equal to $2 \times$ his Intelligence modifier.

Double Cast (Ex):

At 6th level, once per day a gnostic can cast two gnostic spells with a single standard action. These spells cannot have overlapping areas of effect. Each spell is treated as if it had independently cast and each determines its own divine numerology bonus separately. These spells cannot be modified by metamagic feats and any associated save is reduced by 2.

At 10th level and every 4 levels thereafter a gnostic may use double cast one additional time per day.

Pleroma (Ex):

At 8th level, anytime a gnostic casts a spell when they are full on gnosis it echoes on their next turn.

Note: This term literally means "fullness" and refers to the sum total of all divine power in various gnostic traditions.

Cosmic Vision (Su):

By 12th level, a gnostic has gazed long into the enlightening truth and it has started back. The eyes of the gnostic taken on the appears of windows into an infinite field of stars. From then on, they gaze as if they are blind, able to see all around them thanks to their connection to the greater scheme of things. A gnostic of 12th level gains all-around vision and cannot be blinded except by magical means.

Triple Cast (Ex):

At 16th level, a gnostic can expend 2 uses of his double cast class feature to cast three gnostic spells in a single standard action. Spells cast in such a fashion have their DC reduced by 3.

Unanchored Geometry (Ex):

At 20th level, once per day a gnostic can expend 1 use of his double cast class feature to cast 4 gnostic spells as a single standard action. In addition, a gnostic recovers 1 point of gnosis at the start of his turn during combat.

Note: The phrase "unanchored geometry" is a term to describe the ability of one to overlay a geometric shape or pattern over anything (images, text, maps, the night sky, etc) and find a pattern.

TABLE 3-1: THE GNOSTIC FAVORED CLASS BONUSES

Race	Bonus	Source
Human	Gain 1/6 of a new divine formula.	CRB
Dwarf	Add 2 feet per level to the radius of the geometric fluctuations spell.	CRB
Elf	Add a +1/2 gnostic level on concentration checks when casting gnostic spells.	CRB
Gnome	Gain 1/3 (minimum 1) of an additional point of gnosis when someone scores a critical hit.	CRB
Aasimar	Add 1 + 1/3 gnostic level to the amount healed by the creator's compassion spell of the gnostic.	ARG
Ifrit	Add 1 + 1/3 gnostic level to the amount of damage caused by the heaven's fire spell of the gnostic.	ARG
Pon'par'i	Add 1 + 1/3 gnostic level to the amount of damage caused by the desolation of frost spell of the gnostic.	RG4
Ves	Gain 1/6 an extra use of double cast per day.	RG4

Gnostic Spell List

A Gnostic's List of Spells: *Creator's compassion, demiurge's destruction, distention, desolation of frost, enlightenment, geometric fluctuations, heaven's fire, hell geyser, starfields, storm of retribution*

Heaven's Fire

SCHOOL evocation (fire); LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 20-ft.-radius spread + 5 ft per spell level

DURATION instantaneous

SAVING THROW Reflex half; SPELL RESISTANCE yes

DESCRIPTION

A rain of fire falls from the heavens.

Creatures within the area of this spell take 1d6 fire damage per level of this spell. A gnostic who casts this spell within a confined space without access to the sky deals minimum damage.

If this spell is cast as a 5th level or higher spell by a gnostic, the creatures who fail the Reflex save become vulnerable to fire (1.5x) for a number of rounds equal to the level this spell was cast at. This does not affect the damage of this attack if they were not already vulnerable to fire. If this spell is modified to deal a different kind of energy damage, the creature becomes vulnerable to that kind of damage instead. Creatures with energy resistance to the kind of energy damage this spell deals are immune to this secondary effect.

Hell Geyser

SCHOOL evocation [earth]; LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 20-ft.-radius spread + 5 ft per spell level with a height of 10 ft

DURATION instantaneous

SAVING THROW Reflex half; SPELL RESISTANCE yes

DESCRIPTION

An series of small, explosive, geysers of acidic liquid erupt from the ground. Creatures within the area of this spell take 1d6 acid damage per level of this spell. Creatures who are at least 5 feet off the ground or who are directly adjacent to the radius of this spell take minimum damage from this and no damage on a successful Reflex save.

If this spell is cast as a 5th level or higher spell by a gnostic, the creatures who fail the Reflex save also have one piece of equipment (decided by the GM) damaged by an equal amount of acid damage.

Storm of Retribution

SCHOOL evocation (electricity); LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 20-ft.-radius spread + 5 ft per spell level

DURATION instantaneous

SAVING THROW Reflex half; SPELL RESISTANCE yes

DESCRIPTION

A small thunderstorm snaps into existence, peppering the ground with a hellstorm of lighting bolts and static discharges. Creatures within the area of this spell take 1d6 electricity damage per level of this spell. Creatures who are at least 5 feet off the ground or who are directly adjacent to the radius of this spell take minimum damage from this and no damage on a successful Reflex save.

If this spell is cast as a 5th level or higher spell by a gnostic, the creatures who fail the Reflex save receive a Fortitude save or are dazed for 1 round.

Creator's Compassion

SCHOOL conjuration (healing); LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 10-ft.-radius spread + 5 ft per 2 spell levels

DURATION instantaneous

SAVING THROW Will half (harmless) or Will half;

SPELL RESISTANCE yes (harmless) or yes; see text

DESCRIPTION

An intense divine glow lights the area, causing flowers to regrow, wounds to heal, and spirits to lift. Creatures within the area of this spell are healed for 1d6 points of healing + 1 per level of this spell. Like other healing spells, creator's compassion deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

If this spell is cast as a 5th level or higher spell by a gnostic, the creatures who are healed are also restored 1 point of temporary ability score damage to an ability score or gain a +1 luck bonus to their AC for a number of rounds equal to this spell's level. The nature of what is restored is determined by the gnostic.

Desolation of Frost

SCHOOL evocation (cold); LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 20-ft.-radius spread + 5 ft per spell level

DURATION instantaneous

SAVING THROW Reflex half; SPELL RESISTANCE yes

DESCRIPTION

A frigid, foggy, gale blows through at the command of the caster. Creatures within the area of this spell take 1d6 cold damage per level of this spell. A gnostic who casts this spell within an area with an ambient temperature above 75 °F (24 °C) automatically deals minimum damage.

If this spell is cast as a 5th level or higher spell by a gnostic, the creatures who fail the Reflex save are also bound to the ground by ice. A creature is encased partially in ice, impeding movement. This reduces the movement speed of the creature by half for a number of rounds equal to the level this spell was cast at. A Strength check (DC 10 + Wisdom modifier) breaks this effect immediately. Further applications of this effect do not further impede movement speed but does refresh the duration.

Starfields

SCHOOL enchantment; LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 10-ft.-radius spread + 2 ft per spell level

DURATION instantaneous

SAVING THROW Will negates; SPELL RESISTANCE yes

DESCRIPTION

A dusting of thousands of tiny, twinkling, star-like motes slow descend. Creatures who fail the Will save are fascinated for a number of rounds equal to 1/2 this spell's level (minimum 1). Each round after the first, at the start of their turn, the creature receives a new save to remove the condition.

If this spell is cast as a 5th level or higher spell by a gnostic, the creatures who fail a Will save fall asleep rather than become fascinated.

Demiurge's Destruction

SCHOOL necromancy; LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 10-ft.-radius spread + 5 ft per 3 spell levels

DURATION instantaneous

SAVING THROW Will negates; SPELL RESISTANCE yes

DESCRIPTION

For a split second, dark, nebulae, cosmic, energy erupts from an artificial rupture in space time, sapping the very essence of the creatures nearby.

This causes all creatures within the radius who failed the save to take a penalty on all skill checks and attack rolls equal to this spell's level (minimum -1). This lasts for a number of rounds equal to this spell's level. Each round after the first, at the start of their turn, the creature receives a new saving throw to remove this penalty.

If this spell is cast as a 5th level or higher spell by a gnostic, the creatures who fail a Will save take 1+1d4 points of ability score damage to a mental ability score (Intelligence, Wisdom, or Charisma) of the gnostic's choosing. This may be decided on a case by case basis.

Geometric Fluctuations

SCHOOL transmutation; LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 20-ft.-radius spread + 5 ft per spell level

DURATION instantaneous

SAVING THROW Reflex negates; SPELL

RESISTANCE no

DESCRIPTION

The very geometry of the space of this region suddenly and violently fluctuates chaotically. Creatures within the region who fail the save are thrown 20 feet + 5 feet per spell level directly up into the air.

If this spell is cast as a 5th level or higher spell by a gnostic, the creatures who fail a Reflex save also take 1d4 points of piercing damage for every level of this spell.

Distention

SCHOOL transmutation; LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 20-ft.-radius spread + 5 ft per spell level

DURATION 2 rounds per spell level

SAVING THROW none; SPELL RESISTANCE no

DESCRIPTION

The caster reduces the very spatial geometry to a elastic slurry that greatly impedes movement. The area is considered difficult terrain. For the purpose of the divine numerology class features of the gnostic this spell counts the number of creatures within the initial area that is targeted. Excluded creatures are not immune to the effect of this spell (or any other benefit), but may be excluded for the purpose of gaining a desirable effect.

If this spell is cast as a 5th level or higher spell by a gnostic, creatures who take a move action while in this area (or if they move into this area), take 1d4 Dexterity damage per round if they fail a Fortitude save.

Enlightenment

SCHOOL transmutation; LEVEL gnostic N/A

CASTING

CASTING TIME 1 standard action

COMPONENTS V, S

EFFECT

RANGE close (25 ft. + 5 ft./2 levels)

AREA 20-ft.-radius spread + 5 ft per spell level

DURATION instantaneous

SAVING THROW Will half (harmless) or Will half;

SPELL RESISTANCE yes

DESCRIPTION

An infusion of star-essence expands the minds and empowers the forms of those creatures within the radius of the spell. This provides one of the following bonuses, selected by the caster, to all creatures (all creatures receive the same bonus) for 1d4+1 rounds:

- A +1 insight bonus on attack rolls. If this is cast as a 3rd level spell, it provides a +2 bonus, a +3 as a 5th level spell, a +4 as a 7th level spell, and a +5 as a 9th level spell.
- A +1 insight bonus to the creature's AC. If this is cast as a 3rd level spell, it provides a +2 bonus, a +3 as a 5th level spell, a +4 as a 7th level spell, and a +5 as a 9th level spell.
- A +2 sacred or profane bonus to a mental ability score of the caster's choosing (Intelligence, Wisdom, or Charisma). If this is cast as a 3rd level spell, it provides a +4 bonus, a +6 as a 5th level spell, a +8 as a 7th level spell, and a +10 as a 9th level spell. If this is cast by a good aligned spellcaster it is a sacred bonus, a profane bonus if they are evil, and a neutral aligned spellcaster may chose if it is a sacred or profane bonus each time they cast.

A creature may only benefit from one gnostic enlightenment spell at a time, the benefits of the spell with the highest level remaining in cases when two of the same benefits apply. If two enlightenment spells of equal level are applied to a creature, the newer one supersedes the older one.

Gnostic Game Mastery

GNOSTIC THOUGHT

Gnostics do not pray to a single god, but rather view most deities as extensions of the force of creation of the universe (the demiourgos), deeming these lesser god "demiurges". Gnostics believe that they live on a "lower world" (or plane, or existence, or reality) and they must focus on spiritual endeavors over material ones to truly understand. It is a common belief that these demiurges are ignorant of the true nature of the universe (by design or out of true ignorance) and their envoys (referred to as archons) will seek to detain any spirit seeking to reach the true creator / creative force of the universe. For this reason many gnostics have an inherent mistrust or enmity for outsiders.

GNOSTICS IN YOUR GAME

Depending on the campaign setting, gnostics may believe in the collective will of a pantheon rather than the individual gods themselves or view them as ignorant divine figures whose influence prevents the achievement of true enlightenment. As a GM, you can build a world where this is true, or not. A gnostic's power source is cosmic rather than simply divine and does not require them to be correct about the metaphysics of the universe to be able to function.

"GNOSTICISM" VS THE GNOSTIC CLASS

Keep in mind that not all creatures that believe in some form of gnosticism are gnostics in terms of their character class. The gnostic class is representative of a creature who practices divine numerology and has a grasp on the mystical divine arts associated with. While the gnostic class draws heavily from gnosticism, it can be retooled to represent any sort of divine caster obsessed with numerology.

Godaiken

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Some people say that magic is a tool of chaos, creating effects from nothing. Others say that it's a tool of order bringing harmony to the tumultuous nature of reality. Some say it's a natural phenomenon, and others say it's an unnatural ability gained through evil. The godaiken believes that magic permeates the world as an effect of imbalance between the elements that make up everything. She understands how these effects interact, he is able to use strategic imbalance of these forces to cause effects. She is in tune with the elements, and she follows their example to keep a balance between the elements and the world at large.

HIT DICE: D8.

ROLE:

The godaiken excels at unleashing the fury of the elements on his foes. While the most obvious form of this stems from his mastery of elemental magic, A godaiken who can master the power of his elemental kata is a true terror on the battlefield, able to weather attacks, confound enemies, and shatter defences in equal measure.

ABILITIES:

The godaiken can make use of any of the physical ability scores. Strength for melee combat and damage, Dexterity for ranged combat and defense, and Constitution for survivability. The godaiken's *ki* abilities and spells are run off of Wisdom so having a strong Wisdom will be key in any case.

ALIGNMENT: ANY

STARTING WEALTH:

3d6 x 10 gp (avg 105 gp) in addition each character begins play with an outfit worth 10 gp or less

CLASS SKILLS:

The godaiken's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str).

Skill Points Per Level: 2 + Int modifier

Class Features:

The following are class features of the godaiken.

Weapon and Armor Proficiency:

The godaiken are proficient in all simple weapons but not with armor or shields. Armor interferes with a godaiken's movements, which can cause her spells with somatic components to fail.

Ki Pool (Ex):

At 1st level, a godaiken gains a pool of *ki* points, supernatural energy she can use to accomplish amazing feats. The number of points in a godaiken's *ki* pool is equal to 1/2 her godaiken level + her Wisdom modifier.

TABLE 4-1: THE GODAIKEN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELL LEVEL
1 st	+0	+2	+2	+0	Ki pool, seishin cultivation, unarmed strike	1
2 nd	+1	+3	+3	+0	Elemental wheel, elemental kata	1
3 rd	+2	+3	+3	+1	Attunement, turn the wheel	1
4 th	+3	+4	+4	+1	Bonus feat	2
5 th	+3	+4	+4	+1	Elemental evasion	2
6 th	+4	+5	+5	+2	Ripple, attunement	2
7 th	+5	+5	+5	+2	Elemental empowerment	3
8 th	+6/+1	+6	+6	+2	Turn by turn, bonus feat	3
9 th	+6/+1	+6	+6	+3	Attunement	3
10 th	+7/+2	+7	+7	+3	Fused trigram	4
11 th	+8/+3	+7	+7	+3	Spell combat	4
12 th	+9/+4	+8	+8	+4	Attunement, bonus feat	4
13 th	+9/+4	+8	+8	+4	Fused trigram	5
14 th	+10/+5	+9	+9	+4	Improved elemental empowerment	5
15 th	+11/+6/+1	+9	+9	+5	Attunement	5
16 th	+12/+7/+2	+10	+10	+5	Bonus feat, fused trigram	6
17 th	+12/+7/+2	+10	+10	+5	Elemental rage	6
18 th	+13/+8/+3	+11	+11	+6	Attunement	6
19 th	+14/+9/+4	+11	+11	+6	Fused trigram	6
20 th	+15/+10/+5	+12	+12	+6	Balanced one, bonus feat	6

- By spending 1 point from her *ki* pool as a swift action. A godaiken can gain a +2 insight bonus to AC until the start of her next turn.
- By spending 1 point from her *ki* pool as a swift action a godaiken gains 5 energy resistance per elemental token she has. This resistance applies to any elements for which she has a token. At 11th level, this resistance increases to 10 per token.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. Each of these powers is activated as a swift action.

Unarmed Strike (Ex):

At 1st level, a godaiken gains Improved Unarmed Strike as a bonus feat. A godaiken's attacks may be with fist, elbows, knees, and feet. This means that a godaiken may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a godaiken striking unarmed. A godaiken may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a godaiken's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on her attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A godaiken's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A godaiken also improves the damage of her unarmed strikes as a monk but only while she has at least 1 *ki* point in her pool.

Spells:

A godaiken casts arcane spells drawn from the godaiken spell lists (presented on table 1-2 at the end of this class). She can cast any spell on the godaiken spell list without preparing it ahead of time. To cast a spell, a godaiken must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a godaiken's spell is 10 + the spell's level + the godaiken's Wisdom modifier.

It costs a number of seishin points equal to the spell's level to cast the spell. As the godaiken gains more levels, she gains access to more powerful spells. The maximum spell level a godaiken can cast is indicated on table 1-1.

Unlike a wizard or a cleric, a godaiken need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has the seishin points required to cast the spell. However, some spells on the godaiken spell list are separated by an or. When the godaiken regains *ki* points after resting for 8 hours she may study the nature of the elements and select one of those 2 spells to include in her spell list. Spells with a comma are contained together.

Unlike other casters, a godaiken may cast a spell of higher than her maximum level of spell known. She must know the spell in question, but spell level increases caused by metamagic only cost more seishin.

Seishin Cultivation (Su):

At 1st level, the godaiken may spend a *ki* point as a free action once per round to generate the arcane power used to cast her spells. She gains 1 seishin by spending *ki* points in this manner. At 4th level and every 2 levels thereafter, the godaiken gains an additional seishin point when she expends this *ki* point. Up to a maximum of 10 at 20th level.

Seishin points generated from this class feature last for 3 rounds and do not stack with additional uses of this class feature. The higher value of seishin points gained is used instead.

The Elemental Wheel (Su):

The Godaiken draws power from the elements and as she uses the elements she embodies their aspects in a small manner. The elemental wheel describes a concept that the world is whole and kept in check with each element balancing the others out. Fire consumes Wind, Water quenches Fire, Earth absorbs Water, and Wind scatters Earth.

Whenever the godaiken casts a spell with an elemental descriptor she gains an elemental token of the associated element if she does not already have one. This token modifies her elemental trigrams and can be spent for a greater benefit using attunements. Other godaiken abilities may reference elemental tokens. When a godaiken has one of each of the four tokens she is considered to be in balance with the elements and gains a void token.

The godaiken can then spend any elemental tokens and keep her void token, however, she is only in balance while she holds each of the four elemental tokens. Once spent, a void token can only be regained after spending each token and then gaining each back or after 24 hours.

The elemental tokens are associated with an energy damage type and a spell descriptor:

- The fire token is associated with spells with the fire descriptor and fire damage.
- The water token is associated with spells with the water or cold descriptors and cold damage.
- The earth token associated with spells with the earth or acid descriptor and acid damage.
- Finally, the air token is associated with spells with the air or electricity descriptors and electricity damage.

While balanced you ignore up to twice your godaiken level in energy resistances or immunities to energy damage. If a target is immune to an energy type, the godaiken deals a maximum amount of damage equal to twice his godaiken level.

Elemental Kata (Su):

Starting at 2nd level the godaiken may enter one of four elemental katas. Entering one of these stances is a swift action. A godaiken may be in one of her elemental kata and a style at the same time, but may only be in one elemental kata at a time. The elemental kata are unfinished pieces relying on one element and benefitting only from the feeding element.

- **FIRE:** The godaiken adds an amount of fire damage to her unarmed strikes equal to her Wisdom modifier. In addition, when casting a spell that deals fire damage the godaiken increases the damage by 1 per die rolled. While the godaiken has an air token, she may use her unarmed strikes as ranged touch attacks against a target up to 30 feet away. These attacks are still unarmed strikes, but are no longer melee attacks.

- **WATER:** The godaiken gains a +1 bonus to attack rolls and may make an additional unarmed strike at her highest base attack bonus. This bonus to attack rolls increases by 1 at 4th level and every 4 levels thereafter. While the godaiken has a fire token she emits a shroud of steam that grants her partial concealment.
- **EARTH:** The godaiken gains an amount of temporary hp equal to her godaiken level + her Wisdom modifier. In addition, she gains DR 1/magic. This DR increases by 1 at 4th level and every 4 levels thereafter. While the godaiken has a water token she gains fast healing 1 while in combat. This fast healing increases by 1 at 4th level and every 4 levels thereafter. The godaiken is considered to be not in combat 3 rounds, or after all hostile combatants that she can perceive are unconscious, or dead.
- **AIR:** The godaiken gains a +1 dodge bonus to her AC. This dodge bonus increases at 4th level and every 4 levels thereafter. While the godaiken has an earth token she may make a bull rush attempt at her highest attack bonus with an additional +1 bonus without provoking an attack of opportunity after making a full attack. The bonus on the bull rush attempt increases by 1 at 4th level and every 4 levels thereafter.

Attunement (Su):

As the godaiken increases in power she builds attunements to the elements. Attunements are effects that can be used in combat, many of them provide an effect while you have an elemental token or give you a method of earning an elemental token. A godaiken may use any attunements that she qualifies for.

3RD LEVEL ATTUNEMENTS

- **BUILDING HEAT:** While you have a fire token, when you hit with an unarmed strike you deal 1 additional fire damage on your next unarmed strike. Each successful attack increases the damage by 1, to a maximum of +5. When you reach +5, gain a fire token. This damage is multiplied on a critical hit. This bonus goes away after missing an attack or after 2 rounds without making an unarmed strike.
- **EARTHEN ARMOR:** While you have an earth token you gain a +1 natural armor bonus to AC. As a swift action, you may spend an earth token to pull earth and stone around your form for 1 minute. You gain an armor bonus to AC equal to your Wisdom modifier. This armor does not have a maximum Dexterity bonus, has no Armor check penalty, and no arcane spell failure chance, and does not reduce your movement speed. You are proficient in this armor, but it counts as medium armor for the purposes of spells and effects.
- **SCYTHING WINDS:** While you have a wind token your unarmed strikes may deal slashing damage and bludgeoning damage. By spending a wind token as a swift action, the next attack roll you make is compared to the AC of each target in a 30 foot cone. Each target hit takes slashing damage equal to your unarmed strike damage.
- **WATER WHIP:** While you have a water token you may make a whip out of water. This whip can attack within 15 feet of you and deals 1d6 piercing slashing and bludgeoning damage and is modified by your Wisdom modifier instead of your Strength modifier. You may spend a water token to use the whip to make a combat maneuver check to disarm, drag, trip or steal from 15 feet away without provoking an attack of opportunity. This combat maneuver uses your godaiken level as your base attack bonus and adds your Wisdom

modifier in addition to your Strength.

- **STRENGTH OF VOID:** While you have a void token you gain a +2 enhancement bonus to Strength. This bonus increases by +2 at 6th and 9th levels. You may spend a void token to double your enhancement bonus to Strength for 1 round.

6TH LEVEL ATTUNEMENTS

- **AQUALUNG:** While you have a water token you gain a swim speed of 30 feet. In addition, you may breathe underwater without consequence and you do not take penalties to attack or damage rolls while fighting underwater. You may spend a water token as a standard action to force a creature within 30 feet to make a Fortitude save. The save DC is $10 + \frac{1}{2}$ godaiken level + Wisdom modifier. Failure against this save causes the target to be sickened for a number of rounds equal to the godaiken's Wisdom modifier, and nauseated for 1 round. Success halves the duration of the sickened condition and negates the nauseated condition.
- **ARMOR ERUPTION:** As a swift action you may remove your armor bonus to AC from earthen armor to deal 1d6 bludgeoning damage per godaiken level to all creatures within 20 feet. This damage can be halved with a Reflex save DC $10 + \frac{1}{2}$ godaiken level + Wisdom modifier.
- **EVERYTHING AND NOTHING:** At 5th level, whenever she is subject to a spell, spell-like ability, or supernatural ability that deals energy damage that offers a save for a partial effect or for half damage, the godaiken takes no effect if she makes the save and gains 1 elemental token that matches the type avoided as mentioned in the elemental wheel class feature. You do not gain an elemental token if the type of damage does not correspond to an element on the elemental wheel.

- **INCINERATE PROJECTILE:** Once per round you may deal your unarmed strike damage in fire damage to an incoming projectile. Doing this does not take up an action. If this reduces the object to 0 hit points, it misses. You may do this in the same round you use Deflect Arrows. You may only use this ability while you have a fire token. You may spend a fire token to instead apply this effect to each ranged projectile targeting you until the start of your next turn. While you are balanced, the fire damage is not halved when dealing damage to objects.
- **WIND SURGE:** By blasting wind behind you, you may surge forward and add momentum to an attack. While you have a wind token a charge attack deals an additional 2d6 damage and you gain an extra 10 feet of movement on a charge. You may spend a wind token to do a special charge that moves you up to your movement speed in a straight line and allows you to make an unarmed strike against every enemy adjacent to your position while in that line. You may move through creatures during this charge although you must end your movement adjacent to one of your targets. While you are balanced you may make an attempt to turn the wheel as the attack for a charge attack.
- **EARTH'S EMBRACE:** You may spend an earth token as a swift action to create an area where collision with the earth is damaging. Creatures who are knocked prone, within the area, take 1d10 falling damage. Creatures who would take falling damage within the area instead take 1d10 damage per 10 feet fallen. This area is a radius of 5 feet per godaiken level and lasts for a number of rounds equal to your Wisdom modifier.
- **LIGHTNING ROD:** When you are the subject of a spell, spell-like ability or supernatural ability that deals lightning damage, the effect does not proceed past you even if it would normally. A *lightning bolt* spell stops at your square, and a *chain lightning* spell ignores any targets after you. In addition you gain 1 wind token whenever this occurs. If this causes you to become balanced you may as an immediate action force the target who caused the action to make a Reflex save DC 10 + $\frac{1}{2}$ godaiken level + Wisdom modifier or suffer the same effect as the spell she cast.
- **MAGIC'S CENTER:** While you have a void token you may increase the maximum numerical bonus you receive from your caster level for spells by 1 for every 4 levels of godaiken. If you cast shocking grasp as a 9th level godaiken it would deal 1d6 per caster level maximum 7d6. In addition you increase this maximum by 1 while you are balanced. You may spend a void token to modify a spell you cast with a metamagic feat with no increase in seishin cost or casting time.

9TH LEVEL ATTUNEMENTS

- **FIERY LANDING:** You may spend a fire token as a standard action in order to leap forward into the fray. You make an Acrobatics check with a bonus equal to your godaiken level. If you succeed in your jump you may deal creatures within 20 feet of your landing location 1d6 fire damage for every 5 points of the result of your Acrobatics check (maximum 1d6 per caster level). This damage can be halved with a Reflex save DC 10 + $\frac{1}{2}$ godaiken Level + Wisdom modifier. This movement provokes attack of opportunity as normal and is limited by your normal movement for the round.

- **WATER BULLETS:** You may spend a water token and a full round action to fire a barrage of water bullets. These bullets have a range increment of 40 feet, deal bludgeoning and piercing damage, and resolve against touch AC if your target is within the first range increment. These bullets deal 1d10 damage + your Wisdom modifier and have a x4 critical multiplier when you score a critical hit. When using this ability you gain a number of bullets equal to the number of attacks you may make in a round +1.

12TH LEVEL ATTUNEMENTS

- **CAUTERIZE:** While you have a fire token you are immune to bleed damage. You may spend a fire token to burn away a poison or disease. The effect is removed but you take fire damage equal to the poison or disease's save DC. This damage may not be resisted by fire resistance or immunity.
- **EARTH CARAPACE:** When you spend an earth token for any reason you gain a shield of earth. You gain a number of temporary hit points equal to twice your godaiken level + twice your Wisdom modifier. At 18th level, these temporary hit points become three times your godaiken level + three times your Wisdom modifier.
- **INFINITE BREATH:** While you have an air token you no longer need to breathe. You become immune to the effects of inhaled poisons, can travel underwater without fear of drowning, and ignore any environmental hazards based on not being able to breathe. You may spend an air token as an immediate action to use gust of wind or wind wall as a supernatural ability, or reduce falling damage you or any creature within 30 feet takes by 1d6 per level of godaiken.
- **THE VOID REVOKES:** While you have a void token you may cast spells in an area of anti-magic normally. You may spend a void token as a standard action to cast antimagic field, and retain your ability to cast spells, use spell-like or supernatural abilities, until the end of your next turn.
- **THE WATER OF LIFE:** You may spend a water token as a swift action or move action to send a healing shower down upon a creature within 15 feet of you. A living creature heals 1d6 hit points for every 2 levels of godaiken, and heal 1d4 points of ability damage or drain in any 2 ability scores. At 18th level, you may heal 1d4 points of ability damage or drain in any 3 ability scores instead.

15TH LEVEL ATTUNEMENTS

- **THE EARTH'S RESOLVE:** While you are balanced you gain a +1 bonus on all attack and damage rolls while you are below half health. This bonus increases by +1 for every 4 levels of godaiken. If you cast a spell you gain +1 damage per die rolled. Once per day, you may spend an earth token when an attack, spell, or effect would reduce you to 0 hit points or fewer. Doing so is not an action. You are instead reduced to 1 hit point.
- **THE FLAME'S GLORY:** While you are balanced double your bonus fire damage from building heat. You may spend a fire token as a free action to double any enhancement bonuses you receive to physical ability scores for 1 round. You additionally gain an attack at your highest base attack bonus that stacks with haste or another such effect, your unarmed strikes are treated as being flaming burst, and your attacks have their critical threat range increased by 1. If you have a void token instead increase it by 2 before multiplying from improved critical or a similar effect. After this turn you are fatigued for 1 hour.

- **THE VOID'S BALANCE:** You may spend a void token as a free action to be treated as though you were balanced for 1 round.
- **THE WATER'S EDGE:** While you are balanced you add together all the damage from your successful melee attacks or spells before applying them to a target's DR or resistances. You may spend a water token as a free action to ignore resistances or immunities against your target for 1 round and suppress any regeneration they might have. If their regeneration cannot be suppressed then it is immune to this effect.
- **THE WIND'S FREEDOM:** While you are balanced you have freedom of movement constantly on you. You may spend a wind token to make a full attack action as a standard action.
- **GASP FOR BREATH:** The godaiken may spend an air token and a *ki* point to forcibly remove the air in an area. This functions like mass suffocation using the godaiken's level as her caster level and the save DC is $10 + \frac{1}{2}$ the godaiken's level + Wisdom modifier. If the godaiken has a void token the save DC is increased by 2.
- **EARTHCALLER:** The godaiken may spend an earth token and a *ki* point to cast clashing rocks using her godaiken level as her caster level with a save DC of $10 + \frac{1}{2}$ godaiken level + Wisdom modifier. If the godaiken has a void token the save DC is increased by 2.
- **FROZEN SOUL:** The godaiken may spend a water token and a *ki* point after succeeding at an unarmed strike to attempt to freeze her opponent's very essence. The target makes a Fortitude save DC $10 + \frac{1}{2}$ godaiken level + Wisdom modifier. If she fails the save the godaiken's unarmed strike damage instead becomes 2d6 cold damage per godaiken level. If this would reduce the target to 0 hit points or fewer, it turns into an icy statue with a diamond inside. The creature's soul is trapped in this diamond and without freeing the soul it cannot be resurrected. The godaiken can perform a ritual costing 10,000 gp to purify the soul and send it to heaven, gaining a temporary void token. This token can be spent for any purposes a void token can be spent, but does not count as having a void token for other purposes. This token lasts for a number of days equal to the godaiken's level before it disappears with no benefit. If the creature makes the save she instead takes 5d10 cold damage in addition to the unarmed strike damage. If the godaiken has a void token the DC for the save is increased by 2, this stacks with any other increases to the save DC.

18TH LEVEL ATTUNEMENTS

- **ASHES TO ASHES:** The godaiken may spend a fire token and a *ki* point after succeeding at an unarmed strike to attempt to incinerate her enemy entirely. The target makes a Fortitude save DC $10 + \frac{1}{2}$ godaiken level + Wisdom modifier. If she fails the save the godaiken's unarmed strike damage instead becomes 2d6 fire damage per godaiken level. If this would reduce the target to hit points or fewer it explodes, targeting all creatures other than the godaiken within a 20 foot radius. It deals 20d6 fire damage to all targets with a Reflex save at the same DC for half damage. If the target succeeds her save she instead takes 5d10 fire damage in addition to the unarmed strike damage. If the godaiken has a void token the DC for both saves is increased by 2, this stacks with all other increases to save DCs.

- **VOID'S GIFT:** The godaiken may spend a void token as a free action to gain 4 temporary elemental tokens. These tokens are of one of each element and count as having those tokens for the purposes of attunements and fused trigrams, but not for being in balance. These tokens last for a number of rounds equal to the godaiken's Wisdom modifier. You may have a temporary token even if you have a normal token.

Turn the Wheel(Su):

At 3rd level, as a standard action, the godaiken may spend an elemental token and make an attack. If her attack is successful it deals an additional 1d6 damage of the chosen element. In addition the target gains a vulnerability to the next element in the wheel; this vulnerability lasts for a number of rounds equal to the godaiken's Wisdom modifier. The damage of this attack increases by 1d6 at 6th level and every 3 levels thereafter. If the godaiken is balanced when she does this the damage is increased by 1d6 and an additional 1d6 every 3 levels thereafter.

Bonus Feats:

At 4th level and every 4 levels thereafter, a godaiken gains a bonus metamagic or style feat. The godaiken must still meet all prerequisites these bonus feats, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The godaiken is not limited to the categories of style feats or metamagic feats when choosing those feats.

Elemental Evasion (Ex):

At 5th level, whenever she is subject to a spell, spell like ability, or supernatural ability that deals energy damage that offers a save for a partial effect or for half damage, if the godaiken makes the save she takes no effect and gains 1 elemental token that matches the type avoided.

Ripple (Su):

When using the turn the wheel class feature, the godaiken's unarmed strikes ripple off its intended victim to affect those nearby as well. Targets within 10 feet of the target of the godaiken whenever she uses the Turn the Wheel class feature to make an attack make a Reflex save (DC 10 + ½ godaiken level + Wisdom modifier) to take half damage and not gain a vulnerability. While you have an elemental token the save DC of your spells and supernatural abilities that match that token increase by 1. This benefit does not stack with the Elemental Focus feat.

Elemental Empowerment (Ex):

At 7th level, the godaiken can channel her focus into one particular element. She may meditate on the essence of one element while she regains her *ki* points. After resting, she gains that element's token and while she has an elemental token in that element she increases her caster level for spells with that element's descriptor by 1. While she is balanced she increases it by an additional 1.

Turn by Turn (Su):

At 8th level, when using the Turn the Wheel class feature, the godaiken may use Turn the Wheel as a full-round action. She makes an attack at her highest base attack bonus base attack bonus by spending a first token, and then she may spend a second elemental token to make a second attack at her highest base attack bonus dealing the damage type of that one. Both attacks provides vulnerability to the next element on the wheel.

Fused Trigram (Su):

At 10th level, the godaiken can fuse 2 elemental katas together to gain both of their benefits or she may instead select a fused trigram to use its benefit instead. The godaiken learns one fused trigram at 10th level and an additional one every 3 levels thereafter.

METAL

While in metal stance the godaiken may sacrifice one melee attack from her full attack action, or as a standard action. If she does this she may deflect one melee attack once per round. Doing so does not take up an action.

If the godaiken has a fire token her unarmed strikes ignore the hardness of objects and deal fire damage equal to her Wisdom modifier.

If the godaiken has a water token her melee attacks grant the target a -1 penalty to AC after a successful hit. This penalty increases for each time hit and lasts for 1 round.

If the godaiken has an air token she may make an attack of opportunity after using her metal deflection. If the godaiken has an earth token she may spend a seishin as a non-action and reduce the damage from an incoming attack by an amount of damage equal to the damage roll of her unarmed strike, made when the attack would deal damage. If she reduces the damage to 0 in this way, she deals the same damage to the weapon that struck her. This damage is treated as having come from an unarmed strike.

LIGHTNING

While in lightning stance the godaiken gains a +30 foot enhancement bonus to her base speed and may spend a seishin to not provoke attacks of opportunity for moving out of threatened squares.

If the godaiken has a fire token creatures whose squares she moves through take electricity damage equal to her unarmed strike + her Wisdom modifier. A target only takes this damage once per round, regardless of the number of times the godaiken moves through the target's space.

If the godaiken has a water token she gains a shroud of shocking mist that deals 1d6 electricity damage + the godaiken's level on a successful melee attack made by adjacent targets.

If the godaiken has an air token she may move through enemy spaces without making an Acrobatics check. she must have enough movement to pass all the way through the target and may not stop inside the target's space.

If the godaiken has an earth token she gains a +1 circumstance bonus on attack rolls against targets wearing metal armor or wielding a metal weapon. This bonus increases by +1 at 12th level and every 2 levels thereafter

MUD

While in mud stance the godaiken may force a target who struck him with a melee attack once per round to make a Strength check with a DC 15 or an Escape Artist check with a DC of 20. At 12th level and every 2 levels thereafter the DC increases by 1 for the Strength check and 2 for the Escape Artist check. Failure on either of these checks means that the attacker cannot retract her weapon to strike again. If it was an unarmed strike or a natural weapon the attacker may not attack with that limb and gains the grappled condition. With a manufactured weapon, they may not attack with it and must succeed on the check or release the weapon. It takes a standard action to try to force a weapon free or wriggle it away with Escape Artist, however, this check gains a bonus equal to the enhancement bonus of the weapon.

If the godaiken has a fire token the DC of the Strength check increases by 1, and the godaiken's unarmed strikes increase their damage by 1 die size.

If the godaiken has a water token, at the start of her turn she gains hp equal to the total enhancement bonus of all weapons that are stuck to him.

If the godaiken has an air token the DC of the Escape Artist check increases by 2, and creatures who fail to escape take the godaiken's unarmed strike damage.

If the godaiken has an earth token the DC of the Strength check increases by 1, and the DC of the Escape Artist check increases by 2, stacking with the other increases from elemental tokens.

ICE

While in ice stance the godaiken may sheathe her fists in ice. She may choose the weapon profile of any melee weapon she is proficient in or a melee martial weapon. Her unarmed strikes use that weapon profile instead of their normal profile. If the weapon that the godaiken chooses is a two-handed weapon she uses the weapon profile, but it is still one-handed, as an unarmed strike.

If the godaiken has a fire token her attacks drain heat from their targets, the unarmed strikes of the godaiken deal her Wisdom modifier in cold damage.

If the godaiken has a water token she may use her unarmed strike damage instead of the weapon's damage if it is better.

If the godaiken has an air token she may instead choose to emulate a ranged weapon she is proficient in.

If the godaiken has an earth token she also increases her natural armor bonus by +2 as a sheet of ice adds an extra layer of protection.

DUST

While in dust stance the godaiken gains a bonus to her AC equal to her Wisdom modifier. This does not stack with similar abilities. When the godaiken is missed with a melee attack she may take an attack of opportunity against the opponent who missed him.

If the godaiken has a fire token her successful attacks of opportunity impose a -1 penalty on attack rolls until the start of the godaiken's next turn.

If the godaiken has a water token, she gains a number of additional attacks of opportunity per round equal to her Wisdom modifier.

If the godaiken has an air token she may expend an attack of opportunity to move 5 feet after being missed by a ranged attack. This provokes attacks of opportunity as normal.

If the godaiken has an earth token she gains a bonus on damage rolls for attacks of opportunity equal to her Wisdom modifier.

STEAM

While in steam stance the godaiken's unarmed strikes are treated as 15 foot cone attacks. She rolls her attack roll once and hits each target whose AC she overcomes. Her unarmed strikes deal fire damage against targets other than those she hits directly with her fists.

If the godaiken has a fire token her unarmed strikes may do an extra 1d6 of fire damage

If the godaiken has a water token the cone is increased to 20 feet.

If the godaiken has an air token she gains an additional attack her highest base attack bonus. This does not stack with haste or other similar effects.

If the godaiken has an earth token she deals 1d6 fire damage per turn to any creature she has successfully grappled.

Elemental Rage (Ex):

At 17th level, the godaiken can unleash a combination of all the elements. As a standard action, she can spend any number of elemental tokens to create an effect of elemental activity based on the tokens spent. The attack has the benefit of each token spent, with any center points traveling with the line from the wind token.

- **FIRE TOKEN:** The attack deals 1d6 fire damage per godaiken level on any target within 10 feet of the center point. They get a Fortitude save for half damage. The save DC is 10 + $\frac{1}{2}$ godaiken level + Wisdom modifier.
- **WATER TOKEN:** The attack creates a cloud of steaming fog in a 10 foot radius from the center point, this fog provides total concealment against any targets more than 5 feet away, and deals 1d6 scaldfire damage per 4 godaiken levels against targets who end their turn in the effect.
- **WIND TOKEN:** The attack is linked to a tornado with a 10 foot radius. The attack travels forwards 120 feet. Any creatures within the radius need to make a Fortitude save or be picked up and carried with the effect being deposited at the end of it and take 1d6 falling damage for every 10 feet of movement. The center point travels with the line..
- **EARTH TOKEN:** The attack flings rocks about, creatures within 20 feet of the center of the attack must make a Reflex save to avoid taking 1d6 bludgeoning damage per godaiken level.

Balanced One (Su):

At her peak, the godaiken is one with the forces of the elements. At 20th level, when she spends a *ki* point she gains immunity to each element for which she has a token instead of resistance, and when she would be subject to an effect that deals elemental damage against which she is immune she may make a ranged touch attack against the source of that damage, if it is within 100 feet, that deals 10d6 points of damage of the consuming element in the wheel as explained in the elemental wheel, as an immediate action. Finally once per day she may spend a void token to gain 4 *ki* points as a free action.

The Godaiken Spell List

0th Level spells

Light
Detect Magic
Prestidigitation
Mage Hand
Message

2nd Level Spells

Burning Hands or Produce Flame
Hydraulic Push or Wave Shield
Frostbite or Icicle Dagger
Alter Winds or Gentle Breeze
Shocking Grasp or Shock Shield
Expeditious Excavation or Thunderstomp
Corrosive Touch

2nd Level Spells

Elemental Speech
Burning Gaze or Fire Breath
Flame Blade or Scorching Ray
Frigid Touch or Frost Fall
Gust of Wind or Air Step
Aggressive Thundercloud or Defensive Shock
Stone Call or Stone Discus
Acid Arrow

3rd Level Spells

Aqueous Orb or Hydraulic Torrent
Water Walk
Draconic Reservoir or Elemental Aura
Fireball
Sleet Storm
Wind Wall or Air Geyser
Lightning Bolt
Meld into Stone or Thunderstomp, Greater
Burst of Nettles or Eruptive Pustules

4th Level Spells

Water Walk Communal or Ride the Waves
Detonate or Dragon's Breath
Fire Shield or Wall of Fire
Wall of Ice or Ice Storm
Air Walk or Ball Lightning
Aggressive Thundercloud, Greater or Shocking Image
Calcific Touch or Stone Shape
Vitriolic Mist or Acid Pit

5th Level Spells

Geyser
Fire Snake or Flame Strike
Cone of Cold or Icy Prison
Control Winds or Fickle Winds
Call Lightning Storm or Lightning Arc
Transmute Mud to Rock, Transmute Rock to Mud or
Wall of Stone
Corrosive Consumption or Acid Spray

6th Level Spells

Control Water or Fluid Form
Contagious Flame or Delayed Blast Fireball
Cold Ice Strike or Freezing Sphere
Wind Walk
Chain Lightning
Move Earth or Rampart
Acid Fog

TABLE 4-2: GODAIKEN FAVORED CLASS BONUS

RACE	BONUS	SOURCE
Dwarf	+½ times per day you may reroll all 1s in a spell or supernatural ability with the earth or acid descriptors or that costs an earth token.	CRB
Halfling	+¼ times per day you may reroll a damage roll with a supernatural ability.	CRB
Suli	+¼ times per day you may reroll 1s in a spell that contains an elemental descriptor.	ARG
Ganeshan	+¼ times per day you may reroll an attack roll made to turn the wheel.	RG4

Haunted One

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Where the veil between life and afterlife is thin, souls of the deceased leak through. These souls are often tied to the place or cause of their death, but on occasion a ghost will stray from their posts to torment the living. Some poor souls find that they attract an unusually high amount of attention from these wandering spirits. While most of these poor tormented souls end up in an early grave, a hardy few soldier on. Reaching a degree of peace with their tormentor, these haunted ones become conduits for the rage of the afterlife, channeling the power of their ghostly assailants against those that would stand in their way.

HD: D8.

ROLE:

A haunted one is able to quickly offer damage over a large area using the power of his TK storm ability, and can use his ghastly companion to harass and damage his enemies. Eventually, the haunted one can use his powers to shape the battlefield, and control his enemies through possession. Charisma is important to a haunted one, as it determines the strength of their spells and abilities, and the size of their geist pool. Constitution keeps him from joining his ghastly companion in the afterlife, and extra Dexterity can help the haunted one survive without heavy armor.

ALIGNMENT: ANY.

While most haunted one's are sullen and resentful because of their situation, it isn't unheard of for a particularly noble haunted one to wield his spectral ally as a weapon against evil. On the other hand, a wicked haunted one has no qualms unleashing the full chaotic might of his ghostly ally on the unsuspecting world.

STARTING WEALTH:

3d6 × 10 gp (average 105 gp.). In addition, the haunted one begins play with an outfit worth 10 gp or less, as well as a costume worth 10 gp or less.

CLASS SKILLS:

The haunted one's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Survival (Wis).



TABLE 5-1: THE HAUNTED ONE

LEVEL	BASE ATTACK BONUS	FORT SAVE	WILL SAVE	REF SAVE	SPECIAL
1 st	+0	+0	+2	+2	Cantrips, geist pool, ghastly companion, spells, TK storm
2 nd	+1	+0	+3	+3	Ghost trick
3 rd	+2	+1	+3	+3	Ghost sight, soul guard
4 th	+3	+1	+4	+4	Ghost trick, seance
5 th	+3	+1	+4	+4	Dead whispers, strike the soul
6 th	+4	+2	+5	+5	Ghost trick, TK barrier
7 th	+5	+2	+5	+5	Spirit blade
8 th	+6/+1	+2	+6	+6	Ghastly possession 1/day, ghost trick
9 th	+6/+1	+3	+6	+6	One of us
10 th	+7/+2	+3	+7	+7	Ghost trick
11 th	+8/+3	+3	+7	+7	Soul guard(possession)
12 th	+9/+4	+4	+8	+8	Ghastly possession 2/day, ghost Trick
13 th	+9/+4	+4	+8	+8	Ghastly power
14 th	+10/+5	+4	+9	+9	Ghost Trick
15 th	+11/+6/+1	+5	+9	+9	Soul guard(mind affecting), sudden barrier
16 th	+12/+7/+2	+5	+10	+10	Ghastly possession 3/day, ghost trick
17 th	+12/+7/+2	+5	+10	+10	Dead soul
18 th	+13/+8/+3	+6	+11	+11	Ghost trick
19 th	+14/+9/+4	+6	+11	+11	Lost soul
20 th	+15/+10/+5	+6	+12	+12	Ghastly possession 4/day, ghost trick, path of the grave

Class Features:

The following are the class features of the haunted one.

Weapon and Armor Proficiency:

The haunted one is proficient in simple weapons, and light armor, but no shields. Certain class features may modify the haunted one's proficiencies. A haunted

one can cast his spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a haunted one wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass haunted one still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Geist Pool (Su):

Even at 1st level, the haunted one gains limited control over the ghost who haunts him and has learned to focus the spirit's attention. He gains a pool of geist points equal to his class level + his Charisma modifier, which he can use to activate his class features (such as TK storm). The pool refills after 8 hours of rest, or it can be refilled by allowing the ghostly companion to possess the haunted one (see below).

Ghostly Companion (Su):

At 1st level, the haunted one has determined the exact nature of his unwelcome spectral "friend". The haunted one chooses a particular type of ghost to be the one that haunts his soul. Once the nature of the ghostly companion has been chosen it cannot be changed, unless the ghostly companion is somehow forcibly removed from the haunted one (such as by an exorcism).

In such an event, the haunted one attracts the attention of a new ghostly companion after 30 days or when he gains a new level in haunted one, whichever comes first. Different ghosts have different abilities, but all ghosts advance in power in a similar fashion (see Table: Ghostly Companion Advancement).

The haunted one can, as a swift action that doesn't provoke an attack of opportunity, relinquish control of his body to his ghostly companion for a number of rounds equal to his Charisma modifier. The ghostly companion must be within 10 feet of the haunted one or the possession attempt fails. As long as the ghostly companion is in control, the haunted one cannot directly control his actions. Instead, the player maybe suggest which actions he wishes to take, and the GM decides if the ghost follows through with the suggestion. A haunted one that gets along with this ghostly companion will find his suggestions followed, while one that antagonizes his companion will likely be ignored.

While in control, the ghostly companion has access to all of its normal abilities in addition to the abilities of the haunted one. For the purpose of abilities like TK storm, the ghostly companion is considered to be in the same square as the haunted one. The haunted one can attempt to end this effect early with a Will save (DC 15 + $\frac{1}{2}$ haunted one level). If a spell would prevent the haunted one from being possessed, such as *protection from evil*, the effect ends immediately. In exchange for giving up control, the haunted one gains 1 geist point each round the ghostly companion possesses him. The haunted one cannot gain more points per day in this fashion than his level + his Charisma modifier (minimum 1 point).

TK Storm (Su):

At 1st level, the haunted one can drive his ghostly companion into a mad frenzy, creating a whirling tornado of deadly debris. As a standard action that costs 1 geist point, the haunted one can cast *telekinesis* as a supernatural ability, using his haunted one level as his caster level. The haunted one must select the 'violent thrust' option, and can only target a creature within 30 feet of the haunted one or his ghostly companion. The haunted one must spend a geist point each turn to sustain a TK storm. Make an attack roll for each item or creature thrown, using the haunted one's base attack bonus + his Charisma modifier. Weapons deal their normal damage, with no Strength bonus, but the haunted one may dedicate a number of objects thrown to a single attack roll, up to a maximum of his Charisma modifier, and roll all their damage together with an attack from a single weapon in the group. Other objects deal damage based on their size and weight (see Chapter 9: Spells in the Pathfinder Core Rulebook for more details). If the haunted one attempts to pick up a creature in a TK storm, the DC to resist is 10 + $\frac{1}{2}$ haunted one level + Charisma modifier.

SIDEBAR: STRANGE AND MAGICAL PROJECTILES

In the heat of battle, it is possible that abnormal debris will become picked up by a TK storm. Objects such as alchemists fire and holy water affect their targets as though they were thrown normally. If the TK storm picks up a magical weapon, it deals damage as a magical weapon. A +5 *flaming* greataxe is still a magical weapon, even if nobody is technically wielding it.

SIDEBAR: WHAT'S TK?

TK is a commonly accepted abbreviation of telekinetic or telekinesis.

Spells:

Drawing upon the interplay between the necrotic energies of his ghastly companion and his own living force, the haunted one can cast spells of the darkest sort. A haunted one casts arcane necromancy and divination spells from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

In order to learn or cast a spell, a haunted one must have a Charisma score equal to at least 10 + the spell level. The difficulty class for a saving throw against a haunted one's spell is 10 + the spell level + the haunted one's Charisma modifier.

A haunted one can only cast a certain number of spell of each level each day. His base daily spell allotment is given on Table 5-2: Haunted one spells per day. In addition, he receives bonus spells per day if he has a high Charisma score.

A haunted one's selection of spells is extremely limited. A haunted one begins play knowing 4 0-level spells and two 1st-level spells of the haunted one's choice, within limits. At each new haunted one level, he gains one or more new spells known as indicated on Table 5-3: Haunted one spells known. All spells chosen must be from the necromancy or divination spell schools. Unlike spells per day, the number of spells a haunted one knows is not affected by his Charisma score. The numbers on Table 5-3: Haunted one spells known are fixed.

Upon reaching 5th level, and at every third haunted one level thereafter (8th, 11th, and so on), a haunted one can choose to learn a new spell in place of one he already knows. In effect, the haunted one "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level haunted one spell he can cast. A haunted one may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Ghost Trick:

As he grows in power, the haunted one gains a rapport with his ghastly companion and begins to learn how to turn his unfortunate circumstance into a battlefield advantage. At 2nd level and every even-numbered level after that, the haunted one selects a ghost trick. A ghost trick can only be taken once unless otherwise noted. A haunted one can select from the following ghost tricks:

TABLE 5-2: SPELLS PER DAY

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

- **BONDED LIFE (SU):** As a swift action, the haunted one can spend 1 geist point to invert his affinity towards life and death. This causes negative energy to heal him and positive energy to deal damage to him, as though he were an undead creature. Alternatively, the haunted one can invert the affinity of his ghastly companion so that it reacts to positive and negative energy as a living creature instead of an undead. These abilities may be activated separately or at the same time, and last until the haunted one spends another swift action to end the effect. Each round this effect is active, the haunted one loses 1 geist point. The haunted one must be at least 8th level to take this ghost trick.

TABLE: 5-3 HAUNTED ONES SPELLS KNOWN

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

- **FEAR THE GRAVE (SU):** The haunted one's ghastly companion gains the frightful presence monster ability with a range of 30 feet. Creatures within 30 feet of the ghastly companion must make a Will save (DC 10 + ½ haunted one level + haunted one's Charisma modifier) or become frightened for 3d6 rounds. This only affects creatures with less hit dice than the haunted one and does not affect the haunted one. The haunted one must be 14th level to select this ghost trick.

- **FREAKY FLIER (SU):** While the ghastly companion is controlling the haunted one (see the ghastly companion ability for details), the haunted one has a fly speed equal to his ghastly companions fly speed, with poor maneuverability. The haunted one must be at least 12th level to select this ghost trick.
- **GEISTBLADE (SU):** As long as the ghastly companion is controlling the haunted one (see the ghastly companion ability for details), any weapon wielded by the haunted one gains a supernatural version of the throwing and returning magic weapon abilities. A haunted one must have the phantom soldier ghost trick and be at least 12th level to take this ghost trick.
- **HEARING HEARTBEATS (SU):** The haunted one's ghastly companion gains the lifesense universal monster ability with a 60 foot range, allowing the ghastly companion to sense living creatures as though it had blindsight. The haunted one must be at least 8th level to select this ghost trick.
- **PHANTOM FRIEND (SU):** The haunted one becomes immune to the special attacks and special abilities of his ghastly companion. This prevents the haunted one from having to save against the following special attacks/abilities if they come from his ghastly companion: banshee's wail, allip's babble, poltergeist's frightener, yuki-onna's snowstorm. He must still save against the effects of creature similar to his ghastly companion, and against the effects of other ghastly companions.
- **PHANTOM KNIGHT (SU):** The haunted one's ghastly companion becomes proficient with martial weapons and may wield corporeal weapons, using the ghastly companion's Dexterity modifier in place his of Strength. The weapon is still a corporeal weapon. The haunted one must have the phantom soldier ghost trick to take this ghost trick.
- **PHANTOM SOLDIER (SU):** The haunted one becomes gains proficiency with all martial weapons while possessed by his ghastly companion (see the ghastly companion ability for details).
- **POLTERGEIST'S MISCHIEF (SU):** Choose a combat maneuver gained with Poltergeist's Trickery. The haunted one can spend 1 geist point to have his ghastly companion perform that combat maneuver against any target within 30 feet. The haunted one must have taken the Poltergeist's Trickery ghost trick in order to take this ghost trick.
- **POLTERGEIST'S TRICKERY:** The haunted one and his ghastly companion both gain one of the following feats, even if they don't meet the prerequisites: Improved Trip, Improved Bull Rush, Improved Disarm, Improved Steal, Improved Sunder. The haunted one can take this ghost trick more than once; each time he chooses a new feat.
- **RELIQUARY GIFT (SU):** The haunted one gains the ability to attune a single magic item to his ghastly companion using a 1 hour ritual. Once the ritual is complete, the ghastly companion gains the benefits of the magic item as long as the haunted one possesses the item. The haunted one can change which item is attuned to his ghastly companion using the same 1 hour ritual. The haunted one must be at least 12th level to select this ghost trick.

- **SPECTER'S SHIELD (SU):** As long as the ghastly companion is controlling the haunted one (see the ghastly companion ability for details), the haunted one adds his Charisma modifier to his AC as a deflection bonus. The haunted one must be at least 8th level to select this ghost trick.
- **TK TORNADO (SU):** TK storm can now target creatures within 60 feet of the haunted one or ghastly companion.
- **UNLIFE TO THE LIFELESS (SP):** The haunted one can spend a use of ghastly possession to drive his ghastly companion into an object, creating the effects of *animate objects*, using his haunted one level as his caster level. Only a single object can be animated in this fashion. The haunted one must be 12th level and have the ghastly possession ability to take this ghost trick.
- **WHISPERED SECRETS (EX):** Choose one Knowledge skill. The haunted one can use his ghastly companion's HD instead of his normal ranks in the chosen Knowledge skill. This ghost trick can be taken more than once; each time the haunted one chooses a new Knowledge skill.

Ghost Sight (Su):

Dealing with a phantom all the time has trained the haunted one to spot the tell-tale signs of spectral entities. A 3rd level haunted one gains the benefits of a constant *detect undead*, but it only functions on undead creatures with the incorporeal subtype. A haunted one can, as a move action, concentrate on a single individual within 60 feet and determine if it is undead, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the haunted one does not detect undead in any other individual within range.

Soul Guard (Su):

Constant exposure to the taint of undeath has given the haunted one a growing resilience to the powers of the undead. At 3rd level, the haunted one gains a +1 competence bonus on all saves against spells and effects from undead creatures. This bonus increases by an additional +1 for every 3 levels after 3rd, to a maximum of +5 at 18th level.

At 11th level, the haunted one becomes immune to possession effects (such as the spell *magic jar* or a ghost's malevolence special ability) not originating from his own class abilities.

At 15th level, if the haunted one fails a save against a mind-affecting effect, he may spend a use of ghastly possession as an immediate action to automatically resist the effect and instead become possessed, as describe by the ghastly companion class feature.

Seance (Sp):

Being so close to the afterlife allows the haunted one to reach out and speak with the departed. At 4th level, the haunted one can cast *speak with dead* as a spell-like ability using his haunted one level as his caster level. The haunted one can use seance 3 times per day.

Dead Whispers (Ex):

Speaking with the dead is easy; understanding them is another matter altogether. At 5th level, the haunted one automatically understands any language spoken by an undead creature. This acts like a mundane *comprehend languages*, but only works when the haunted one is listening to an undead creature.

Strike the Soul (Su):

As the unnatural energies of the afterlife seep into the haunted one's being, they allow him to become ghostlike for a short moment, which is more than enough to drive a dagger into someone's heart. At 5th level, the haunted one can spend 2 geist points to make a single incorporeal touch attack as a standard action. If he hits with the attack, he deals damage as normal, but the damage type is converted to negative energy. This ability has no effect on creatures without a Constitution score, or that expressly lack a soul (constructs, unintelligent undead); should the haunted one attempt to attack such a creature with strike the soul, the attack passes harmlessly through the creature and is wasted.

TK Barrier (Su):

As he grows more comfortable harnessing the power of his ghostly companion, the haunted one learns to turn the ghost's offensive powers towards his own defense. At 6th level, the haunted one can spend 1 geist point as a move action to create a floating barrier of debris within 30 feet of his position. The haunted one can create a 5x5 plane of debris for every 2 haunted one levels. The squares can be in any orientation, but the barrier must be continuous. These barriers provide partial cover for all creatures, except against the haunted one and his ghostly companion who take no penalty for firing through their own TK barrier. A creature can attempt a Strength check to burst through the barrier (DC 10 + haunted one's Charisma modifier). In addition, incorporeal creatures treat these barriers as solid objects. The haunted one must spend 1 geist point as a swift action each turn to maintain a TK barrier. The haunted one cannot use his TK storm ability while he is maintaining a TK barrier, and likewise he cannot create a TK barrier in the same turn he has attacked with his TK storm.

Spirit Blade (Su):

The haunted one has learned how to best combat the angry ghosts of the world and can turn cold steel into a potent weapon able to harm the incorporeal. At 7th level, while he has at least 1 geist point remaining, any weapon wielded by the haunted one or his ghostly companion is treated as having the *ghost touch* magic weapon ability. In addition, all projectiles thrown using TK storm gains the *ghost touch* magic weapon ability.

Ghastly Possession (Sp):

The haunted one can attempt to drive his ghostly companion into another creature, allowing his phantom friend to control the subject like a puppet. At 8th level, the haunted one can command his ghostly companion to attempt to possess a target for a number of rounds equal to the haunted one's Charisma modifier. A Will save (DC 10 + ½ haunted one level + Charisma modifier) negates the effect. This acts like the spell *magic jar*, except that there is no receptacle involved; the soul of the target is temporarily subdued for the duration of the effect. The haunted one must maintain line of sight with the possessed target or the effect ends. The haunted one cannot exert direct control over the possessed subject; he can provide suggestions and requests, and the GM decides if the ghostly companion follows or ignores the haunted one. See the ghostly companion ability for details. Any effects that originate from the ghostly companion continue to function normally. The ghostly companion can only possess a single creature at a time. Should the haunted one have his ghostly companion possess a new creature, the current victim is freed.

At 8th level, the haunted one can use ghostly possession once per day. At 12th level, and every 4 levels after that, the haunted one can use ghostly possession an additional time per day, up to 4 times a day at level 20.

One of Us (Su):

Having a ghost bonded to your soul changes a person, and the haunted one slowly begins to resemble death warmed over. At 9th level, the haunted one improves the initial attitude of all intelligent undead creatures who can see him by 1 step (hostile to unfriendly, unfriendly to indifferent, and so on). A Will save (DC 10 + ½ haunted one's level + Charisma modifier) negates this effect.

Ghastly Power(Su):

The ghastly companion has manifested enough power to act on its own, and now nothing is safe. At 13th level, the ghastly companion can activate the haunted one's TK storm ability as a full-round action. The haunted one loses 1 geist point each time his ghastly companion activates his TK storm but can otherwise spend his turn however he wishes. The TK storm ability can only be used once per round.

Sudden Barrier (Su):

Flying debris can prove just as much a shield as a weapon in the hands of the haunted one. At 15th level, the haunted one can spend 2 geist points as an immediate action to create a single 5x5 TK barrier. The haunted one can use sudden barrier even if he has used TK storm this turn.

Dead Soul (Su):

Being so close to the land of the dead renders the haunted one increasingly dead inside, providing resilience against the necromantic energies. At 17th level, the haunted one appearance becomes pale and gaunt, and gains spell resistance equal to 13 + his haunted one level against all necromancy spells.

Lost Soul (Ex):

The undead see no difference between the haunted one and the rest of the unliving. At 19th level, intelligent undead creatures with the incorporeal subtype have their starting attitude towards the haunted one improved by an additional step. A Will save (DC 10 + ½ haunted one's level + Charisma modifier) negates this effect. In addition, unintelligent undead will not react to the haunted one's presence, as though he was affected by a mundane *hide from undead* spell. The haunted one can lower or raise this effect as a swift action.

Path of the Grave (Su):

At 20th level, the haunted one has become so infused with ghostly power that he is able to pierce the veil holding life from afterlife, and walk with the spirits. The haunted one gains the ability to become incorporeal at will as a swift action. This lasts until the haunted one dismisses the effect as a free action or 10 minutes pass, whichever comes first.

TABLE 5-4: HAUNTED ONE FAVORED CLASS BONUS

RACE	BONUS	SOURCE
Human	Gain 1/6 of a ghost trick	CRB
Elf	Add 1 spell from the enchantment school to your spell list. The spell must be at least 1 level below the highest spell level you can cast	CRB
Gnome	Add 1 spell from the illusion school to your spell list. The spell must be at least 1 level below the highest spell level you can cast	CRB
Dhampir	Add +1/2 to Diplomacy checks made to influence an intelligent undead creature	ARG
Tiefling	The haunted one's ghastly companion gains channel resist +1/2	ARG
Cuill	Add 1 spell from the abjuration school to your spell list. The spell must be at least 1 level below the highest spell level you can cast	RG4

Ghastly Companion

TABLE 5-5: THE GHASTLY COMPANION

CLASS LEVEL	HD	BASE ATTACK BONUS	FORT SAVE	WILL SAVE	REF SAVE	FEATS	SKILLS	SPECIAL ABILITIES
1 st	2	+1	+0	+2	+0	1	2	Lingering Curse, mortal anchor, unreliable
2 nd	3	+2	+0	+3	+0	2	3	-
3 rd	3	+2	+1	+3	+1	2	3	-
4 th	4	+3	+1	+4	+1	2	4	Ability score increase
5 th	5	+3	+1	+4	+1	3	5	-
6 th	6	+4	+2	+5	+2	3	6	-
7 th	6	+4	+2	+5	+2	3	6	-
8 th	7	+5	+2	+6	+2	4	7	-
9 th	8	+6	+3	+6	+3	4	8	Ability score increase
10 th	9	+6	+3	+7	+3	5	9	Reliable
11 th	9	+6	+3	+7	+3	5	9	-
12 th	10	+7	+4	+8	+4	5	10	-
13 th	11	+8	+4	+8	+4	6	11	-
14 th	12	+9	+4	+9	+4	6	12	Ability score increase
15 th	12	+9	+5	+9	+5	6	12	-
16 th	13	+9	+5	+10	+5	7	13	-
17 th	14	+10	+5	+10	+5	7	14	-
18 th	15	+11	+6	+11	+6	8	15	-
19 th	15	+11	+6	+11	+6	8	15	-
20 th	16	+12	+6	+12	+6	8	16	Ability score increase

CLASS LEVEL:

The character's haunted one level.

HD:

The total number of d8 Hit Dice the ghastly companion possesses. As an undead, the ghastly companion adds its Charisma modifier to each Hit Dice instead of its Constitution modifier.

FEATS:

This is the total number of feats possessed by a ghastly companion.

SKILLS:

This lists the ghastly companion's total skill ranks. Ghastly companions can assign skill ranks to any skill. If a ghastly companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. A ghastly companion cannot have more ranks in a skill than it has Hit Dice.

The following are class skills for a ghastly companion: Climb (Str), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Lingering Curse:

As a true ghost, the ghastly companion won't be easily driven away. If reduced to 0 hit points, the ghastly companion reforms with full hit points after 8 hours, often returning when least desired.

Mortal Anchor:

The ghastly companion is bound to the soul of the haunted one. While the exact nature of this bond is up to the player, the result is always the same; the ghost can't move beyond a certain range of the haunted one. At 1st level the ghastly companion is only able to move up to 10 feet away from the haunted one. At 3rd level, and every odd numbered level after that, the ghastly companion can move an additional 10 feet away from the haunted one, to a maximum of 100 feet at 19th level.

Should the haunted one be killed, the ghastly companion flies into a mad rage. It begins to attack the nearest available target to the best of its ability. Should it find itself unable to attack the target for whatever reason, it will berate and verbally abuse the target instead. The ghastly companion will continue to focus on the target unless a better target (an old rival of the haunted one, the killer, an obnoxious priest) presents itself. The ghastly companion is still anchored to the haunted one, and cannot move beyond its normal boundary. The ghastly companion remains for a number of rounds equal to the haunted one's level or his Constitution modifier, whichever is higher. After this, the ghastly companion dissolves into nothing. Should the haunted one be resurrected, his ghastly companion returns per the lingering curse ability.

Unreliable:

No ghost relishes the idea of being denied entry to the afterlife. Being bound to a mortal soul is simply an additional insult they must endure. As a result, whenever the ghost is asked a question, there is a 50% chance the ghost will simply lie to the haunted one. The haunted one can attempt a Sense Motive check to determine if the ghastly companion is lying or not. In addition, the ghost goes out of its way to make life unpleasant for the haunted one even when the haunted one tries to be agreeable; it may verbally abuse him, throw loose debris at him, knock his food away, give him unpleasant dreams, or drive away his friends. When possessing the haunted one, the ghost may attempt to overtly embarrass the haunted one. The exact nature of the relationship between the haunted one and the ghastly companion should be discussed with the GM. Regardless, the ghastly companion will always assist the haunted one in combat or in times of crisis, as it recognizes the fact that it will dissolve without its mortal anchor.

Reliable:

At a certain point, a spirit comes to terms with the haunted one, and no longer actively works against its host. At 10th level the ghastly companion no longer has the unreliable ability, and will answer questions truthfully unless given reason to do otherwise. Additionally, the ghastly companion becomes more pleasant towards the haunted one, and stops aggressively harassing him unless obviously provoked.

Ghastly Companion Choices

Allip

The mad soul of one who took their own life, now trapped in unlife.

STARTING STATISTICS:

Size Medium, **Speed** fly 30 ft. (perfect); **Ability Scores** **Str** -, **Dex** 12, **Con** -, **Int** 11, **Wis** 11, **Cha** 14; **Special Qualities** undead traits, incorporeal

5TH LEVEL ADVANCEMENT: incorporeal touch (1d4 Wisdom damage); **Special Attacks** babble

Babble (Su):

An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a Will save (DC 10 + ½ HD + the allip's Charisma modifier) or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by any creature ends the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect.

Banshee

The spirit of an elven maiden trapped by betrayal; either her own or her lovers.

STARTING STATISTICS:

Size Medium, **Speed** fly 40 ft. (perfect); **Ability Scores** **Str** -, **Dex** 14, **Con** -, **Int** 5, **Wis** 14, **Cha** 15; **Special Qualities** undead traits, incorporeal Weakness sunlight powerlessness

9TH LEVEL ADVANCEMENT: incorporeal touch (2d6 negative energy plus terror), **Special Attacks** Wail **Terror (Su):**

Any creature damaged by a banshee's touch attack must make a Will save (DC 10 + $\frac{1}{2}$ HD + the banshee's Charisma mod). Failure means the target cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the banshee's touch attempts to dispel one such effect with greater *dispel magic* (caster level equal to the banshee's HD). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect.

Wail (Su):

Once per minute, a banshee can wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a Fortitude save (DC 10 + $\frac{1}{2}$ HD + the banshee's Charisma modifier). This save is only required once per wail. Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail are affected by wail of the banshee, taking 10 points of damage per caster level, with the banshee's HD as the caster level. If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence.

Poltergeist

An angry spirit that rages against the living that invade its home.

STARTING STATISTICS:

Size Medium, **Speed** fly 20 ft. (perfect); **Ability Scores** **Str** -, **Dex** 13, **Con** -, **Int** 5, **Wis** 12, **Cha** 12; **Special Qualities** undead traits, incorporeal, natural invisibility

4TH LEVEL ADVANCEMENT:

Special Attacks frightener, telekinesis

Frightener (Su):

Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All creatures within 30 feet when a poltergeist uses this ability must make a Will save (DC 10 + $\frac{1}{2}$ HD + the poltergeist's Charisma modifier) to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect.

Telekinesis (Su):

A poltergeist normally has no method of attacking apart from telekinesis. This ability functions as the spell *telekinesis*, with a CL equal to the poltergeist's Hit Dice. A poltergeist can use the ability on objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful Will save (DC 10 + $\frac{1}{2}$ HD + the poltergeist's Charisma modifier).

Shadow

A living shadow that dances between light and shade.

STARTING STATISTICS:

Size Medium, **Speed** fly 40 ft. (good); **Ability Scores** **Str** -, **Dex** 14, **Con** -, **Int** 6, **Wis** 12, **Cha** 15; **Special Qualities** undead traits, incorporeal

5TH LEVEL ADVANCEMENT: incorporeal touch (1d4 Strength damage)

Wraith

An evil soul that feels only hatred towards the living.

STARTING STATISTICS:

Size Medium, **Speed** fly 40 ft. (good); **Ability Scores** **Str** -, **Dex** 14, **Con** -, **Int** 12, **Wis** 12, **Cha** 14; **Special Qualities** undead traits, incorporeal Weakness sunlight powerlessness

7TH LEVEL ADVANCEMENT: incorporeal touch (1d6 negative energy + 1d4 Con damage)

Constitution Damage (Su):

Creatures struck by a wraith's incorporeal touch attack must make a Fortitude save (DC 10 + $\frac{1}{2}$ HD + the wraith's Charisma modifier), or take 1d4 points of Constitution damage. On each successful attack, the wraith gains 5 temporary hit points.

Yuki-onna

The spirit of woman who froze to death, and never recieved a true burial.

STARTING STATISTICS:

Size Medium, **Speed** fly 30 ft. (perfect); **Ability Scores** **Str** -, **Dex** 15, **Con** -, **Int** 8, **Wis** 14, **Cha** 14; **Special Qualities** undead traits, incorporeal Weakness snow dependency Aura snowstorm (10 ft)

Snowstorm (Su):

A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 10 foot radius spread. Within this area, the snowfall and wind gusts cause a -4 penalty on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the yuki-onna, and functions as severe wind. A yuki-onna is unaffected by snowstorms and blizzards of any kind. Any effect that causes these winds to drop below severe (such as *control weather* or *control winds*) cancels the snowstorm effect entirely.

Snow Dependency:

A yuki-onna is staggered if she is ever in an area without snow while her snowstorm aura is suppressed or otherwise not functioning

7TH LEVEL ADVANCEMENT: 2 incorporeal touches (2d6 cold + chilling touch) **Special Attacks** chilling touch, fascinating gaze

Chilling Touch (Su):

Whenever a creature takes cold damage from the yuki-onna, it must make a Fortitude save to avoid being staggered by the supernatural cold for 1 round (DC 10 + $\frac{1}{2}$ HD + yuki-onna's Charisma modifier). This duration stacks.

Fascinating Gaze (Su):

Fascinated for 1d4 rounds, 30 feet, Will negates (DC 10 + $\frac{1}{2}$ HD + yuki-onna's Charisma modifier).

Lover

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

“Omnia Vincit Amor” / “Love Conquers All”

The art practiced by a lover is the art of dethroning kings and crippling armies. They are masters of a mystic enfeebling art that stems from the power of love. Their special training allows them to use supernatural ends to tap into the very life force of others, drawing it out and rendering their victims weak. Their mission is to use these powers to de-escalate violence whenever possible and stomp out the flames of war when they arise.

Bards inspire, wizards study, clerics invoke their gods, and a lover uses the power of affection to cast their spells. Lovers power their spells with love but cannot allow themselves to truly fall in love with another. If they do, the magical resource is channeled into the one they love rather than their own powers. This dichotomy is something they struggle with on a day-to-day basis and has led to many a heartbreak. To this effect, many lovers grow cold and icy- trying to shelter their heart from possible contact. Others find a happy medium, able to bask in their work despite their detachment. It should be noted that “lust” and other carnal desires are wholly different emotions and is regarded as entirely separate for the purpose of this class. Physical intimacy does not factor into the lifestyle of a lover despite their name.

Lover training includes hand-to-hand training as well as the development of their supernatural abilities. While they are hardly seasoned soldiers, lovers are fierce fighters who use their discipline to their advantage. They are often quite skilled at unarmed combat and lovers often develop ways of dealing with opponents in a non-fatal way.

A lover who experiences true love loses all their power and must violently sever the bond if they wish to regain it. Despite this, lovers are some of the most compassionate souls- tasked with breaking the cycle of hate and violence created by conflict. They use their sapping abilities to weaken their opponents, rendering them unable to fight and thus affording them precious time to resolve their conflicts peacefully. However a lover is not above violence herself, should the situation demand it. Lover orders are many and few have the same exact tenants. Some are state sanctioned, filling the role of a local police force to help de-escalate violence. Others are more self-serving, seeking to cripple military organizations. Some practitioners of the art of the lover are unaffiliated with a specific order, having been exiled or left of their own free will.



Traditionally, lovers are female, though male lovers exist. Though they are more rare there are entire male-dominated brotherhoods of lovers. Many old wives' tales exist about male lovers and there is a slight prejudice against them in some societies.

Formal organizations offer the required training to prospective lover and many have strict rules and oaths that must be sworn (never joining military organizations, never acting in anger or committing unnecessary violence, etc). These orders often send their members on missions to de-escalate tensions in specific regions, to help stop conflict between two groups, or to offer their services in more mundane capacities. These mundane capacities include security/law-enforcement, advisory positions, and courtly duties.

Lovers are drawn to the adventuring life quite frequently. Their missions may be long and the scope of their mission is often broad ("Pacify the ogres in the southern mountains"). When they find their goals aligned with adventuring parties they may join them or their order may hire adventurers to aid a lover in her duties. A lover fights those who would perpetuate the cycle of violence and she must be ready to end such a being's life if necessary.

HIT DICE: D8.

ROLE:

Lovers are magical characters with the ability to drain, pacify, and enfeeble their opponents. They are not fantastic frontline fighters but are no strangers to violence. They are well trained, their powers are deadly, and they find themselves in the line of fire more often than not.

SYMBOLISM:

While not universal, lovers will often identify themselves as a member of this class with a symbol. The most common symbol they use is an unclosed circle. This is worn on their garments or tattooed in a prominent location (forehead, palm of the hand, etc). As lovers are known as ambassadors of peace, this symbol is often the key that opens many doors for them in diplomatic circles. The actual form of identification varies from organization to organization (and a few discourage identification) as it is a powerful tool in their arsenal.

DESIGN INSIGHT: WHAT THE HECK IS A LOVER?

A lover is an attempt to make an innovative and wholly new magical character that is free from the influences of other ones. They are not hags with spells (witches), bookish wizards, chaotic sorcerers, or spell-slinging swordsmen like magi. Lovers are a group of "new" magic users that can be added to your game to add a new element to your game that is unfamiliar to veteran players. It helps break up the norms and allows for the unexpected to occur.

ALIGNMENT: ANY NON-CHAOTIC

Though all lovers strive for strict self-discipline, not all achieve it. A chaotically aligned lover would not have the mental stability to logically sort through their emotions and banish the thoughts of love from their mind.

TABLE 6-1: THE LOVER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Drain 1d6, pacified, spells
2nd	+1	+0	+0	+3	Lover insight, pacify
3rd	+2	+1	+1	+3	Drain 2d6
4th	+3	+1	+1	+4	Enfeeblement
5th	+3	+1	+1	+4	Drain 3d6
6th	+4	+2	+2	+5	Lover insight, pacify
7th	+5	+2	+2	+5	Drain 4d6
8th	+6/+1	+2	+2	+6	Enfeeblement
9th	+6/+1	+3	+3	+6	Drain 5d6
10th	+7/+2	+3	+3	+7	Fire & ice, lover insight, pacify
11th	+8/+3	+3	+3	+7	Drain 6d6
12th	+9/+4	+4	+4	+8	Enfeeblement
13th	+9/+4	+4	+4	+8	Drain 7d6
14th	+10/+5	+4	+4	+9	Lover insight, pacify
15th	+11/+6/+1	+5	+5	+9	Drain 8d6
16th	+12/+7/+2	+5	+5	+10	Enfeeblement
17th	+12/+7/+2	+5	+5	+10	Drain 9d6
18th	+13/+8/+3	+6	+6	+11	Lover insight
19th	+14/+9/+4	+6	+6	+11	Drain 10d6
20th	+15/+10/+5	+6	+6	+12	Enfeeblement, true love / ice queen

CODE OF CONDUCT:

A lover may never truly fall in love. Doing so diverts the magical energy she typically uses for her spellcasting to the one she loves. If she ever falls in love she loses access to her drain class feature and all her spellcasting. This can only be undone by the death of her loved one or a decisive break up (they marry someone else, the loved ones taking genuinely hostile actions toward the lover, etc). After their love has ended in one of these fashions the lover must spend 24 hours calming her heart. A GM is the final arbiter of if a lover has fallen in love. Infatuation,

spells that cause her to temporarily fall in love (or act as such), deep loyalty, and friendship do not count as being in love. Only genuine love or a permanent form of enchantment that causes them to fall in love is sufficient to qualify.

STARTING WEALTH:

3d6 × 10 gp (average 105 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The lover's class skills are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Perception (Wis), Spellcraft (Int), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the lover.

Weapon and Armor Proficiency:

The lover is proficient with all simple weapons and light armor. A lover can cast lover spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a lover wearing medium armor, heavy armor, or wielding a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A lover that has multiclassed still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Drain (Su):

At 1st level, as a standard action the lover can make a ranged touch attack against an enemy creature within 30 feet of her and drain its life force. This attack deals 1d6 negative energy damage at 1st level and 1d6 more damage at 3rd level and every odd level thereafter.

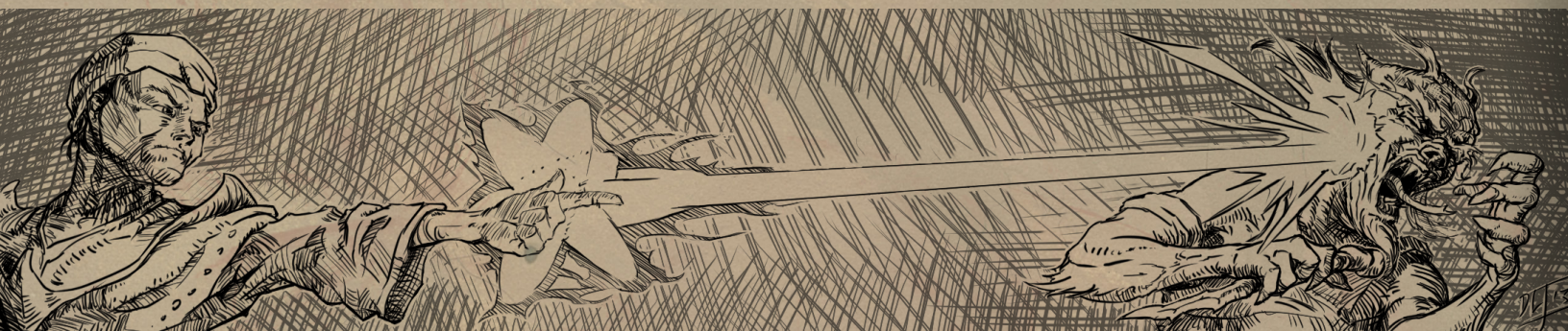
A lover can do this a number of times per day equal to her Charisma modifier + 1/2 her lover level (minimum +1). This ability does not affect creatures without a Constitution score and never affects creatures noted as not having a soul. Targeting an inappropriate creature with this ability does not consume a use of the ability, but still consumes a standard action.

A lover is healed for an amount equal to the damage she dealt to her enemy with this attack. Any healing over her maximum hp is ignored. Any reduction in the damage dealt likewise reduces the amount of healing the lover receives. If a drain attack results in healing on the target, the lover does not recover any hp from that use of drain.

This effect manifests itself as a bright stream of white light arching from the target to the lover and sheds light like a torch in a direct line from the lover to her target.

Pacified (Ex/Pn):

In exchange for the use of her power, a lover is permanently calm- even when it would be appropriate to not be. She cannot receive morale bonuses or penalties, cannot be affected by spells with the emotional descriptor (such as *good hope*, and *rage*), and cannot benefit from effects like a bard's ability to inspire courage or a barbarian's rage ability. She gains a bonus against all fear effects and on saves against confusion effects equal to 1/4 her lover level (minimum +1).



Spells:

A lover casts arcane spells drawn from the lover spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a lover must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a lover's spell is 10 + the spell level + the lover's Charisma modifier.

Like other spellcasters, a lover can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 6-2: Lover Spells Per Day. In addition, she receives bonus spells per day if she has a high Charisma score.

The lover's selection of spells is extremely limited. A lover begins play knowing four 0-level spells and two 1st-level spells of the lover's choice. At each new lover level, she gains one or more new spells, as indicated on Table 6-3: Lover Spells Known. Unlike spells per day, the number of spells a lover knows is not affected by her Charisma score (See Table: Ability Modifiers and Bonus Spells).

Upon reaching 5th level, and at every third lover level after that (8th, 11th, and so on), a lover can choose to learn a new spell in place of one she already knows. In effect, the lover "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level lover spell the lover can cast. A lover may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A lover need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

TABLE 6-2: LOVER SPELLS PER DAY

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

Lover Insight:

Starting at 2nd level and every 4 levels thereafter, a lover's unique training comes into play. She must be part diplomat, part bodyguard, part student of the mystical arts, and all the while guard her heart from experiencing true love. She gains one of the following benefits from the list of insights below. An insight may only be taken once.

- **DEFUSE (EX):** The lover gains an insight bonus on all Diplomacy check to defuse violent and/or tense situations equal to 1/3 her lover level.

- **HELPFUL (EX):** The lover gains a +4 insight bonus on all aid another attempts.
- **GUARDIAN SISTER (EX):** The lover gains Bodyguard as a bonus feat (For a male lover, this insight is called Brother Guardian).
- **LESS LETHAL TACTICS (EX):** The lover can deal nonlethal damage, ignoring the penalty normally imposed on such attack rolls. In addition she may deal nonlethal damage with weapons that normally cannot deal nonlethal damage, though such attacks suffer the normal penalty associated with dealing nonlethal damage.
- **MYSTIC HEART (EX):** Delving into the mysteries of lover magic grants you insight into your own abilities. You gain 1 additional spell per day at your current highest spell level and gain a +2 insight bonus on all Spellcraft checks.
- **UNTAPPED STRENGTH:** You may use your drain class feature 2 additional times per day.
- **IMPLANT (SP):** When you use your pacify class feature, you may also impart a subtle suggestion (as per the *suggestion* spell) into the mind of the creature you target. The creature receives a Will save (DC 10 + 1/2 lover level + Charisma modifier) to resist the suggestion. The suggestion only lasts so long as the pacify lasts or a number of rounds equal to her Charisma modifier (whichever is higher). A creature who has suffered from a lover's *suggestion* via the pacify class feature cannot be affected again for 24 hours by the same lover. A lover who is 10th level (and can thus target all creatures in a radius with her pacify) must select a single creature out of those she can effect. A lover of at least 14th level may target all creatures with the suggestion component of her pacify effect. A lover must be at least 6th level to select this insight.

TABLE 6-3: LOVER SPELLS KNOWN

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

- **RETRIBUTION (SU):** You gain an insight bonus on critical confirmation rolls equal to 1/2 your lover level against creatures who took a hostile action on the previous round. A lover must be at least 6th level to select this insight.
- **VICIOUS DRAIN:** Your drain class feature deals 1d6 extra damage. A lover must be at least 6th level to select this insight.
- **EMPATHETIC DRAIN (SU):** By expending 1 extra use of your drain class feature when you drain an enemy you can cause an ally within 30

feet of you to benefit from the healing instead of you. This may be decided after the damage dice have been rolled (Example: If you cause 10 points of damage, your ally would be healed for 10 points of damage in place of you). This may be used in conjunction with the wither, sap, and addle enfeeblement to restore ability score damage but not other enfeeblements. A lover must be at least 6th level to select this insight.

- **FRIGID:** Your drain class feature can deal cold or negative energy damage. You must be at least 10th level and have the heart of ice class feature to select this insight.
- **WARM:** Your drain class feature can deal fire or positive energy damage. If you select positive energy damage, it cannot be used to heal a creature. You must be at least 10th level and have the warming joy class feature to select this insight.
- **FLAME QUELLER:** You gain a +1 enhancement bonus on all attack rolls against chaotic creatures with your drain class feature. If you are at least a 6th level lover, this improves to a +2. At 12th it is a +3 bonus and at 18th level this is a +4. You may apply 1/2 this bonus (minimum +0) against neutrally aligned creatures (on the chaotic/lawful axis).

Pacify (Sp):

At 2nd level, a lover can cast *calm emotions* as a spell-like ability at will as a standard action against a single creature within 30 feet of them. The duration only lasts until the start of the lover's next turn, though she can take a swift action to concentrate and maintain it. She may maintain this effect indefinitely, so long as she can concentrate and takes a swift action each round to sustain it. The DC of the Will save to resist a lover's pacify is 10 + 1/2 lover level + her Charisma modifier.

At 6th level activating this becomes a swift action. At 10th level her pacify affects all enemies, and any allies she cares to include, within a 30 foot radius. At 14th level the radius of her ability improves to 60 feet + 10 feet per lover level.

Enfeeblement (Su):

In place of dealing damage, a lover can inflict other crippling effects on her target with her drain class feature. The ranged touch attack must still hit. If she forgoes damage and uses another one of these effects, she is not healed by the use of the ability. At 4th level and every 4 levels thereafter a lover may select a new enfeeblement to learn. She may only use one enfeeblement per drain.

- **WITHER:** The creature takes 1 point of Constitution damage for every 2d6 points of damage the lover's drain would cause (6d6 would result in 3 Constitution damage). If the lover has any Constitution damage she is restored 1 point per use of wither. Creatures successfully hit with this ability receives a Fortitude save (DC 10 + 1/2 lover level + Charisma modifier). A successful save reduces the effect to 1 point of Constitution damage.
- **SAP:** The creature takes 1 point of Strength damage for every 2d6 points of damage the lover's drain would cause (6d6 would result in 3 Strength damage). If the lover has any Strength damage she is restored 1 point per use of sap. Creatures successfully hit with this ability receives a Fortitude save (DC 10 + 1/2 lover level + Charisma modifier). A successful save reduces the effect to 1 point of Strength damage.

- **ADDLE:** The creature takes 1 point of Intelligence damage for every 2d6 points of damage the lover's drain would cause (6d6 would result in 3 Intelligence damage). If the lover has any Intelligence damage she is restored 1 point per use of addle. Creatures successfully hit with this ability receives a Will save (DC 10 + 1/2 lover level + Charisma modifier). A successful save reduces the effect to 1 point of Intelligence damage.
- **CRIPPLE:** The creature has its base speed reduced by 5 feet (minimum 5 feet) for every 2d6 points of damage the lover's drain would cause (6d6 would result in -15 feet base speed) for a number of rounds equal to the lover's Charisma modifier. A creature suffering from a lover's cripple cannot be affected by another cripple effect of an equal or weaker value, though another application will reset the duration. A stronger cripple effect (from a stronger lover) will result in a reset in the duration and the new penalty to movement speed that overrides the old. A lover who uses this on a creature gains a 5 foot bonus to their own movement speed.
- **BLIND:** The creature is blinded for a number of rounds equal to the lover's Charisma modifier. If the lover was blind or had a penalty to her Perception checks due to an effect based on her vision of less than -10, she regains her normal vision without penalties for a number of rounds equal to her Charisma modifier.
- **BURNOUT:** The creature is fatigued for a number of rounds equal to the lover's Charisma modifier. A creature who is already fatigued (including creature previously targeted with burnout) who is the subject of this ability is exhausted for the first round of this effect. Creatures successfully hit with this ability receives a Fortitude save (DC 10 + 1/2 lover level + Charisma modifier). A successful save reduces the effect to a duration of 1 round (until the end of the creature's next turn).
- **INFIRMED:** The creature takes a penalty on all of its saves equal to the lover's Charisma modifier to a maximum of 1/4 her lover level (minimum of -1) for a number of rounds equal to her Charisma modifier.
- **SCREAMING:** The creature begins to scream as loud as they possibly can and drawing attention to itself. Creatures afflicted by this enfeeblement cannot make Stealth checks and non-mindless creatures within 10 feet of them a -2 penalty on attack rolls.
- **TRUTHBOUND:** The creature is bound to tell the truth, omitting nothing, if questioned. Creatures may also not attempt to use Bluff checks. A creature can attempt to not answer a question by attempting a Will save (DC 10 + 1/2 lover level + Charisma modifier) when asked a question. Successfully making the save allows them to resist answering any questions until the start of their next turn. If they fail, they receive a new save the next time they are asked a question. A lover must be at least 8th level to select this enfeeblement.

Fire and Ice (Su):

At 10th level, the lover's power reaches a critical point and she must make a hard choice if she wishes to continue to grow her mastery of the lover's art. She must choose to either allow love into her life at the cost of never truly achieving the highest levels of discipline or become cold and lock herself away from the affection of others entirely to focus on her studies. Depending on her choice, she gains one of the benefits below. Once the choice has been made it cannot be changed.

- **HEART OF ICE (EX):** You have learned to lock your heart away. You may never willingly utilize Diplomacy to improve the attitude of another creature but gain the following benefits: +2 damage on all drain attacks (this improves to +3 at 15th level and +4 at 20th), the bonus provided against fear and confusion effects granted to you by your pacified class feature improves to 1/2 your lover level (rather than 1/4). Your alignment shifts one step towards evil and can never move to good again (and cannot be forced to). This drastically affects your characters personality, making them cold and reserved.
- **WARMING JOY (EX):** Your cold heart begins to melt, carefully thawing and allowing you to better understand love. You no longer gain any benefit or penalty from your pacified class feature. In place of it you gain a morale bonus to your Will saves equal to your 1/3 your lover level.

Apotheosis:

At 20th level, a lover may select one of the following benefits depending on what they selected at 10th level in their "fire and ice" class feature.

- **TRUE LOVE (SU):** If the lover selected warming joy at 10th level, she can now bring herself to experience true love without danger of losing her power. Should she find true love and it is reciprocated, she is gains the full benefit of this class feature. When she utilizes her drain class feature, any benefits granted to the lover are also granted to the one she loves. In addition, creatures do not receive a save against her pacify ability and it lasts for 1 minute per casting after she stops concentrating.
- **QUEEN OF ICE (SU):** If the lover selected heart of ice at 10th level, she shuts herself off from her humanity, gaining tremendous power in the process. She may use her drain class feature an unlimited number of times per day. In addition, she may choose to deal 1d6 damage per level with her drain rather than 1d6 per two levels but heals nothing from the attack. Finally, she may cause her drain to deal maximum damage a number of times per day equal to her Charisma modifier.

The Lover's Spell List

- **0TH:** Daze, detect magic, mending, message, prestidigitation, touch of fatigue
- **1ST:** Bungle ^{UM}, calm emotions, cause fear*, color spray, corrosive touch, grease, hypnotism, memory lapse ^{APG}, negative reaction ^{UC}, obscuring mist, peacebond ^{UC}, ray of enfeeblement, reduce person, sleep, unprepared combatant ^{UM}
- **2ND:** Compassionate ally, daze monster, distracting cacophony ^{UM}, glitterdust, haunting mists ^{UM}, hideous laughter, hold person, howling agony ^{UM}, hypnotic pattern, mad hallucination ^{UM}, qualm ^{UC}, rage*, reckless infatuation ^{UM}, scare, silence, suggestion, touch of idiocy, unadulterated loathing ^{UM}

- 3RD: Ash storm ^{UM}, deep slumber, dispel magic, fear, loathsome veil ^{UM}, malicious spite ^{UM}, ray of exhaustion, sepia snake sigil, sleet storm, slow, stinking cloud, unravel destiny ^{APG}, vision of hell ^{UM}
- 4TH: Bestow curse, confusion, enervation, hold monster, malfunction ^{UM}, mass daze, mass reduce person, rainbow pattern, serenity ^{UM}, symbol of slowing ^{UM}, utter contempt* ^{UM}
- 5TH: Dominate person, feeblemind, foe to friend ^{APG}, greater dispel magic, hold monster, irresistible dance, joyful rapture ^{UM}, mass suggestion, mind fog, soothe construct ^{UM}, symbol of sleep, waves of fatigue
- 6TH: Cloak of dream, euphoric tranquility, mass hold person, plague storm ^{UM}, symbol of fear, waves of ecstasy ^{UM}

DESIGNER INSIGHT*: “WHY DOES A LOVER HAVE THE ABILITY TO USE SPELLS LIKE RAGE?”

They have access to them but are not fond of using them as they can compel others towards hostile actions. They can be used creatively to achieve their ends. For example, a lover might secretly use *rage* to make a warmonger show his true colors in court or compel an enemy into throwing the first punch. Sometimes, a little bit of pain makes the wound heal quicker.



TABLE 6-4: LOVER FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	Gain 1/6 of a lover's insight.	CRB
Elf/ Half Elf	Add +1/4 damage (and thus healing) when using the lover's drain.	CRB
Half-Orc/ Orc	Add +1/4 on all Intimidate checks to influence and opponent's attitude.	CRB / ARG
Aasimar	Add 1/3 to the amount of healing you receive for using drain.	ARG
Drow	Gain 1/6 of a new enfeeblement.	ARG
Flikes	Add +1/4 on all Diplomacy checks to influence and opponent's attitude.	RG4

Worldshaper

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

At the crossroads of craftsmanship and magic lies the mysterious art of worldshaping. It is a magic so potent that those rare few who understand it can hardly tap into its secrets without years of practice. Worldshapers can shape the very fabric of reality to their whims in a fashion akin to a sculptor working soft moist clay into the form of a statue. Worldshapers are typically part of one of several ancient orders of craftsmen who work with this mysterious art. They are members of an old, salt of the earth, guild of carpenters, sculptors, and other artisans who work with their hands who mastered primal secrets that they jealously guard. These mysterious techniques are only passed onto new members after they have been extensively vetted and rigorously tested by the ancient masters of their craft.

The virtues of diligence, hard work, humility, professionalism, honesty, fraternity, and artistry are beaten into initiates. Most of these guilds, though ancient and respected, do not put on airs. They do their work faithfully and without a fuss and always make sure to go the extra mile to ensure that they perform the best job possible.

HIT DIE: D8.

ROLE:

Their skills, while primarily used for crafting, can be employed during combat situations in a very utilitarian fashion.



ALIGNMENT: ANY LAWFUL

Worldshaping requires strict measurements, precise control, and diligence only seen in the ranks of the lawful. A worldshaper who ceases to be lawful does not lose any class features associated with this class but cannot gain further levels in it until he has regained his lawful alignment.

CLASS SKILLS

The worldshaper's class skills are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features:

The following are class features of the worldshaper.

Weapon and Armor Proficiency:

The worldshaper is proficient with all simple weapons and with light armor but not with any other kind of armor or shields. In addition, a worldshaper treats 3 artisan tools of his choosing not as improvised weapons but as weapons he is proficient in the use of with the weapon profile of the most similar weapon. These are typically sculpting hammers (light hammer), chisels (short swords), carving knives (kukri), etc. A worldshaper is not limited to this list and should discuss his options with his GM. A worldshaper can cast worldshaper spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a worldshaper wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass worldshaper still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Hands of the Sculptor (Ex):

The worldshaper gains Improved Unarmed Strike as a bonus feat at 1st level. In addition, the worldshaper counts as a monk of equal level for the purpose of determining his unarmed damage.

Hard Worker (Ex):

At 1st level, a worldshaper gains a competence bonus on a single Profession check of his choosing equal to 1/2 his worldshaper level (minimum 1). He may choose a Craft skill in place of a Profession but only gains a bonus equal to 1/4th his worldshaper level (minimum +1).

Starting at 5th level, when a worldshaper makes a Craft or Profession check to gain income for one week's worth of work, he gains x2 the normal amount of income he would generate. At 10th level he gains x5 the amount of income and at 15th level he gains x10 the amount of income. At 20th level, he gains x100 the amount of income.

Spells:

A worldshaper casts arcane spells drawn from the worldshaper spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a worldshaper must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a worldshaper's spell is 10 + the spell level + the worldshaper's Intelligence modifier.

Like other spellcasters, a worldshaper can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 7-2: Worldshaper Spells Per Day. In addition, he receives bonus spells per day if he has a high Intelligence score.

TABLE 7-1: THE WORLDSHAPER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Hands of the sculptor, hard worker, spells, starving artist, worldcraft
2nd	+1	+3	+0	+3	Soften
3rd	+2	+3	+1	+3	Animate object (small), artisan talent, world shaping
4th	+3	+4	+1	+4	Shape weapon
5th	+3	+4	+1	+4	Hard worker (x2)
6th	+4	+5	+2	+5	Animate object (medium), artisan talent
7th	+5	+5	+2	+5	Reinforce
8th	+6/+1	+6	+2	+6	Demiurge, labor
9th	+6/+1	+6	+3	+6	Animate object (large), artisan talent, hand of creation
10th	+7/+2	+7	+3	+7	Hard worker (x5), starving artist
11th	+8/+3	+7	+3	+7	Aura of animation
12th	+9/+4	+8	+4	+8	Animate object (huge), artisan talent
13th	+9/+4	+8	+4	+8	-
14th	+10/+5	+9	+4	+9	Grand demiurge
15th	+11/+6/+1	+9	+5	+9	Animate object (gargantuan), artisan talent, hard worker (x10)
16th	+12/+7/+2	+10	+5	+10	Hand of creation
17th	+12/+7/+2	+10	+5	+10	-
18th	+13/+8/+3	+11	+6	+11	Artisan talent
19th	+14/+9/+4	+11	+6	+11	-
20th	+15/+10/+5	+12	+6	+12	Hard worker (x100)

The worldshaper's selection of spells is extremely limited. A worldshaper begins play knowing four 0-level spells and two 1st-level spells of the worldshaper's choice. At each new worldshaper level, he gains one or more new spells, as indicated on Table 7-3: Worldshaper Spells Known. (Unlike spells per day, the number of spells a worldshaper knows is not affected by his Intelligence score (See Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

Upon reaching 5th level, and at every third worldshaper level after that (8th, 11th, and so on), a worldshaper can choose to learn a new spell in place of one he already knows. In effect, the worldshaper "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level worldshaper spell the worldshaper can cast.

TABLE 7-2: WORLDSHAPER SPELLS PER DAY

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

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

A worldshaper need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

TABLE 7-3: WORLDSHAPER SPELLS KNOWN

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

Starving Artist (Pn/Su):

At 1st level, a worldshaper may consume clay, fertile soil, mud, or other relatively soft soil in place of traditional food and gain sustenance from it. He may not eat rocks or metals or anything he could not chew. As he gains in level, he even develops craving for nutrient-rich soil with rich and exotic clays being the most alluring. By 10th level, a worldshaper must consume at least one meal of nutrient-rich soil per day. Failure to do so leaves him unable to sleep until he does so.

In addition, a worldshaper who consumes the soil of an area can make Survival checks at a +2 insight bonus to find food and shelter. An area, for the purpose of this class feature, is defined as an area sharing similar environmental conditions no more than 10 square miles. At 10th level, this becomes a +4 insight bonus rather than a +2.

Worldcraft (Sp):

At 1st level, a worldshaper can cast *warp wood* at will as a spell-like ability. At 8th level, the worldshaper can shape any material with a hardness less than twice his worldshaper level with this class feature (not just wood). Material with a reduced hardness due to the soften class feature (see below) may be shaped if its hardness is low enough.

Soften (Su):

At 2nd level, a worldshaper can make a touch attack as a standard action that reduces the hardness of an unattended object or piece of equipment by his worldshaper level for a number of rounds equal to his Intelligence modifier. He may do this any number of times per day.

Animate Objects (Su):

At 3rd level, a worldshaper can cast *animate objects* as a supernatural ability as a swift action a number of times per day equal to his Intelligence modifier (minimum 1). Unlike the spell, the effect lasts indefinitely, though the worldshaper may only use it on a single object at a time. If he uses it on another object, the effect on the previous object immediately ends. Unlike the spell, this ability requires the worldshaper to touch the object (rather than the typical medium range of the spell).

At 3rd level this can only be used on a medium object, at 6th level a large object, at 9th a huge sized object, at 12th a gargantuan object, and colossal object at 15th. A worldshaper may not divide objects of greater sizes into multiple smaller objects, though he may always elect to make a smaller object.

Artisan Talent:

At 3rd level and every 3 levels thereafter, a worldshaper gains an artisan talent that represents his dedication to his craft. Unless otherwise stated, each artisan talent may only be taken once.

- **SPHERE OF INFLUENCE:** The radius of the worldshaper's demiurge class feature increases by 20 feet. The worldshaper must be at least 9th level to select his artisan talent.
- **BONUS FEAT:** The worldshaper gains a bonus feat. The worldshaper must still meet all prerequisites for a bonus feat, including caster level minimums. The feat must be selected from the list at the end of this talent. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The worldshaper counts his worldshaper level as his fighter level and base attack bonus for the purpose of qualifying for feats on this list. This artisan talent may be selected as many times as desired.
 - ◇ Any item creation feat, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike), Greater Weapon Focus (Unarmed Strike), Greater Weapon Specialization (Unarmed Strike), Stunning Fist.

- **SKILL FOCUS:** The worldshaper may select Skill Focus (Craft) or Skill Focus (Profession) as a bonus feat. The worldshaper must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. This artisan talent may be selected as many times as desired (each time applies to a new kind of Skill Focus).
- **TOYMAKER:** The worldshaper may use his animate objects class feature an additional number of times per day equal to 1/4 his worldshaper level. Additionally, a worldshaper may use his class feature to animate an object one size category larger than what he is normally able to.
- **BALEFUL TRANSMUTATION:** You can make a touch attack against an enemy to cause any weapon they are currently wielding to be transmuted as if by the shape weapon class feature. The worldshaper must be at least 9th level to select this artisan talent.
- **ARMOR EATER:** You may deliver a free use of your soften class feature when you score a hit with an unarmed strike. The ability may be delivered against a single wielded weapon or worn piece of armor. This may only be delivered a maximum of once per turn to a specific creature.

World Shaping (Su):

At 3rd level, the expert touch of a worldshaper allows the reshaping of otherwise durable materials. The worldshaper can shape objects with hardness 8 + worldshaper level or lower (stone, wood, leather, and so on) as if it were soft clay. While it's possible to rapidly make crude shapes (shaping roughly 1 cubic foot of material per round), creating fine detail or moving parts requires additional time and an appropriate Craft check, at the GM's discretion.

Materials with more than points of hardness than the worldshaper can easily manipulate are still affected, though not so dramatically. The wearer may treat these materials as having half as much hardness when attempting to damage or reshape them. For instance, a steel bar normally has 10 points of hardness, but the worldshaper may treat it as having hardness 5, and shape it with woodworking tools.

The worldshaper's touch only affects shaping materials with his hands or handheld tools, and only when he desires to do so.

In addition, when making a sunder attempt with a handheld tool or an unarmed strike a worldshaper ignores the hardness of objects up to the value he can easily manipulate (8 + worldshaper level). Material with a reduced hardness due to the soften class feature may be shaped if its hardness is low enough. This functions in a similar fashion to the gloves of shaping.

Shape Weapon (Su):

At 4th level, any melee weapon wielded by the worldshaper gains the *transformative* weapon ability^{UE}. When not wielded by the worldshaper, it reverts to its original form within a few seconds. If thrown, weapons lose this quality after hitting or missing their target.

Reinforce (Su):

At 7th level, as a swift action a worldshaper can negate any attacks made against inanimate construction (walls, roof, floor, and so on) he is touching part of with his hands. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The worldshaper can do this once per day per point of Intelligence modifier. Once the swift action has been made the protection lasts for 1 minute. This functions in a similar fashion to the *lyre of building*.

Demiurge (Su):

At 8th level, as a full-round action once per day, a worldshaper can modify characteristics of the plane they are on in a 30 foot + 10 foot per worldshaper level radius sphere centered on the worldshaper (if he moves, it moves). At each worldshaper level after 8th, he may activate this ability one additional time per day. Once activated, it lasts for 1 round per worldshaper level. A worldshaper may, at the start of his turn, as a free action, change which aspects of his demiurge ability he is affected by.

This ability may alter the following things:

GRAVITY

- May be changed to: Normal Gravity, Heavy Gravity, Lite Gravity.
- At 14th level he adds: No Gravity and Objective Directional Gravity to the list.

ELEMENTAL AND ENERGY TRAITS

- May be changed to: Air-Dominant, Earth-Dominant, Fire-Dominant, Water-Dominant, No Dominance.
- At 14th level he adds: Negative-Dominant, Positive-Dominant.

ALIGNMENT TRAITS

- May be changed to: Aligned (Good/Evil), Aligned (Chaos/Law), Aligned (Neutral). All alignments cause the area to be mildly aligned. A worldshaper may only change the alignment to one he shares an alignment with (example: A lawful good worldshaper could make the area lawful or good aligned).
- At 14th level he adds: All alignments are strongly aligned.

MAGIC TRAITS

- May be changed to: Normal Magic, Enhanced Magic*, Impeded Magic*, Wild Magic.
- At 14th level he adds: Limited Magic*
- *If you selected enhanced, limited, or impeded magic, choose one type of magic to be enhanced, limited, or impeded, such as “effects with the fire descriptor or that manipulate fire” or “death spells and spells from the Death or Repose domains”.

The term “demiurge” is generally applied to a worldshaper of 8th level or higher who exhibits mastery over something of this scope by his peers. At 14th level, this class feature is referred to as “grand demiurge” and the term is generally bestowed upon him by his peers (in a typical setting).

Hand of Creation (Su):

At 9th level, a worldshaper can use *minor creation* as a supernatural ability. This can be done as a swift action rather than taking 1 minute to use. He may use this ability a number of times per day equal to his worldshaper level.

At 16th level, this functions as per *major creation* rather than *minor creation*.

Aura of Animation (Sp):

At 11th level the mere presence of a worldshaper can cause small objects he is in the presence of to become animated, as if by *animate objects*. There is a 25% chance every hour that one small object within 30 feet of the worldshaper will become animated in this fashion. A worldshaper may suppress or reactivate this ability as a swift action and it does not cease if he is unconscious.

This is never an object he is wielding or stored on his person. Priority is given to objects he has become familiar with (a book he has read, a painting he examined, etc.), spent extensive time with (a torch he slept near, a chair he sat on, etc), something he discarded (an empty flask of oil he used on himself, a candle he used part of, a plate he ate off of, etc.), or other things closely associated with him that is within the 30 foot radius. The GM may decide when this occurs so long as it happens once per hour (even while he sleeps).

The animated object created is always has a hardworking disposition and is loyal to the worldshaper, though it is unable and unwilling to partake in combat. Objects animated in this fashion remain animated for 1 hour.

Worldshaper Spell List

- **0TH LEVEL SPELLS:** Arcane Mark, Mage Hand, Mending, Open/Close, Prestidigitation, Resistance
- **1ST LEVEL SPELLS:** Alarm, Barkskin, Break ^{APG}, Bungle ^{UM}, Crafter's Curse ^{APG}, Crafter's Fortune ^{APG}, Floating Disk, Gravity Bow ^{APG}, Grease, Identify, Jury-Rig ^{UC}, Magic Fang, Magic Stone, Magic Weapon, Reinforce Armaments ^{UC}, Shield, Stone Fist ^{UM}, Unerring Weapon ^{UC}, Wood Shape.
- **2ND LEVEL SPELLS:** Arcane Lock, Bullet Shield ^{UC}, Campfire Wall ^{APG}, Chill Metal, Communal Reinforce Armaments ^{UC}, Create Pit ^{APG}, Heat Metal, Kinetic Reverberation ^{UC}, Knock, Protection from Arrows, Make Whole, Masterwork Transformation ^{UM}, Meld into Stone, Returning Weapon ^{UC}, Ricochet Shot ^{UC}, Rope Trick, Shatter, Silk To Steel ^{UM}, Soften Earth and Stone, Stone Call ^{APG}, Stone Shape, Warding Weapon ^{UC}.
- **3RD LEVEL SPELLS:** Ablative Barrier ^{UC}, Burrow ^{UM}, Earth Glide ARG, Greater Magic Weapon, Keen Edge, Magic Vestment, Resinous Skin ^{UC}, Rusting Grasp, Shifting Sand ^{APG}.
- **4TH LEVEL SPELLS:** Malfunction ^{UM}, Major Creation, Move Earth, Rapid Repair ^{UM}, Stoneskin, Transmute Mud to Rock, Transmute Rock to Mud, Unbreakable Construct ^{UM}
- **5TH LEVEL SPELLS:** Fabricate, Flesh to Stone, Ironwood, Repel Wood, Stone to Flesh, Wall of Stone
- **6TH LEVEL SPELLS:** Call Construct ^{UM}, Disintegrate, Iron Body, Rampart ^{APG}, Repel Metal or Stone, Transmute Metal to Wood, Wall of Iron

TABLE 7-4: WORLDSHAPER FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	Gain 1/6 of a new artisan talent.	CRB
Dwarf	Add 1/2 to the amount of hardness soften reduces an object's hardness by soften.	CRB
Gnome	Add +1/4 to the worldshaper's caster level when casting spells of the transmutation school.	CRB
Oread	Add a +1 bonus on concentration checks made due to taking damage while casting worldshaper spells.	ARG
Marionette	Add 1/3 to the number of times per day you can use animate object.	RG4

New Feats

General Feats

Name Binder

You can utilize the power of a creature's name to augment your magic against it.

PREREQUISITES: Ability to cast 2nd level spells

BENEFIT: You may speak a specific creature's name aloud as part of casting a spell. If you do then you may choose to increase the save DC by +1 or the caster level of the effect for the purposes of overcoming spell resistance by +2 against that creature. This benefit does not stack with other abilities that increase the save DC of a spell (Such as the School Focus feat). If the spell being cast is a divination, enchantment or illusion spell then this feat's benefits are increased by +1. Using this feat's benefit replaces a spell's verbal component, or adds one if it did not have one before. This special verbal component cannot be ignored without suppressing this feat's benefit.

Spell Conductor

You can focus a spell on an individual target, to the detriment of other targets.

PREREQUISITES: Ability to cast 4th level spells

BENEFIT: Select one target when casting a spell that will affect multiple targets. You may reduce the caster level of that spell by 1 against all targets except that target to increase your caster level against that target by the number of creatures you reduced the caster level against, to a maximum of $\frac{1}{4}$ your caster level. Using this feat's benefit replaces a spell's somatic component, or adds one if it did not have one before. This special somatic component cannot be ignored without suppressing this feat's benefit.

Mystic Anchor

You can exploit the link between an object and it's owner to reap misfortune on him.

PREREQUISITES: Ability to cast 3rd level spells

BENEFIT: If you posses an item that belongs to a creature you may use it as a focus as part of casting a spell which effects that creature. When the creature attempts to save against an ongoing effect from your spell after failing the initial saving throw, that creature must roll its save twice against the spell and take the least favorable result. Using this feat's benefit adds an additional spell focus component, or adds one if it did not have one before. This special focus component cannot be ignored without suppressing this feat's benefit.

Arcanaphagey Survivor (Story)

The dire taint of arcanaphagey dwells within you, it may never fully disappear but you can at least control it somewhat.

PREREQUISITES: Infected with arcanaphagey

BENEFIT: You gain a +4 bonus on saves against your arcanaphagey and you may choose to take a -6 penalty against spells and spell-like abilities.

GOAL: Cure your arcanaphagey

COMPLETION BENEFIT: You gain the arcanaphage's remission class feature and one knack that you meet the prerequisites for, using your class level -4 as your arcanaphage level.

Kludge Caster

A kludge is no more than a magical hack job, anyone who can actually cast a spell can cast a kludge with a bit of practice.

PREREQUISITES: Ability to cast spells or spellcharge pool, Spellcraft 1 rank

BENEFIT: You learn a single kludge that you meet the prerequisites for, using your caster level -2 as your arcanaphage level whenever you cast it. Anytime you would learn a new spell you may instead learn another kludge that you meet the prerequisites for. You may generate spellcharge points for kludges by expending prepared spells or unused spell slots. Once per round, as a free action, you may expend a number of spells equal to $\frac{1}{2}$ your ranks in the Spellcraft skill (minimum 1) each spell slot spent gives you an amount of spellcharge points equal to the spell's level. Without a spellcharge pool these points, as well any gained from kludges are temporary and disappear at the end of your next turn.

SPECIAL: Prepared spellcasters never need to prepare kludges in advance, they may cast any kludge they know at any time, so long as they have the spell charge to spend.

Spell Cycle

You can regain your expended spells with raw magical energy.

PREREQUISITES: Ability to cast spells and the ability to generate spellcharge

BENEFIT: You may, as a standard action, expend any amount non-temporary spellcharge to regain any prepared spell or an expended spell slot with a level lower than the amount of spellcharge you spent.

SPECIAL: If you have the kludge caster feat than temporary spellcharge generated by that feat as well as any generated by kludges count as permanent for this purpose.

Soulbreaker Spell (Metamagic)

You can cause your spells to deal negative energy and damage the very fabric of your target's soul.

PREREQUISITES: School Focus (necromancy)

BENEFIT: You may elect to replace a spell's normal damage with negative energy damage or split the spell's damage, so that half is negative energy and half is of its normal type. Creatures who fail their saves against a soulbreaker spell gain a number of negative levels equal to $\frac{1}{2}$ the spell's unmodified level (minimum 1). If the spell does not allow for a save then targets receive a Will save to negate the effect. These negative levels disappear after 1 hour and have no chance of becoming permanent. A soulbreaker spell counts as a necromancy spell, in addition to it's normal school.

LEVEL INCREASE: +2 (a soulbreaker spell uses up a spell slot two levels higher than the spell's actual level.)

Transposing Spell (Metamagic)

You can swap places with the target of your spell.

PREREQUISITES: School Focus (conjunction)

BENEFIT: Whenever a transposing spell affects two or more targets they must make a Will save with a DC equal to the unmodified spell's save DC or swap places with the caster or another creature who fails the save against this effect. A transposing spell counts as a conjunction (teleportation) spell in addition to its normal school.

LEVEL INCREASE: +2 (a transposing spell uses up a spell slot two levels higher than the spell's actual level.)

Mindrending Spell (Metamagic)

Your spells can cause a creature to become confused.

PREREQUISITES: School Focus (enchantment)

BENEFIT: Whenever a mindrending spell deals hit point damage to a target that creature must make a Will save with a DC equal to the unmodified spell's DC or become confused for a number of rounds equal to the spells unmodified level. Creatures receive a new save at the end of each of their turns to negate the confusion effect. A mindrending spell counts as a mind-affecting enchantment spell, in addition to its normal school.

LEVEL INCREASE: +2 (a mindrending spell uses up a spell slot two levels higher than the spell's actual level.)

Obfuscating Spell (Metamagic)

Your spells blurs the vision of the creature you target.

PREREQUISITES: School Focus (illusion)

BENEFIT: Whenever an obfuscating spell affects a creature that creature must make a Will save with a DC equal to the unmodified spell's DC or treat all creatures as though they had a 50% miss chance, as if it had total concealment, for a number of rounds equal to the unmodified spells level. Creatures receive a new save to negate this effect at the start of each of their turns. Unlike actual total concealment, this effect does not prevent enemies from targeting the creature normally. An obfuscating spell counts as a mind-affecting illusion (glamer) spell in addition to its normal school.

LEVEL INCREASE: +2 (an Obfuscating Spell uses up a spell slot two levels higher than the spell's actual level.)

Guiding Spell (Metamagic)

Your spells protect your allies.

PREREQUISITES: School Focus (divination)

BENEFIT: You may elect to grant targets affected by a spell an insight bonus to AC for a number of rounds equal to the spell's unmodified spell level or grant all creatures attacking the targets an insight bonus on attack rolls equal to the spell's unmodified spell level for 1d4 rounds. A guiding spell counts as a divination spell in addition to its normal school.

LEVEL INCREASE: +1 (a Guiding Spell uses up a spell slot one level higher than the spell's actual level.)

Prismatic Spell (Metamagic)

Your spells produce a rainbow of effects.

PREREQUISITES: School Focus (evocation), Ability to cast prismatic spray or a similar spell

BENEFIT: Roll 1d8 and apply the result from the table below against any creature who fails their save against this spell. The save DC for the listed effects is with a DC equal to the unmodified spell's save DC. This metamagic feat cannot be applied to spells that have a range longer than long. A prismatic spell counts as an evocation spell, in addition to its normal school.

LEVEL INCREASE: +2 (a Prismatic spell uses up a spell slot two levels higher than the spell's actual level.)

TABLE 8-1: PRISMATIC SPELL

1D8	COLOR	EFFECT
1	Red	2x spell level points fire damage (Reflex half)
2	Orange	5x spell level points acid damage (Reflex half)
3	Yellow	10x spell level points electricity damage (Reflex half)
4	Green	Poison (Frequency 1/rd. for 6 rd.; Init. effect 1d4 con damage; Cure 2 consecutive Fort saves)*
5	Blue	1d4 Dex damage as if by calcific touch ^{APG} (Fortitude negates)
6	Indigo	Confused for 1d4 rounds, as confusion spell (Will negates)
7	Violet	Subjected to the effects of a blink spell for 1d4 rounds (Will negates)
8	Multi-color	Roll twice more, ignoring any "8" results

*see the poison section of the pathfinder core rulebook.

Disintegrating Spell (Metamagic)

Your spell reduces creatures to dust, soon to be blown away by the wind.

PREREQUISITES: School Focus (Transmutation), ability to cast disintegrate

BENEFIT: A spell modified by this metamagic feat always deals full damage against objects and affects force effects like a disintegrate spell. You may replace the spell's normal damage with untyped damage (as dealt by a disintegrate spell) type or split the spell's damage, so that half is of is untyped and half is of its normal type. If damage caused by this spell reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. A disintegrating spell counts as a transmutation spell, in addition to its normal school.

LEVEL INCREASE: +2 (a disintegrating spell uses up a spell slot two levels higher than the spell's actual level.)

Versatile Spell (Metamagic)

You can split the damage type of your spell.

PREREQUISITES: Elemental Focus ^{APG}, Spellcraft 10 ranks

BENEFIT: You may elect to have this spell deal any type of energy damage that you have Elemental Focus in, you may even choose to have the spell deal multiple types of energy damage of types you have Elemental Focus in, so long as the damage is divided evenly amongst the types you select. Targets damaged by this spell must make a Will save with a DC equal to the unmodified spell's save DC. Failure grants the damaged creature vulnerability to any of energy types dealt by this spell that you have Elemental Focus in until the end of your next turn.

LEVEL INCREASE: +2 (a versatile spell uses up a spell slot two levels higher than the spell's actual level.)

Nullifying Spell (Metamagic)

Your spell bypasses spell resistance more easily.

PREREQUISITES: Spell Penetration

BENEFIT: If you successfully overcome a target's spell resistance with this spell, you may lower its spell resistance by an amount equal to the bonus you gain from the Spell Penetration and Greater Spell Penetration feats until the end of your next turn.

LEVEL INCREASE: +1 (a nullifying spell uses up a spell slot one level higher than the spell's actual level.)

Tenacious Spell (Metamagic)

Your spells are difficult to end.

BENEFIT: Effects generated by a tenacious spell are difficult to end. Whenever a creature would be subject to an effect that would mitigate or undo an effect caused by a tenacious spell (such as healing hit point damage, or removing a status effect) the creature attempting to remove the effect must make a Will save with a DC equal to the unmodified spell's save DC or the ability is wasted to no effect.

LEVEL INCREASE: +1 (a tenacious spell uses up a spell slot one level higher than the spell's actual level.)

Life Stealing Spell (Metamagic)

The damage caused by your spells heals an ally.

PREREQUISITES: School Focus (necromancy)

BENEFIT: Whenever a life stealing spell deals hit point damage to one or more creatures you may grant one creature within 60 feet a number of temporary hit points equal to the amount of damage you rolled, to a maximum of ten times the spell's level. These temporary hit points disappear after 1 minute. A life stealing spell counts as a necromancy spell in addition to its normal school.

LEVEL INCREASE: +2 (a life stealing spell uses up a spell slot two levels higher than the spell's actual level.)

Metamagic Focus

You can expend magical energy to offset the reduced potency of metamagic spells.

PREREQUISITES: Must be able to cast at least 4th level spells, any metamagic feat, Spellcraft 7 ranks

BENEFIT: You may expend one or more prepared spells or unused spell slots as a free action when casting a spell modified by one or more metamagic feats. Increase the save DC of the spell by 1/2 of the level of each spell slot expended. This feat cannot add more to the save DC than the difference between the spell's modified and actual spell level.

Metapoint Transference

You have a more refined ability to adjust spell energies when modifying spells.

PREREQUISITES: Must be able to cast at least 4th level spells, must possess at least one metamagic feat, Spellcraft 5 ranks

BENEFIT: Once per day when you regain your spell slots or prepare your spells you may sacrifice a prepared spell or unused spell slot to gain a number of metamagic points equal to half the level of the spell expended. These points last until the next time your character regains all their lost spell slots or prepares all new spells for the day. The points may be spent when you apply metamagic feats to any spell that add at least 1 to the effective level, so long as the selected spell is at least one level lower than the sacrificed spell. Reduce the total level adjustment of metamagic feats applied to the spell by an amount equal to the number of points spent. You may not lower a spell's level lower than its actual level when using this feat. You may not use this feat to cast a spell with a modified spell level above a level you could normally cast prior to reducing its cost.

SPECIAL: This ability does not stack with other abilities that allow you to reduce or eliminate the effective level adjustment of metamagic feats, such as the universalist wizard's metamagic mastery school power or a metamagic rod.

Class Support Feats

Extra Knack

You know an extra trick or magical trick that no one else knows.

PREREQUISITES: Knack class feature

BENEFIT: You gain one additional arcanaphage knack. You must meet all of the prerequisites for this knack.

SPECIAL: You can gain Extra Knack multiple times. Each time you gain a new knack.

Extra Secret

You have delved deeper into the primordial secrets of your past lives than other ancients have.

PREREQUISITES: Ancient secret class feature

BENEFIT: You gain an extra ancient secret.

SPECIAL: You may take this multiple times, each time you gain an additional ancient secret.

Extra Manifestation

Your soul can stand the unbridled power of an ancient manifestation for longer than others.

PREREQUISITES: Manifestation class feature

BENEFIT: You may use your manifestation class feature 2 extra times per day.

Fudge the Numbers

Though it is heresy to do it- you adjust your numbers on the fly.

PREREQUISITES: Divine numerology class feature

BENEFIT: When using divine numerology, you may take a result 1 higher or 1 lower than the actual number of creatures targeted by the spell. Doing so causes you to take your gnostic level in damage.

Extra Formula

You have been more studious than most.

PREREQUISITES: Divine arithmetic class feature

BENEFIT: You gain an extra formula from the divine arithmetic class feature.

SPECIAL: You may take this feat multiple times, each time you gain an additional formula.

Intuitive Math

You have hunches about numbers and you follow them rather than double checking your work.

PREREQUISITES: Numerical interpretation class feature

BENEFIT: When using your numerical interpretation class feature, you may apply your Wisdom to damage in place of your Intelligence.

Sum Total

1 + 1 = 3.

PREREQUISITES: Double cast class feature

BENEFIT: When using double cast or triple cast abilities, the DC of your spells is not reduced.

Cold Hearted Witch

Your cold, emotionless, heart is more frigid than most.

PREREQUISITES: Heart of ice class feature

BENEFIT: You may use Diplomacy, in place of Intimidate, to demoralize a creature. In addition, you gain a +2 bonus on such checks.

Healing Heart

The love you can never share with another is drawn from a deeper well than most.

PREREQUISITES: Drain class feature

BENEFIT: Any time you are healed by your drain, you are healed for 2 additional points of damage. In addition, you gain a +1 bonus on attack rolls made to hit with your drain attack. This stacks with the bonus from Bleeding Heart.

Bleeding Heart

The strength of your heart is rivaled by none.

PREREQUISITES: Drain class feature

BENEFIT: Any time you cause damage with a drain attack you cause 2 additional damage. This additional damage is not converted to healing. In addition, you gain a +1 bonus on attack rolls made to hit with your drain attack. This stacks with the bonus from Healing Heart.

Extra Lover's Insight

You are more insightful than most lovers, able to rely on your intuition.

PREREQUISITES: Lover's insight class feature.

BENEFIT: You gain an extra lover's insight.

SPECIAL: You may take this multiple times, Each time you gain an additional lover's insight.

Extra Enfeeblement

Your sadistic twist to your soul causes your creative ways of enfeeblement go beyond what is normally required of a lover.

PREREQUISITES: Enfeeblement class feature.

BENEFIT: You gain an extra enfeeblement.

SPECIAL: You may take this multiple times Each time you gain an additional enfeeblement.

Optimistic Insights

Your critical attention to details allows you to see the glory of universal mathematics in every random stroke of luck around you!

PREREQUISITES: Inspirational Mathematics

BENEFIT: An ally who confirms a critical hit within 30 feet of you (including the gnostic himself) triggers your gnosis point regeneration.

Normal: A gnostic only regains gnosis when a creature rolls a natural 1 or natural 20.

The Law of Large Numbers

The more you put in the more you get.

PREREQUISITES: Divine arithmetic

BENEFIT: When making an attack roll, you gain a luck bonus on attack rolls. If, on your attack roll, you rolled a 1-5 it is a +1 luck bonus. 6-10 is a +2 luck bonus, 11-15 is a +3 luck bonus, and 16-19 is a +4.

If you roll a natural 20 you gain a +5 luck bonus on critical confirmation rolls in place of the normal +4.

Mathematical Mage

You study math as much as magic and know how to better manipulate your spells.

PREREQUISITES: Inspirational Mathematics

BENEFIT: You gain a new divine arithmetic formula.

SPECIAL: You may take this feat multiple times. Each time you gain a new formula.

Extra Ghost Trick

Your ghost's abilities go far beyond the norm.

PREREQUISITES: Ghost trick

BENEFIT: You gain a new ghost trick. You must meet all the prerequisites for the ghost trick.

SPECIAL: You may take this feat multiple time. Each time you gain a new ghost trick.

Revised Feats

Arcane Blast ^{APG}

You can convert any spell into an attack.

PREREQUISITES: Arcane spellcaster, caster level 5th.

BENEFIT: As a standard action, you can fire a ray targeting any foe within 30 feet as a ranged touch attack. This attack deals 2d6 points of damage. You may sacrifice a prepared spell or unused spell slot of 1st level or higher to increase the damage dealt by an additional 1d6 points of damage for every level of the spell or spell slot you sacrificed. 0-level spells may not be sacrificed in this manner.

Arcane Shield ^{APG}

You can convert any spell into a defense.

PREREQUISITES: Arcane spellcaster, caster level 5th.

BENEFIT: As a immediate action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and gain a deflection bonus to AC equal to the level of the spell or spell slot you sacrificed for a number of rounds equal to your highest mental ability score modifier. 0-level spells may not be sacrificed in this manner.

Arcane Talent ^{APG}

Magic is in your blood, and at your fingertips.

BENEFIT: Choose a 0-level spell from the sorcerer/wizard spell list. You can cast this spell as a spell-like ability three times per day. At 4th level and every 4 level thereafter you can cast this spell-like ability one additional time per day. The caster level is equal to your character level. The save DC is 10 + your highest mental ability score modifier.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

The Following replaces minor and major spell expertise.

Spell Expertise

You are able to cast a 1st-level spell as a spell-like ability.

PREREQUISITES: Ability to cast 4th-level spells.

BENEFIT: Choose one 1st-level spell that you know. You may cast that spell twice per day plus an additional 1 time for 4 levels you possess in the class from whose spell list the spell is taken as a spell-like ability. The caster level for this spell-like ability is equal to your highest caster level. The spell-like ability's save DC is based on your highest mental ability score. If the spell has an expensive focus or material component, it may not be chosen for this feat. **Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell. Whenever you gain a new spell level after 4th you may select from spells one level higher than previously, for example being able to select a 2nd level spell when you can cast 5th level spells.

Eldritch Heritage ^{UM}

You are descended from a long line of sorcerers, and some portion of their power flows in your veins.

PREREQUISITES: character level 3rd, at least 3 ranks in your associated bloodlines skill or skill focus in your associated bloodlines skill, Constitution or one mental ability score 15

BENEFIT: Select one sorcerer bloodline. This bloodline cannot be a bloodline you already have. You gain the associated bloodline skill as a class skill if it is not already so. You also gain the first-level bloodline power for the selected bloodline. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You may also opt to use your highest mental ability score or Constitution instead of charisma for the purposes of your bloodline powers. You do not gain any of the other bloodline abilities.

Improved Eldritch Heritage ^{UM}

The power of your discovered bloodline continues to grow.

PREREQUISITES: Eldritch Heritage, character level 5th

BENEFIT: You gain the 3rd-level power of the bloodline you selected with the Eldritch Heritage feat. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

Special: When you reach character level 11 you receive also receive your 9th level bloodline power. For the purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer.

Greater Eldritch Heritage ^{UM}

Your discovered bloodline power reaches its zenith.

PREREQUISITES: Constitution or one mental ability score 19, Eldritch Heritage, Improved Eldritch Heritage, character level 17th.

BENEFIT: You gain an additional power from the bloodline you selected with the Eldritch Heritage feat. You gain a 15th-level (or lower) sorcerer bloodline power that you do not already have. For purposes of using that power, treat your character level as your sorcerer level for all your sorcerer bloodline powers granted by this feat, Eldritch Heritage, and Improved Eldritch Heritage.

Revised Rogue Talents

The following replace the minor and major rogue talents as well as the bookish rogue feat.

MINOR MAGIC: You gain Arcane Talent as a bonus feat.

MAJOR MAGIC: You gain Spell Expertise as a bonus feat without having to meet the prerequisites. You are treated as having the sorcerer/wizard spell list with a caster level equal to your rogue level for the purposes of this feat. In addition, by studying a spellbook, you can change one spell you are able to cast using your minor magic or major magic rogue talent to one sorcerer/wizard spell of the same level contained in the spellbook. Changing spells in the fashion takes a number of minutes equal to the number of spells changed. This change is permanent until you take the time to change it via this feat again.

New Spells

Scrying Ward

SCHOOL abjuration; LEVEL bard 1, sorcerer/wizard 1

CASTING TIME 1 standard action

COMPONENTS V, S, M (a chunk of adamantine, worth 50 gp)

RANGE close (25 ft. + 5 ft./2 levels)

TARGET 1 item

DURATION permanent

SAVING THROW Will negates (object); SPELL

RESISTANCE Yes

Creatures attempting to scry a creature using the warded item as a connection do not inflict a penalty on their Will save; furthermore, if the creature casting the scrying spell has no other connection to the target, then the scrying attempt becomes impossible, just as though they had no connection.

Invert Luck

SCHOOL abjuration; LEVEL bard 5, sorcerer/wizard 5

CASTING TIME 1 standard action

COMPONENTS V, S, M (the ashes of a four-leaf clover)

RANGE 20 ft.

AREA 20-ft.-radius emanation, centered on you

DURATION 1 round / level (D)

SAVING THROW Will partial; SPELL

RESISTANCE Yes

This spell turns the effects of good fortune into bad fortune. Creatures benefiting from a luck bonus take a penalty of an amount equal to the luck bonus they would normally benefit from. If the creature is benefiting from an ability that allows them to roll twice and take the greater result they instead take the worse result while in the spell's area. A successful Will save halves the penalty inflicted by this spell.

Dispel Burn

SCHOOL abjuration; LEVEL bard 3, bloodrager 3, magus 3, sorcerer/wizard 3

CASTING TIME 1 standard action

COMPONENTS V, S, M (a chip of cold iron)

RANGE close (25 ft. + 5 ft./2 levels)

TARGET 1 magic item

DURATION 1 day / level

SAVING THROW Will half; SPELL RESISTANCE Yes

Creatures who successfully dispel a magic item warded by this spell must make a Will save or take 1d8 points of damage per caster level (maximum 10d8). A successful Will save halves this damage.

Dispel Ward

SCHOOL abjuration; **LEVEL** bard 1, bloodrager 1, magus 1, sorcerer/wizard 1

CASTING TIME 1 standard action

COMPONENTS V, S, M (a chip of adamantine)

RANGE close (25 ft. + 5 ft./2 levels)

TARGET 1 magic item

DURATION 1/day level

SAVING THROW Will negates (object); **SPELL**

RESISTANCE Yes

Creatures attempting to make a dispel magic attempt on a magic item warded by this spell treat the item's caster level as equal to the caster's level, if it would be higher than the item's caster level.

Deflect Location

SCHOOL abjuration; **LEVEL** bard 4, sorcerer/wizard 5

CASTING TIME 1 standard action

COMPONENTS V, M (a mirror)

RANGE Medium (100 ft. + 10 ft./level)

TARGETS two creatures or objects

DURATION 1 day / level (D)

SAVING THROW Will negates (harmless); **SPELL**

RESISTANCE yes

When you cast this spell, designate one target as the primary target and another as the secondary target. Whenever a creature attempts to locate the primary target, or an object on the primary target's person with divination magic, the creature must succeed at a caster level check, DC 11 + your caster level. Failure means the target's divination attempt is redirected to the secondary target, who makes all saves against the effect as normal.

Transdimensional Pocket

SCHOOL conjuration (creation); **LEVEL** bard 2, dimension knight 2 TOSAS, sorcerer/wizard 2, magus 2

CASTING TIME 1 standard action

COMPONENTS V, S, M (a sheet of cloth)

RANGE personal

TARGET you

DURATION permanent (D)

SAVING THROW Will negates (harmless); **SPELL**

RESISTANCE yes (harmless)

This spell creates a small pocket of extra dimensional space that you may store objects in, this pocket is always considered to be adjacent to you. Drawing objects from this space takes the same sort of action drawing an item from your person would normally take. You may store 1 small object in this pocket. For every 2 caster levels you possess beyond 4th, the size of the object you may store improves by 1 size category, to a maximum of a single huge object at caster level 20th. You may elect to store multiple objects in the pocket, treating multiple smaller objects as one larger object. For this purpose treat two objects of the same size as one object of the next size category larger. If this effect is dismissed by you or dispelled, the items in the transdimensional pocket fall to the ground in an adjacent space.

Linkburn

SCHOOL evocation; LEVEL sorcerer/wizard 5

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE medium (100 ft. + 10 ft./level)

TARGET See text

DURATION instantaneous

SAVING THROW Will half; SPELL RESISTANCE yes

You attack a target through a magical connection.

This spell targets a magical effect that allows a target to perceive a location without being there (such as a scrying or project image spell). The creature using that connection takes 1d6 points of damage per caster level (maximum 15d6). A successful Will save halves this damage.

Magic Orb

SCHOOL evocation [force]; LEVEL sorcerer/wizard 5

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE medium (100 ft. + 10 ft./level)

TARGETS one creature

DURATION 3 rounds

SAVING THROW none; SPELL RESISTANCE yes

The caster fires a bolt of magical force at a single target; this bolt deals 1d6 points of force damage per two caster levels. Every round on your turn, the bolt of force flies to a new target using the previously damaged creature as its point of origin. The caster chooses the new target as a free action, who must be within medium range (100 ft. + 10 ft./level) of their new starting point, and is a different creature than the one acting as the spell's point of origin. The caster can refrain from firing the globe after completing the spell. Treat this as a melee touch spell for which you are holding the charge, except you may hold it for as long as 1 minute per caster level. If you hold the spell for one round then the spell's damage die increase from d6s to d8s.

Prismatic Blast

SCHOOL evocation; LEVEL sorcerer/wizard 6, magus 6

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE medium (100 ft. + 10 ft./level)

EFFECT ray of prismatic energy

DURATION instantaneous

SAVING THROW see text; SPELL RESISTANCE yes

This spell causes a fabulous, sparkling, multicolored beam of light to fly forth from your hand. If you successfully strike a target with this spell it is treated as though struck by a prismatic spray spell, but uses this spell's save DC. This spell can score a critical hit, but only the damage effects of prismatic spray are affected, doubling their damage. If this spell strikes a prismatic wall or prismatic sphere then roll 1d8 and consult the prismatic spray chart, if the color rolled is the same as the color currently exposed on the prismatic wall or prismatic sphere, then that layer is negated.

Mass Disguise

SCHOOL illusion (glamer); LEVEL sorcerer/wizard 3

CASTING TIME 1 standard action

COMPONENTS S

RANGE Medium (100 ft. + 10 ft./level)

TARGETS 1 creature / 2 levels

DURATION 1 minute / level (D)

SAVING THROW none; Will negates (see text);

SPELL RESISTANCE yes

This spell changes the appearance of the targets as if by disguise self. The targets of this spell do not receive a saving throw until they interact with a creature affected by this spell. Each successful save only reveals a particular creature. All other creatures affected remain disguised.

False Future

SCHOOL illusion (glamer); LEVEL bard 5, sorcerer/wizard 5

CASTING TIME 1 standard action

COMPONENTS V, S, M (a kaleidoscope)

RANGE 20 ft.

AREA 20-ft.-radius emanation, centered on you

DURATION 1 round / level (D)

SAVING THROW Will partial (See text); SPELL

RESISTANCE no

This spell creates illusions of incorrect futures. Insight bonuses fail to function in this spell's area. Creatures benefiting from an insight bonus must succeed at a Will save or receive a penalty of an amount equal to the insight bonus they would normally benefit from.

Bloodsurge

SCHOOL necromancy; LEVEL sorcerer/wizard 2, magus 2, witch 2, bloodrager 2

CASTING TIME 1 swift action

COMPONENTS S, M (a pinch of feverfew)

RANGE Medium (100 ft. + 10 ft./level)

TARGET one creature

DURATION instantaneous

SAVING THROW none; SPELL RESISTANCE yes

This spell causes the target's blood to well up out of their open wounds. The target immediately takes any bleed damage they are suffering from; this is in addition to the normal times they take bleed damage.

Life Scourge

SCHOOL necromancy; LEVEL sorcerer/wizard 3, magus 3, witch 3, bloodrager 3

CASTING TIME 1 standard action

COMPONENTS S, V

RANGE Medium (100 ft. + 10 ft./level)

TARGET one creature

DURATION instantaneous

SAVING THROW Will half; SPELL RESISTANCE

yes

This spell reduces the amount of temporary hit points a target possesses by 1d8 per caster levels you possess (maximum 10d8). A successful Will save halves this reduction.

Blackfire Sphere

SCHOOL necromancy [fire]; LEVEL sorcerer/wizard 6, magus 6

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE long (400 ft. + 40 ft./level)

AREA 20-ft.-radius spread

DURATION instantaneous

SAVING THROW Reflex half; SPELL RESISTANCE yes

This spell deals 1d6 points of half-fire and half-negative energy damage per caster level (max 15d6) and 1d4 negative levels. A successful Reflex save halves this damage and the negative levels dealt (minimum 1). 24 hours after being subject to this spell, targets must make a Fortitude save at the same DC of the spell or the negative levels become permanent.

Revitalize

SCHOOL transmutation; LEVEL sorcerer/wizard 3, alchemist 3, cleric/oracle 3, inquisitor 3, witch 3

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE touch

TARGET creature touched

DURATION instantaneous

SAVING THROW Will half (harmless); SPELL

RESISTANCE yes (harmless);

This spell turns up to $2d10$ + the caster's level of temporary hit points possessed by the target into actual hit points. If this would bring the target above its maximum hit point total, any excess temporary hit points remain as such.

Freezer Burn

SCHOOL transmutation [cold, fire]; LEVEL sorcerer/wizard 5, magus 5, bloodrager 4

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE Medium (100 ft. + 10 ft./level)

AREA 2 10-ft. radius bursts per 4 levels, each of which must be at least 20 feet apart

DURATION instantaneous

SAVING THROW Reflex half; SPELL RESISTANCE yes

This spell creates a number of bursts. Each of these bursts deal $1d6$ points of damage per caster level (maximum $15d6$), half of these bursts deal fire damage while the other half deal cold damage. A creature in multiple areas of effect from this spell need only make one saving throw, treating the spell's damage as half fire and half cold.

Symbol of Telekinesis

SCHOOL transmutation; LEVEL sorcerer/wizard 6, witch 6

CASTING TIME 10 minutes

COMPONENTS V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 2,500 gp)

RANGE 0 ft.; see text

EFFECT one symbol

DURATION permanent

SAVING THROW Reflex partial (see text); SPELL

RESISTANCE Yes

This spell creates an invisible rune of power upon a flat surface at least five feet wide. When a creature enters five foot area warded by this spell the rune glows with power and they must make a Reflex save or be flung in a direction you designate when casting the spell. Creatures who fail their Reflex saves move ten feet per caster level in a direction of the caster's choice (chosen at the time the spell is cast) and take a -2 penalty on all further Reflex saves until the start of their next turn, if this movement would be stopped by a solid object the creature takes damage as though they fell the distance they moved. Creatures who succeed at their Reflex saves do not take a penalty to Reflex saves and only move 5 feet in the direction specified.

New Magic Items

New Armor Properties

Skilled

Price +1, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint enchantment

The wearer of a suit of Skilled armor may, as a free action, choose to replace its enhancement bonus to AC with a competence bonus to AC of the same amount. Changing this competence bonus back to an enhancement bonus is also a free action. When granting a competence bonus in this manner the wearer is considered proficient in the armor, even if he normally wouldn't be. If the wielder is proficient in the armor normally he increases the armor's maximum dexterity bonus to AC by $\frac{1}{2}$ the weapon's enhancement bonus (minimum 1).

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, modify memory

Guided

Price +1, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint evocation

The wearer of a suit of guided armor may, as a free action, choose to replace its enhancement bonus to AC with an insight bonus to AC of the same amount. Changing this insight bonus back to an enhancement bonus is also a free action. When granting an insight bonus in this manner the wearer may choose to ignore the flatfooted condition on one attack against which he would normally have that condition, a number of times per day equal to the armor's enhancement bonus.

Using this ability is not an action on the wearer's part, and he may do so even if he is unaware of the attack.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, Anticipate Peril ^{UM}

Auspicious

Price +1, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint evocation

The wearer of a suit of auspicious armor may, as a free action, choose to replace its enhancement bonus to AC with a luck bonus to AC of the same amount. Changing this luck bonus back to an enhancement bonus is also a free action. When granting a luck bonus in this manner the wearer may choose to have his opponent roll twice when making a damage roll against him and take the worse result, a number of times per day equal to the armor's enhancement bonus. Using this ability is not an action on the wielder's part and he may do so even if he is unaware of the attack.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, Shield of faith

Retributive

Price +2, **Slot** none, **CL** 8th, **Weight** -, **Aura** moderate transmutation

A set of retributive armor springs to life when its wearer is struck. The wearer may spend an immediate action to deal any targets that strike him with a non-reach melee weapon $1d6$ + the armor's caster level points of slashing, piercing, or bludgeoning damage. If the armor has armor spikes, then he may have this ability deal damage with his armor spikes + the armor's caster level in place of the normal damage granted by this ability.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft magic arms and armor, animate object

Lifeshield

Price +3, **Slot** none, **CL** 15th, **Weight** -, **Aura** strong necromancy

An armor or shield with the lifeshield ability grants the wearer a pool of temporary hit points equal to 15 + the armor or shields enhancement bonus squared x 3. These hit points are in addition to the character's current hit point total and any damage taken by the character or the armor/shield is subtracted from these hit points first. This pool never refills on its own. Instead, the points are regained when the wielder would regain hit points above his normal maximum through magical means. These temporary hit points do not stack with other temporary hit points.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft magic arms and armor, false life

Arcanophagic

Price +3, **Slot** none, **CL** 15th, **Weight** -, **Aura** strong evocation

An armor or shield with this property gains spell charge when its user is affected with a spell. A successful save against a spell generates $\frac{1}{2}$ the spell's level in spell charge. The pool of spell charge this armor or shield can hold is equal to 2x its enhancement bonus. Creatures who can use spell charge may spend points from this armor. Otherwise, a creature may use this armor to cause a burst of force damage once per day when the armor is at full charge. This damage is $1d6$ + the total spell charge + the armor's enhancement bonus. This affects one creature who struck the wearer or wielder with a melee or natural attack.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft magic arms and armor, Imbue with Spell Ability

Indomitable

Price +5, **Slot** none, **CL** 15th, **Weight** -, **Aura** strong abjuration

The wearer of a suit of Indomitable armor may, as an immediate action lower the armor's enhancement bonus to AC by 2 for 24 hours. If he does, then all damage he takes until the start of his next turn is halved.

CONSTRUCTION REQUIREMENTS

Cost +5 bonus

Craft magic arms and armor, false life

Phantasmal

Price +5, **Slot** none, **CL** 15th, **Weight** -, **Aura** strong transmutation

The wearer of a suit of Phantasmal armor may, as an immediate action, become ethereal for a number rounds per day equal to 5 times the armor's enhancement bonus. These rounds do not need to be consecutive but must be used in one round increments.

CONSTRUCTION REQUIREMENTS

Cost +5 bonus

Craft magic arms and armor, ethereal jaunt

New Weapon Properties

Liferending

Price +1, **Slot** none, **CL** 12th, **Weight** -, **Aura** strong necromancy

A liferending weapon deals an extra 1d6+its enhancement bonus points of damage to any temporary hit points the target it strikes is currently benefiting from.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, life scourge AP:MC

Skilled

Price +1, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint enchantment

The wielder of a skilled weapon may, as a free action, choose to replace its enhancement bonus to attack and damage rolls with a competence bonus of the same amount. Changing this competence bonus back to an enhancement bonus is also a free action. When granting a competence bonus in this manner the wielder is considered proficient in the weapon, even if he normally wouldn't be. If the wielder is proficient in the weapon normally he gains a bonus to his CMB and CMD equal to $\frac{1}{2}$ the weapon's enhancement bonus (minimum 1).

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, bestow weapon proficiency ^{UC}

Auspicious

Price +1, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint evocation

The wielder of an auspicious weapon may, as a free action, choose to replace its enhancement bonus to attack and damage rolls with a luck bonus of the same amount. Changing this luck bonus back to an enhancement bonus is also a free action. When granting a luck bonus in this manner the wielder may, as a free action, roll his damage roll twice and take the better result a number of times per day equal to the weapon's enhancement bonus. He may declare use of this ability after his damage has been rolled.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, divine favor

Eager

Price +1, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint evocation

An eager weapon may be called into the hand of the wielder as a non-action as part of any initiative check or when the wielder would be subject to damage. In addition it grants an enhancement bonus on the accompanying initiative roll equal to the enhancement bonus of the weapon.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, anticipate peril ^{UM}

Enlightening

Price +1, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint divination

The wielder of a enlightening weapon may, as a free action, choose to replace its enhancement bonus to attack and damage rolls with an insight bonus of the same amount. Changing this insight bonus back to an enhancement bonus is also a free action. When granting an insight bonus in this manner, the wielder may choose to make an attack against the target's flatfooted AC once per round, up to a number of times per day equal to the weapon's enhancement bonus

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, true strike

Tracing

Price +1, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint evocation

Once per day per enhancement bonus the wielder of a tracing weapon may cause the target of his attack to be outlined in faerie fire as per the spell. In addition the wielder gets a competence bonus equal to twice the enhancement bonus of a tracing weapon when attempting to follow a creature struck by it with a Survival check to track. This bonus lasts for 24 hours.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft magic arms and armor, faerie fire

Deathsurge

Price +2, **Slot** none, **CL** 12th, **Weight** -, **Aura** moderate necromancy

This weapon deals an extra 1d10+its enhancement bonus points of negative energy damage. This negative energy damage does not heal undead, instead it grants them a like amount of temporary hit points and a +2 morale bonus on attack and damage rolls for 1 round. Living creatures damaged by this weapon's negative energy take a -2 penalty on damage rolls for one round.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft magic arms and armor, inflict moderate wounds

Lifesurge

Price +2, **Slot** none, **CL** 12th, **Weight** -, **Aura** moderate conjuration

This weapon deals an extra 1d10 + its enhancement bonus points of positive energy damage. This positive energy damage does not heal living creatures, instead it grants them a like amount of temporary hit points and a +2 morale bonus on attack and damage rolls for 1 round. Undead creatures damaged by this weapon's positive energy take a -2 penalty on damage rolls for one round.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft magic arms and armor, cure moderate wounds

Intimidating

Price +2, **Slot** none, **CL** 12th, **Weight** -, **Aura** moderate necromancy

Targets struck by an intimidating weapon have any morale bonus with a benefit equal to or less than the enhancement bonus of the weapon suppressed for 1 round.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft magic arms and armor, cause fear

Hordeshort

Price +3, **Slot** none, **CL** 12th, **Weight** -, **Aura** strong conjuration

The hordeshot property can only be placed on a bow, crossbow, or firearm. The wielder may, as a standard action or in place of the first attack of a full-attack action, make an attack with a hordeshot weapon against all creatures within a 40 foot cone. Any creature in the area of this cone must make a Reflex save (DC DC is 10 + twice the bow's enhancement bonus + the wielders dexterity modifier) or take damage equal to the damage dealt by the wielder's attack. A successful Reflex save halves this damage. The wielder may use this ability a number of times per day equal to the bows enhancement bonus. Each point of enhancement bonus after the first the bow possesses increases the area of the cone by 10 feet. This special cone attack bypasses a wind wall spell or similar effects.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft magic arms and armor, arrow eruption ^{APG}

Overwhelming

Price +3, **Slot** none, **CL** 12th, **Weight** -, **Aura** strong evocation

The overwhelming property can only be placed on weapons that deal bludgeoning damage. Successful bullrush attempts with an overwhelming weapon move a foe back 10 feet per 5 the user beats the DC by, rather than 5 feet. The wielder may, a number of times per day equal to the weapon's enhancement bonus, make a single touch attack with this weapon as a standard action. If he hits the target must make a Fortitude save (DC DC is 10 + twice the weapon's enhancement bonus + the wielder's strength modifier) or be knocked back 10 feet per point of enhancement bonus the weapon possesses.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft magic arms and armor, force punch ^{UM}

Foe Felling

Price +3, **Slot** none, **CL** 12th, **Weight** -, **Aura** strong divination

The wielder of a foe felling weapon may, as a swift action, choose one target he can see. For a number of rounds equal to the weapon's enhancement bonus the wielder's attacks ignore a target's damage reduction and he deals an extra 2d6 points of precision damage against that target. The wielder may use this ability a number of times per day equal to the weapon's enhancement bonus. If the wielder has the paladin's smite evil, the cavalier's challenge or a similar class feature he may activate this weapon's ability as a free action made as part of activating that class feature.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft magic arms and armor, true strike

Blight Swapping

Price +3, **Slot** none, **CL** 12th, **Weight** -, **Aura** strong transmutation

The wielder of a blight swapping weapon, may, when he strikes a creature, pass the effect of any single curse, disease, or poison effect he is suffering from himself to the target he struck. The target is entitled to any saves normally allowed by the effect. If the attack is a critical hit then the save DC for the transferred affliction is increased by the weapon's enhancement bonus. This ability can only be placed on melee weapons. Curses revert back to the original target after 1 day per point of enhancement bonus possessed by this weapon.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft magic arms and armor, bestow curse

Cureblight

Price +3, **Slot** None, **CL** 12th, **Weight** -, **Aura** strong necromancy

A creature struck by a Cureblight weapon receives half the benefit of magical healing for 1 round.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft magic arms and armor, bestow curse

Life Leech

A life leech weapon deals an additional 2d6 + its enhancement bonus points of damage on a successful hit. The wielder gains an amount of temporary hit points equal to twice the damage this ability deals. These temporary hit points disappear at the end of the wielder's next turn and do not stack with themselves. On a critical hit the damage from this ability increases to 1d10 per point of the weapons critical multiplier + the weapons enhancement bonus.

Price +4, **Slot** none, **CL** 15th, **Weight** -, **Aura** strong necromancy

Construction requirements

Cost +4

Craft magic arms and armor, false life

Dweomer Push

The wielder of a dweomer push weapon may, when he strikes a creature, pass the effect of one spell affecting him to the target he struck. The target is entitled to any saves or spell resistance normally allowed by the effect using the original caster's statistics. If the attack is a critical hit then the save DC for the transferred spell is increased by 1/2 the weapon's enhancement bonus. This ability can only be placed on melee weapons.

Price +4, **Slot** none, **CL** 12th, **Weight** -, **Aura** strong transmutation

CONSTRUCTION REQUIREMENTS

Cost +4

Craft magic arms and armor, arcana theft ^{UM}

Lethal

The wielder of a lethal weapon may, once per round, as part of an attack, choose to have the attack threaten as a critical hit, the wielder must still roll to confirm as normal. the weapons enhancement bonus is then lowered by an amount equal to the weapons critical multiplier -1. This reduced enhancement bonus lasts for 24 hours, if this ability lowers a weapon's enhancement bonus to 0 then it becomes a non-magical weapon for 24 hours.

Price +5, **Slot** none, **CL** 15th, **Weight** -, **Aura** strong divination

CONSTRUCTION REQUIREMENTS

Cost +5

Craft magic arms and armor, named bullet ^{UC}

Specific Magic Weapons

Soulshatter Bow

The wielder of this bone white +3 Adaptive UE longbow may, as a swift action draw back an arrow of flickering, necromantic energy and fire it in place of an attack. This special arrow resolves against the targets touch AC and deals 1d4 negative levels to the target struck, in place of its normal damage. A soulshatter bow can only draw a number of these special arrows equal to the bow's enhancement bonus per day. The negative levels granted by this weapon are temporary and disappear after a number of rounds equal to the bows enhancement bonus.

Cost 21,500 gp, **Slot** weapon, **CL** 15th, **Weight** -, **Aura** strong necromancy

CONSTRUCTION REQUIREMENTS

Cost 10,750 gp

Craft magic arms and armor, enervation

Wallbreaker's Axe

This +3 adamantine battle-axe is known for its ability to remove any obstacle. A number of times per day equal to the weapon's enhancement modifier the wielder can have it destroy a single 10 foot cube of non-living inanimate matter as per the disintegrate spell. Also, once per day on a critical hit the wielder may, as a swift action subject the target of his critical hit to a disintegrate spell, using the item's caster level. the Fortitude save DC is 10 + twice the axe's enhancement bonus + the wielder's Strength modifier.

Price 46,200 gp, **Slot** weapon, **CL** 15th, **Weight** -, **Aura** strong transmutation

CONSTRUCTION REQUIREMENTS

Cost 23,100 gp

Craft magic arms and armor, disintegrate

Foe Finder's Shiv

This +2 ghost touch dagger calls to its targets. The wielder of this dagger may declare a creature his foe as a swift action once per day. For a number of rounds equal to this weapon's enhancement bonus melee attacks reroll any miss chance (including from a blink spell). In addition if the wielder has sneak attack damage dice he gains a +2 damage bonus on each sneak attack damage die rolled in melee against his foe, and may deal sneak attack damage against his foe if it has concealment or is invisible. This reroll does not stack with blind fight.

Price 38,000 gp, **Slot** weapon, **CL** 6th, **Weight** 1lb, **Aura** moderate divination

CONSTRUCTION REQUIREMENTS

Cost 19,000 gp

Craft magic arms and armor, true strike

New Magic Items

Spellflesh Circuit

Price 6,000 gp, **Slot** none, **CL** 5th, **Weight** -, **Aura** moderate evocation and abjuration

When touched by a creature this viscous metallic fluid leaps up the offending appendage and equips itself to the character. While equipped, the character gains a spellcharge pool (as the arcanaphage class feature) with a maximum size of 4 points. Whenever the character makes a saving throw against a spell or spell-like ability, he gains a number of spellcharge points equal to the level of the spell. He may fire a magic bolt (as the arcanaphage class feature of the same name) that deals $1d6 + 1/2$ his character level points of damage on a successful hit. If the character is an arcanaphage, then this item increases the size of his spellcharge pool by 4 and he may spend a point of spellcharge when making a magic bolt attack to treat his arcanaphage level as 4 higher for the purpose of determining the die size of his magic bolt attacks damage.

A character can only have 1 spellflesh circuit equipped at once.

CONSTRUCTION REQUIREMENTS

Cost 8,000 gp

Craft magic arms and armor

Pinning Pitons

Price 1000 gp, **Slot** none, **CL** 5th, **Weight** -, **Aura** faint transmutations

This pitons can be placed into a surface as a swift action; they ignore hardness when doing so. As a standard action, a wielder can make a Melee touch attack with the piton to pin a target to the ground by expending the magical energy within. A target so struck takes $1d6$ + the character's strength modifier in piercing damage and is immobilized until they make a DC 16 strength check as a move action or take a full round action to remove the piton. In either case they take $1d6$ piercing damage as the piton is removed. Once expended the piton becomes a non-magical piton.

Spellwarp Bombs

Price 5,300 gp, 12600 gp, 23000 gp, **Slot** none, **CL** 7th; 10th; 13th, **Weight** -, **Aura** faint evocation

These magical grenades have 1 spell charge inside them. They have a maximum spell charge pool depending on the level of the bomb. As a free action as part of using the grenades a character may sacrifice spell charge or one or more spells. The grenades accept spell charge up to their maximum, or gain an amount of spell charge equal to the level of the sacrificed spell. The grenade deals $1d10$ force damage per point of spell charge in a 10 foot radius. The radius is increased by 5 feet per 2 points of spell charge in the grenade when it is used. Creatures in the radius get a reflex save DC $13 +$ spell charge. These grenades cannot gain spell charge until the next dawn. This item uses its caster level against the SR of any creatures in the area.

Class I spellwarp bombs can hold up to 5 spell charge, Class II spellwarp bombs can hold up to 10 spell charge, Class III spellwarp bombs can hold up to 15 spell charge.

Supernatural Afflictions

The curses below can all be inflicted by a bestow curse spell although some add a special material component to that spell that cannot be bypassed with eschew materials or a similar ability. Some curses also have exotic infliction conditions that occur on their own, such conditions are noted in the curses entry. Spellcasters using bestow curse or similar magic to inflict these curses may use that spell's save DC, if higher.

Arcanaphagy

Type Curse, Disease (contact); **Save** Will DC 20

Onset 1 day; **Frequency** see text

Component: quill from a magebane bandersnatch
Bestiary 3

Effect: The target must make saving throws to resist all spells, even those cast by allies. In addition he gains a spellcharge pool, as an arcanaphage. The size of this pool is equal to the victim's HD. Whenever the target makes a successful saving throw against a spell or spell like ability this pool gains a number of points equal to the spell's level. Whenever an infected creature tries to use a spell or spell like ability he must make a Will save (DC 10+1.5*spell level) or lose the spell, losing the spell causes the victim's spell charge limit to gain a number of points equal to the spell's level. If the target's spell charge limit fills then the creature lets off an explosion of arcane energies, this leaves the target dazed for one round and deals 1d6 points of force damage per two HD of the infected creature to all creatures within a 20 foot radius. A successful Reflex save, with a save DC equal to the curse's save DC, halves this damage. A creature can attempt a Will save against this curses save DC to delay this effect by 1 round. Each round after the first he takes a cumulative -1 penalty to delay this effect. Damage caused by this affliction counts as contact for the purpose of spreading this affliction.; Cure Arcanaphagy can only be cured by successfully casting limited wish or similarity powerful magic.

Lover's Boon

Type Curse; **Save** none; Will special (see text)

Component: The heart of a lover

Condition: This curse can occur naturally when a lover feels true romantic love towards a creature, who then becomes the target of the curse.

Effect: Whenever the target of this curse would be subject to a spell he must make a Will save (with a save DC equal to what the save DC would normally be for a spell of that level). Failure results in that spell's variable numeric effects increasing by twenty five percent, including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables.

Cure: If inflicted by a bestow curse or other similar ability, a lovers boon may be removed with a successful remove curse spell, naturally occurring versions of this curse can only be removed by killing the lover or causing her to lose her feelings of love towards the target.

False Self

Type Curse; **Save** Will DC 20

Component: A mirror, cracked into seven fragments

Effect: The character takes on the likeness of another creature, this illusion affects all of an observer's senses. The character also counts as that creature for the purpose of spells and abilities (Such as the paladin's smite evil ability or a bane weapon) that would affect the creature whose likeness they took on. Creatures receive a Will save when interacting with this illusion to see through it, as normal. Creatures who were present when the creature received the curse automatically see through the effect.

Truthbane

Type Curse; **Save** Will DC 15 negates, Will DC 15 to avoid effects;

Component: A book filled with obviously false information.

Effect: The target is unable to tell the truth. Anytime the target is asked a question, she must succeed at a Will save or invent some manner of outrageous falsehood. This allows the target to lie in a zone of truth spell, if the save DC for this curse is higher than that of the spell.

Sin Rot

Type Curse; **Save** Will DC 20

Component: The knucklebones of a saint

Condition: This curse can occur naturally when a creature takes a good action for an evil reason.

Effect: Whenever the target takes an evil action (as a rule of thumb things defined in the paladin's code of conduct usually suffice) he becomes nauseated for 1d4 minutes. A successful Will save reduces this to sickened.

Saint Rot

Type Curse; **Save** Will DC 20

Component: The knucklebones of a sinner

Condition: This curse can occur naturally when a creature takes an evil action for a good reason.

Effect: Whenever the target takes a good action (as a rule of thumb things defined in the antipaladin's code of conduct usually suffice) he becomes nauseated for 1d4 minutes. A successful Will save reduces this to sickened.

Mounting Failure

Type Curse; **Save** Will DC 20

Component: A die with each face showing a one

Effect: Whenever the target fails a d20 roll this curse begins to twist fortune away from them. For the rest of the day the target must roll 2d20 whenever he would normally only roll one. He must take the second result, even if it is worse. If the target fails a check or attack roll then the next secondary d20 roll suffers a -1 penalty. Further failures increase this penalty by 1 each time. These penalties reset after 1 day. If the target is benefiting from a luck bonus penalties inflicted by this curse are reduced by an amount equal to the highest luck bonus the character is benefiting from.

Bane

Type Curse; **Save** Will DC 20 negates, Will DC 15 to avoid effects;

Component: A piece of troglodyte meat

Effect: Creatures with an attitude better than hostile towards the target who get within 30 feet of the subject of this curse must make a Will save or take their next available action to get 30 feet away from the target. Creatures who succeed at their Will saves are merely sickened while they are within 30 feet of the target.

Resurrection Sickness

Type Curse; **Save** Will DC 20

Component: A feather from a phoenix with the zombie template

Effect: Whenever the target is subject to a raise dead spell or similar effect he gains one permanent negative level, this is in addition to any negative levels normally incurred by the resurrection. In addition he takes 1d6 points of damage per two HD he possesses and becomes exhausted. This damage is half fire and half negative energy. A Will save halves this damage and reduced the exhausted condition to fatigued.

Cureblight

Type Curse; **Save** Will DC 20

Component: A piece of an undead creature

Effect: The subject must make a Will save when subject to magical healing or become sickened for 1d4 rounds. A Will save halves the amount of time the target is sickened for by half (minimum 0 rounds).

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