The Alternate Path
Martial Characters
#2: Fight Smarter

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Little Red
Goblin Games

Alternate Paths: Fight Smarter #2
-Fight Smarter-

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Introduction

What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on martial combat. 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.

Themes

Don't Hit Harder, Fight Smarter

This book examines ways of defeating an enemy in martial combat without a focus on damage output. Sometimes taking an opponent's ability to fight away from them is as vital as the knife that kills them. Classes in this book follow the same design ethos as classes like rogues, rangers, and even vigilantees. This book examines things like using combat maneuvers, skills in combat, and noncombat options to give players toolboxes of options to fight in a less linear fashion. We hope that by the last page you come away with enough options and new material to turn your typical Pathfinder game into something more complex and compelling.

A High Magic World

Several classes in this book (scout and sapper) are classes that ask the question, "how would this existing military role function in a world where magic was prevalent". What does a scout look like in a world where the people they are watching for can cast *invisibility* and how does one cripple an enemy's ability to fight like a sapper would in a world where *mending* is a cantrip?

Exotic Classes

All classes in this book are referred to as "exotic classes". Exotic classes often overlap with existing base classes. A scout and a ranger or rogue occupy much the same role and a face-changer and an assassin 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 once 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". An undying is counterintuitive from a mechanical perspective, seeking death rather than seeking to avoid death. The thane uses creature size as the primary mechanic. (etc)

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!

Game Mastery

Running "Smart" Combat

"War itself is not its own end." -Carl von Clausewitz, "On War"

They say that fighting is not the goal but a means to some end and that no war truly exists for the sake of war itself. So it is with combat in Pathfinder- combat should not always simply be fought for the sake of "killing the other people". Giving players goals and objectives that, once the fighting has been more or less won, can be accomplished. A good way of looking at combat is not to "defeat an encounter" though sheer combat but to "overcome an encounter" through whatever means best accomplish that goal. This means that, as a GM, you should consider what the end-goal of your encounter is, not just how the physical combat can be achieved. Here are a few things you should keep in mind, as a GM, to make your encounters more engaging and less linear:

Yielding

Consider at what point and under what conditions will an opponent yield, flee, surrender, or otherwise give up.

- If they are mercenaries maybe they will flee once they see it's not worth the money.
- An orc tribe might fight to the death but are superstitious of magic and some members might begin to bow down to you as a god if you use a divine spell that causes fire damage. This information should be hinted at earlier in the session.

Skill Challenges

How can you integrate at least two skills, that members of your party have (See "Only Use What Your Players Have" for more on this), into the resolution of the encounter?

- Put a rope in the middle of the room that someone could swing on during the encounter and grab the idol the party is trying to steal (ending it prematurely).
- Have glyphs on the wall of a tomb that someone could decipher and tell the party how to defeat the great monster.
- Have one of the enemies be a coward- using Intimidate on them would be very effective. Maybe they'd squeal and give some vital information or even turn on their enemies.

End Goal

Think of one way that the party of a specific member of the could reasonably overcome this encounter without combat or overcome it more quickly by augmenting it without combat.

- If a party is trying to free slaves from a slave pen, give the party a reasonable way to rescue them with only a bit of combat or even none at all.
- If a party is trying to end a war before it begins by assassinating a pretender to the throne, allowing them to trick the pretender into revealing himself as a fraud can be just as fulfilling as combat. Perhaps, if the party takes this route, the encounter they had to deal with is much easier as several of the guard have turned on the pretender but the rewards are the same.

Terrain

How can you incorporate unique terrain into your combat encounter?

- Add a chasm that divides the field in two.
- Add a secluded area where one ranged enemy is.
- Put an enemy behind a wall or door
- Fill part of the map with water or quicksand.
- Add a trap to the center of the room, like a swinging blade trap.
- Make small passages that people have to get through.
- Terrain can be used to shelter enemies- allowing them to remain unaware of the party. If a party is in a building, for example, they could take out enemies one at a time without other enemies knowing. You could make the walls extra thick or rooms far apart so that it's very hard to hear and only very loud things could be heard (a firearm, a sonic spell, etc).

Only Use What Your Players Have

Punishing players for not having taken a particular skill doesn't help anyone. If, as a GM, you say to your players, "Well- you could have avoided the encounter (or made it easier) if one of you had just put points into Diplomacy!" or "What? No one thought to take silver weapons?", particularly if this blindsides the players, is in poor taste. Instead, work with your players and allow certain characters to shine at different times. If only the ranger took Diplomacy, maybe have an encounter where that is a big thing. If you want to punish players for a choice, make it relevant to the story or in character choices they made- not on build specifics. For example, if the party had to chose between one of two artifacts- it's ok to say "this encounter would have been a little easier if you'd taken the sword rather than the chalice" so long as there are times that you say, "This one's going to be easier because you chose the chalice".

No Combat Does Not Mean No Fun

People play games like Pathfinder for different reasons. Some like the tactical combat, some like the roleplaying, some like to "win" by virtue of building a powerful character, and all of those options are perfectly fine. Be careful when using this book that you don't alienate players who like a specific style of gameplay- open communication between GM and player is important. Work with what your players like rather than against them and you'll have a much better time. If you have a diverse group of reasons for playing at your table, as a GM you should vary how you construct your encounters so that everyone has a chance to scratch that itch.

Milestone Based Leveling

While you can crunch the numbers and build encounters to your liking so your party will gain a level when they reach your next major plot point... why bother? A more narratively relevant form of level progression is to reward the entire party with level advancement when they achieve a goal laid out for them. This way, a party doesn't have to go out of their way to fight and overcome encounters out of some sense of needing to gain an arbitrary number of experience points to level. If your job is to delve a dungeon and slay the dragon at the heart of it- you'll level up when you've done that. A GM using this approach should clearly lay out when the conditions for leveling will be meet. They should give as much information as they can so long as that doesn't compromise elements of the plot. It's ok to say, "When you put an end to the enemy assaulting Blackreach Gate" when, in reality, the goal is to "Kill the Silver Knight who is leading the assault on Blackreach Gate". You can always update players with more information as you go along so long as you don't change the objective. It's also ok to break things into multiple goals; maybe reaching the 3rd level of the dungeon and defeating the golem sentinel who guards the door to the lowest (and largest) 2 levels will get the party a level and slaying the dragon on the 5th floor will reward them with another.

New Alternate Rules and Subsystems

In this section we have included a number of alternate rules and subsystems that could be used to make Pathfinder feel more dynamic and interesting. These rules are intended to be used by advanced players and GMs comfortable with the system already. These sets of alternate rules are not designed to simply increase damage output but to present characters with new options. Now, this may lead to greater damage output but the systems overall are designed with the notion of expanding what the game can do rather than just simply making it more lethal.

Reactions

In Pathfinder characters can take "immediate actions" during the turns of others- actions that take up a swift action on the character's next turn. They are only allowed one of these per turn and must be used on another creature's turn. If using this alternate rule, characters can take a standard actions as a "reaction" in the same way a character can take a swift action as "immediate action". This does not allow for characters to take a full-round action and it is limited to being done once per round per character.

Possible Implementation

The way a GM chooses to implement reactions greatly impacts how influential and powerful they are. This can vary from simply streamlining things to completely changing the battlefield dynamics.

Replace Reading Actions: If a character wants to use a "readied action" instead let them take a reaction if a specific event triggers. This allows character to think tactically and still allows them to take a full turn- the triggering action just consumes their standard action on their next turn. If using this, the GM should be wary about disturbing the initiative order too much and may want to require that characters be fairly specific about the condition that would trigger the action.

Attacks of Opportunity: Allow one attack of opportunity to be a reaction per turn for each character. This can afford players a great deal of flexibility in terms of how character react to situations.

Existing Immediate Actions: On a case by case basis, allow things that would normally be an immediate action to be a reaction. Be very careful with this as sometimes this allows for a much greater level of power than was initially intended. Check with your GM on a case-by-case basis if using this.

Free Reactions: As a GM you can let your players simply have the options to take one reaction per turn. This will dramatically change the flow of combat, allowing people a lot of freedom to make any attacks more or less whenever they wish. This can cause dramatic spikes in damage as when an enemy is in a disadvantageous position (having its AC lowered, for example) since players may elect to take a reaction to deal more damage immediately rather than wait until their next turn

Playing With Implementation

The following are a few ideas on how to make the aforementioned possible methods of implementation more conducive to your game. These assume you are using one of the above methods and they can be mixed together to give you exactly what you want.

Restrictions on Reactions: Restricting reactions to certain kinds of actions can be unique and help you shape the feel of combat in your game. For example, if reactions are restricted to combat maneuvers this would allow characters to use combat maneuvers that take a standard action to be used as part of an attack of opportunity. This can promote the the notion of using options other than just "deal damage". Alternatively, saying "you can't use this to cast spells" would weaken spellcasters a bit and strengthen martial characters. You can always restrict what kind of reactions a character can take based on their class. You could, for example, say "At 6th level, fighters can make 1 reaction per round in place of an attack of opportunity so long as that attack is made with a weapon from a group of they have selected weapon training in." or for a wizard you might say, "Once per turn a wizard can cast a spell as a reaction so long as that spell is at least 2 levels below the highest level it can cast.", or even restrict a cleric to only being able to cast domain* bonus spells as reactions. (*This could also be bloodline spells for sorcerer, spells of your favored school for wizard, etc), and (our final example) maybe "a ranger can only use reactions against their favored enemies".

Feat Based Entry: Feats could be a unique way to gain access to reactions. Maybe you wanted to improve the value of the Combat Reflexes feat and say, "A character with Combat Reflexes can make 1 reaction per round in place of an attack of opportunity" or make a new feat with Combat Reflexes as a requirement that allows for free use of reactions.

Expending Resources to Make Reactions: You could require that a character to expend resources to make reactions. For example, maybe to cast a spell as a reaction a spellcaster has to sacrifice a prepared spell (this could work great as a metamagic feat, combining this with feat based entry), for a melee attack a cavalier might have to give up a use of challenge or a paladin might have to give up a use of smite, etc. You can always make it condition on the expenditure of a resources by saying something like, "A barbarian who is raging can spend 1 additional round of rage to make a combat maneuver as a reaction". (This combines several methods of implementation)

Reactions Impose a Penalty: You could choose to have a reaction be made at a penalty or impose a penalty. Maybe melee attacks made as a reaction are made quickly and mostly out of a gut reaction rather than skillfully and thus impose a -2 (or higher) penalty on attack and damage rolls. A reaction-cast spell might lack the focus and lower your effective caster level by 2 (or more). You could also do a thing where you take a penalty to your AC (-2 or -4 would work) until the end of your next turn. Maybe reactions require a Constitution check or you become fatigued until the end of your next turn.

Conservation of Attacks

Not all characters gain a benefit from their iterative attacks. At higher levels, making your third attack in a round against a pit fiend is kind of hopeless when you are rolling with only a +2 on that attack. You're really just praying for a roll of a natural 20 at that point and characters who are not super-focused on martial attacks really don't find as much use for them. This alternate ruleset allows you to sacrifice those iterative attacks for benefits. These benefits are not designed to simply add damage to a roll but provide alternative benefits that may make the initial attacks better.

By sacrificing the following number of iterative attacks as part of a full attack actions a character can gain certain benefits (see the "Conservation Benefits" section). A character must declare they are doing this prior to making the first dice roll of a full attack action and may sacrifice any number of iterative attacks (a character with 4 attacks may chose to sacrifice their last 2 and keep their first 2, for example). The benefits of removing attacks apply to all remaining attacks made as part of that full attack action. Multiple benefits may be selected as part of the same full attack action (a fighter with 4 attacks may sacrifice 1 attack to ignore 2 points of DR, 2 to fight defensively while doing it, and use his 1 remain attack to attack their target).

A character can only sacrifice the extra attacks granted to them by their BAB, not extra attacks granted to them by other things like class features (including flurry of blows), wielding multiple weapons, having more than 2 limbs, spells (such as *haste*), or feats (such as Rapid Shot, Two-Weapon Fighting, or even something as ambiguous as Manyshot). A character can only benefit from this if their iterative attacks could actually be used as part of the attack. So a character who has a weapon or ability that takes a full round to use one, could not benefit from sacrificing iterative attacks. You are essentially trading attacks you would have made but chose not to.

Conservation Benefits

Bypass DR / Hardness [Varies]: For every iterative attack sacrificed attacks made as part of this full attack action ignores 2 points of DR or hardness (chosen when making the attack). What kind of DR this can bypass is dependent on your character level: cold iron / silver (3rd level), adamantine (7th level), alignment-based (13th), DR/- (17th), epic (21st).

Bonus to Hit [Varies]: For every iterative attack sacrificed attacks made as part of this full attack action gain a +1 bonus to hit.

5-Foot Step [3]: If 3 iterative attacks are sacrificed the attacker can make a free 5-foot step after the attack, even if they have already taken a move action this turn.

Guarded [2]: If 2 iterative attacks are sacrificed the attacker can chose to fight defensively as part of the full attack action. If this option is chosen, they do not suffer the normal -4 penalty on attack rolls when making the full attack action, though it does apply on any other attacks made before the start of your next turn.

Reloading [2]: If reloading the weapon you are attacking with takes a swift action or less, you may reload your weapon at the end of your full attack action with 1 piece of ammunition if you sacrifice 2 iterative attacks.

Simple Grapple Rules

The grapple combat maneuver is a very involved process and we believe it can be simplified. While this optional rule may take a bit of the complexity and authenticity out of it- it can help speed up combat and be employed more easily.

To grapple a creature, you must be adjacent to your target and have 2 open hands. As a combat maneuver (a standard action) you may make a grapple attempt. Like all combat maneuvers you roll CMB vs your target's CMD. If you succeed, both you and your target gain the "grappled" condition. If you are not grappling with any creatures, you lose the "grappled" condition.

A target with the "grappled" condition:
- Can't move except by force. (Forcing movement automatically removes the grappled condition if it moves you to a non-adjacent squares.)
- Can only attack with light weapons or natural weapons.
- Gains a +2 bonus on attack rolls against the target they are grappling.

While grappled you have 2 special combat maneuvers you can use:
- **Pin:** As a standard action you can roll your CMB vs. a target you are grappling CMD. If you are successful, the target is helpless until the end of your next turn (but still grappling with you).
- **Escape:** Remove grapple condition from you.

Multiple Grapplers

Using this method, multiple people can grapple each other so long as all creatures are adjacent to whoever they are grappling with. Ronduk the Dwarf can be grappling the Orc Chieftain and Terradyne the Endless could join in and grapple the Chieftain, and not be grappling Runduk.

Note: We use "you" to denote the perspective of whoever is taking the action in this section.

Free Combat Maneuvers

Combat can be more interesting and involved if they are made more accessible to players. An easy way to do this is to cause give every player the "Improved" version of the combat maneuver feats.

Aid Another

Teamwork is a very important part of combat but, in combat, it is relegated to teamwork feats and aid another. Aid another, in particular, has a lot of potential that has never been fully explored and, in this section, we will examine new ways to implement aid another checks in combat and give them some expanded functionality.

Reprint: Aid Another (Combat)

"In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check."

Action Economy

- **Reduced Aid Another:** Letting a character make a full aid-another attempt in combat as a swift or move action would allow characters to more freely implement these.
- **Swift Action Aid Another:** A character can make an aid another attempt as a swift action, granting a +1 bonus on a character's next attack roll or +1 bonus to AC again that opponent's next attack. Alternatively, this may be done once during a full attack action by sacrificing an attack (and using the associated attack roll bonus from the sacrificed attack).
- **Full Round Aid Another:** A character who makes an aid another check as a full round action can grant a +4 bonus on a character's next attack roll or +4 bonus to AC again that opponent's next attack.

Other Uses

- **Leg Up:** As an immediate action a character can offer their friend a boost, clear their path, or otherwise help them move faster. The aiding character makes a DC 10 Dexterity or Strength check to aid an ally who is moving adjacent to them. This allows the moving ally to either add 10 feet to their movement or treat 10 feet of difficult terrain as normal terrain.
- **Coordinated Attack:** A character can expend an immediate action to make a single attack of opportunity against an enemy within their reach at a -4 penalty who has just attacked an ally.

Inverse Uses for Skills

One school of thought concerning mastery is that one can only truly understand something by delving into the opposite. Under this school of thought, certain skills may be purposefully misused in such a way to achieve an opposite effect. Not all skills will have an inverse use, particularly when another skill covers it pretty well (Diplomacy and its relationship to Intimidate comes to mind). While by no means a complete list, the examples here can serve as inspiration to an inventive GM to produce more.

New Skill Use for Heal: Torture

With a clear knowledge of the body, you can surgically injure a victim in order to coerce them. Far from being a general bully, you have learned to tailor the abuse to the subject, carefully applying pain so that you don't make the victim pass out or die. It should be noted that unnecessary use of torture is frowned upon by most good-aligned cultures and religions, and even the repeated use of basic torture may result in an alignment shift.

Attempting a Heal check to torture requires that the target be conscious and restrained, helpless, or otherwise unable to fend you off. On a successful Heal check made to torture, the target takes non-lethal damage and all Intimidate checks made against the target for 1 minute gain a circumstance bonus. The amount of damage dealt and size of the bonus depends on the torture type. On a failed check, the target instead takes half the normal damage in lethal damage. If you fail by 5 or more, you have applied too much pressure and in addition to taking lethal damage the target must make a Fortitude save (DC 10 + your ranks in Heal) or fall unconscious for 1 minute.

Basic Torture: The most mundane and readily available method of abuse, basic torture involves using the tools at hand to coerce a target into cooperating. It generally involves broken bones, small knives, and generally bloodying. A successful basic torture checks deals 1d6 + your Strength or Wisdom modifier (whichever is higher) in non-lethal damage and grants a +2 bonus to Intimidate checks against the target.

Advanced Torture: Advanced torture is what the term 'torture' traditionally brings to mind: the rack, the iron maiden, dunking, and/or application of burning liquids. Without access to proper torturer tools, any attempt at advanced torture suffers a -4 penalty. A successful advanced torture checks deals non-lethal damage equal to the target's HD and grants a +4 bonus to Intimidate checks against the target.

Table 1-1: Torture

Task	DC	AoO?	Time
Basic torture	10 + 1/2 target's HD + target's Constitution modifier	-	1 minute
Advanced torture	10 + target's HD + target's Constitution modifier	-	1 hour
Psychological torture	10 + 1/2 target's HD + target's Wisdom modifier	-	1 hour

Psychological Torture: Possibly the most perverse form of torture, psychological torture involves twisting the mind of a subject through mental abuse. Isolation and distressing imagery are common tools, but cruel minds can often find other more insidious methods. A successful psychological torture checks deals 1d2 points of Wisdom damage (instead of dealing non-lethal damage) and grants a +4 bonus to Intimidate checks against the target. On a failed save, the target takes no damage, but if you fail by 5 or more the target suffers a minor mental breakdown. The target must make a Will save (DC 10 + your ranks in Heal) or go insane, gaining the confused condition for 1 day.

Modifiers

Trying to torture a creature that don't share your creature type (such as an orc trying to torture a sphinx) applies a -4 penalty due to stark differences in biology. If you have the Intimidating Prowess feat, you may add your Strength modifier to basic torture checks in addition to your Wisdom modifier.

Sidebar: Torture, Alignment, and Appropriateness

In almost every context torture is an evil action. Creatures of non-evil alignment can partake in torture but it has a fair chance of shifting your alignment if you do it too often. Even doing an evil thing for the right reason can have an impact on your alignment so use torture sparingly.

Also, please keep in mind that torture and abuse are real world things and it is not appropriate for use at every table or in every kind of game. Read the room, talk to people in your game, and make sure it is tonally appropriate before employing it (as a player or GM).

New Skill Use for Perception: Ignore

Strange as may sound, sometimes you just don't want to notice something. Far from the social elephant in the room, sometimes paying attention to something is actively harmful. Looking at a qlippoth is known to be bad for one's health, and ignoring the roaring dragon can help one keep their nerve. Sometimes denial is the best medicine.

Making an ignore check is a swift or immediate action that does not provoke an attack of opportunity. The base DC to ignore a creature is 10 + the creature's Charisma modifier. Certain factors may adjust the DC, such as the ones given on Table 1-2: Ignore Modifiers. A GM may add other modifiers as they see fit. On a successful ignore check, you avert your eyes, find something else to focus on, and generally try to pretend the creature isn't there.

For 1 round, you treat the creature as having total concealment, and are flat-footed against its attacks. However, you gain a +2 circumstance against language-based effects originating from the creature, and you are also immune to any presence-based special abilities based on you looking at the creature. These include, but are not limited to, things like frightful presence, horrific appearance, and gaze attacks. Please consult with your GM prior to using this ability to ensure it will have the desired effect.

Table 1-2: Ignore Modifiers

Detail	Ignore DC*
Creature is adjacent to you	+2
Creature is grappling you or otherwise occupying your square	+10
Creature is a larger size than you	+2 per size category above yours
Creature is an aberration, dragon, outsider, or undead	+2
Large number of creatures around	-1 per 10 creatures other than the one you are trying to ignore. Treat swarms as a single creature, no matter how many component creatures it has.
Visual interesting environment (tapestries, unusual flora, a visual illusion effect, etc)	-2
You have 6 or less Intelligence or Wisdom	-2
You are blind	-2
You are deaf	-2

New Skill Use for Use Magical Device: Misuse Magical Device

Sometimes you don't intend to make a magic item work for you but cease to work for someone else. With your knowhow of how to use them you can decide to misuse them. This can be a terrible, chaotic, thing. It is the magical equivalent of splicing random wires together on a complex machine and or pressing all of the buttons on a delicate computer system. Sometimes the result are that the object simply doesn't work and other times it's an unexpected, catastrophic mess. To misuse a magic item roll the check like you normally world to blindly use a magic item. If you are successful, roll 1d20 on the Table 1-3: Magical Item Mishaps. If you fail, the item continues to function as normal. You can increase the DC by 10 for the check and, if successful, you can select the result on the chart you wish to have happen (this does not allow the creature to determine the result of random variables associated with that effect however).

Table 1-3: Magical Item Mishaps

Result	Name	Description
1-5	Cease Functioning	The magic item ceases to function for 1 round per Charisma modifier you have. This is multiplied by 2 if you are 5 over the DC, by 3 if you are 10 over, by 4 if you are 15 over, etc.
6-8	Dispel	The item is hit with a *dispel magic* effect. Use your full character level as your caster level and your Charisma as your relevant casting ability score.
9-10	Teleport	The item vibrates out of existence, rematerializing nearby. This causes the magic item to appear in a random location within 100 feet.
11	Switch	The magic item decides it doesn't like the person tampering with it and randomly switches to the possession of another creature within 30 feet as if by *teleportation*. If the creature is not wielding anything, it now wields the magic item if it is safe to do so. If it is not safe, it appears on the ground in front of them. If it is safe but they have their hands full it appears in storage on their character. A character is always made aware in some fashion that the magic item has arrived.
12	Unpleasant	The item mishap has a really gross side effect. It could begin to spew snot, stink like rotting fish, gain a gross and sticky texture, constantly emit a headache inducing high pitched noise, or equally as unpleasant. For 1 round per Charisma modifier you have, any person who is touching the magic item must make a Will save (DC = 1/2 your character level + your Charisma modifier) or drop it due to the sheer unpleasantness of being in contact with it.
13	Drop & Flop	The item begins to bound, flip about, spin or otherwise move in an erratic fashion as the magical energies within it shunt it around violently. The item falls from the wielder's hand unless they make a Reflex save (DC 10 + 1/2 your character level + your Charisma modifier) and cannot be picked up again without making the same kind of Reflex save until it stops flopping about. It does this for 1 round per Charisma modifier you have. A dropped melee weapon makes attacks against all adjacent creatures and creatures that share its square with an attack roll of 1d20 + its caster level. It deals damage as if it had 10 Strength. It only makes 1 attack per round and if there are multiple creatures- roll randomly.
14	Missing	The object randomly turns invisible (as per the spell invisibility) for 1 round per Charisma modifier you have and teleports to a random adjacent square. It ceases to be invisible if it is touched by a creature.
15	Kind of Broken	The magic item gains the broken condition, though the magical aspect of it remains unaffected. This broken condition fixes itself after 1 round per Charisma modifier you have. This does not fix pre-existing broken conditions.

16	Inversion	The item activate but in an inverted fashion. If it would deal damage that damage is instead converted to granting temporary hitpoints to the target (lasting for 1 minute). If it provides a numerical enhancement bonus to an ability, it instead provides an equal penalty (a +2 belt of giant's strength provides a -2 penalty to Strength). Magical weapons with an enhancement bonus become cursed weapons- imposing a penalty equal to its enhancement bonus (a +2 flaming greatsword becomes a -2 flaming greatsword).
17	Activation	Despite your best efforts to cause it to work incorrectly- it works correctly. If it has any sort of effect upon activation, it activates.
18-19	Explode	The item begins to shake violently, smoke, let out a high-pitch whine, flash or otherwise let you know you did something terribly wrong. On your next turn the item will discharge a large amount of energy. If thrown it occurs upon impact with the ground and if not- it does so at the end of your turn. It deals 1d6 point of force damage for every 2 caster levels of the magic item. This explosion has a radius of 10 feet. A Reflex save (DC 10 + 1/2 the caster level of the item + your Charisma modifier) can be made for half damage.
20	Awaken	You did something seriously wrong and accidentally gave the item intelligence temporarily. The item becomes an intelligent item for 1 round per Charisma you have. It has an ego modifier of 1d6 -1, roll randomly for its alignment, it can communicate via speech using 1 language you know, and has no additional special powers. It has the purpose of annoying and chastising the one controlling it- often lecturing them on the proper way to use itself, insulting the creature using it, and screaming in total confusion as to its sudden (and temporary) granting of life. If it has been awakened in this fashion before, use the same result (do not roll for new thing).

Implementing Inverse Skill Uses

The following are a few ideas on how to implement inverse skills into your own game. These assume you are using one of the above methods and they can be mixed together to give you exactly what you want.

Unlocked By Skill Rank: A direct method would be to allow a player access to inverse skill uses when they reach a particular skill rank with the associated skill. For example, you might say that using inverse Heal requires at least 5 ranks in the Heal skill. This functions similarly to Skill Unlocks as introduced in Pathfinder Unchained, except there isn't a class feature or feat-based requirement.

Unlocked By Character Level: In a similar fashion to Skill Unlocks, you might allow a character to 'activate' an inverse skill usage at certain character levels. Under this system, at certain levels (often 5, 10, 15, 20) players choose a single skill to allow for an inverse use.

Feat Based Entry: Feats can be used to unlock inverse skill uses, but instead of inventing a new feat you can link the unlock to existing feats. The most obvious choice is using Skill Focus, such as having Skill Focus (Perception) allowing the player to use Perception to ignore a creature. Discuss with your GM if you want to use an existing feat to unlock inverse skill uses.

Environmental Interaction Rules

Wall Jumping
(Climb or Acrobatics)

A character can make a DC 20 Climb or Acrobatics checks after doing a jump that ends with you against a wall to make another immediate jump attempt. If not in combat you may do this as many times as you wish. While in combat, the first jump check is made as per normal then the next check (either Acrobatics of Climb) must be made. If successful the character ends their turn against the wall, moving the result of the jump check at the start of their next turn (and they may attempt to wall jump again in the same fashion). This, in essence, "freezes" them against the wall at the end of their turn.The DC for this check is impacted by the penalties and bonuses associated with climbing on various types of surfaces.

Wall Running
(Climb or Acrobatics)

While running a character may run along walls with a DC 15 Climb or Acrobatics check. If a character wishes to run along a wall they must have at least 10 feet of movement prior to beginning to run along a wall. The wall must be adjacent to the square they are in prior to beginning your movement along the wall. The character starts their movement 5 feet up the wall. Once the check has been made, a character may freely transition from wall to floor and back again. If a character fails the check they can continue their movement as per normal, but not attempt wall running again.

Burrowing and Subterranean Movement

Pathfinder is notoriously brief on how burrowing or other underground movement works. We do, however, get this bit from Ultimate Magic from the *burrow* spell (which is not a universal monster rule).

"The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using burrow requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate."

Here is our suggested rules when looking at burrowing creatures. Let this serve as a basis for your own implementation of the ability:

Burrowing

Movement speed while burrowing is impacted in the same way normal overland movement is by armor. Creatures with this ability can attacks and take actions as per normal while burrowing. Burrowing creature cannot charge or run while underground. Unless specially noted, burrowing can only be done through sand, loose soil, or gravel. Harder or solid materials, such as solid stone or metal, are too hard for a typical burrowing creature to pass through. Loose material collapses behind the target 1 round after it leaves the area. The ability to burrow does not inherently confer the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate. Creatures with the earth subtype are assumed to be able to breath underground.

For the purpose of calculating 3D movement distances, use the rules for flying creatures. The ability to burrow does not inherently confer any special senses. This means without something like tremorsense, X-Ray vision, or lifesense a creature underground is effectively blind. They do, however, have a general sense of the direction they came from (thanks to the path they carve, even if it collapses) and which direction the surface is.

Ranged attacks do not function underground unless they expressly say so. If a burrowed creature attacks a creature on the surface the creature on the surface can attack them back through the hole they were in and are assumed to have line of effect/sight as well. In such an instance burrowed creatures have cover (+4 to AC) against attacks from the surface. As loose material collapses behind a burrowing creature 1 round after it leaves the area, this ability for surface creatures to attack burrowed creatures ends at the start of the burrowed creature's turn.

This ability for surface creatures to attack back is also not allowed if the burrowed creature moves after attacking or otherwise no longer occupies the same square they attacked from (or another burrowed creature attacked from). If a creature on the surface can detect a burrowed creature and have a melee weapon that can reach them they can attack burrowed creatures. The damage on such attacks is reduced by: 5 x the hardness of the surface material per 5 feet (rounded down). See Table 2-1: Penetrating the Ground for examples of this. If a character can bypass the listed hardness of the surface material (via their weapon's material, a feat, spell, etc) there is no reduction of damage.

Table 2-1: Penetrating the Ground

Surface Material	Hardness*	Damage Reduction per 5 Feet
Sand	.5	6
Dirt	1	12
Frozen Earth	1.5	7
Stone	8	40
Iron or Steel	10	50
Adamantine	20	100

*Some of these numbers are listed with decimals. When calculating hardness for other effects (such as destroying an object made out of it) round down to the nearest whole number.

Three Dimensional Movement In Pathfinder

Three dimensional movement is a little confusing in Pathfinder due to the way diagonals are counted (Example: each square of diagonal movement is 1.5 squares and vertical diagonal movement gets a bit wonky to calculate on the fly). We suggest you approach it like this:

3D Movement (AKA "Floors")

Rather than squares, think of each "square" as a 5 foot cube. Creatures can occupy more than one 5 foot cube. Humans, who are medium creatures, would typically occupy 2 cubes in height and only 1 cube in the other dimensions. Think of the world like floors on a building. You can figure out what "floor" you are on by where the lowest meaningful point of your body is. A human, for example, would be on the "floor" where its feet are. A dragon would too, ignoring its long tail that might hang down. The ground is listed as the "ground floor". The 5 foot cube above the ground floor is "floor 1" and each 5 foot square above it is 1 floor higher. Floors below the ground, typically used for underwater or burrowing creatures, is listed as "floor -1" or "floor -14", etc.

Creatures moving in 3D space (typically swimming, burrowing, or flying creature) are able to move on the floor they are on in the fashion one might on the ground (of course, abiding by the rules of that form of movement). They can move up or down 1 floor but only directly up or down- not at angles. Depicting what "floor" a character is on can be done by stacking dice (or other markers) next or under the character's marker (we find that checkers tend to be great for this).

Living off the Dungeon: Eating What You Kill

Profession (Cook) / Survival

Adventuring parties are often hardpressed to survive off their surroundings. Ancient crypts and forsaken dungeons are not particularly rich in nutrition... unless you look at the monsters that live there. Eating monsters is a perfectly legitimate and efficient way to extend your supplies while on a dungeon delving expedition. While some enemies may raise ethical concerns when considered for a meal (particularly, humanoids), many monsters can be consumed.

To prepare a monster for consumption a character can attempt a Profession (Cook) check or a Survival check. The DC is 10 + 1/2 the HD of the monster. Add 4 to the DC if the creature has the evil subtype, has a poisonous ability, can inflict a disease, or is otherwise biologically unpleasant. Once prepared, process that takes 2d6 x 10 min, and when consumed the party gains 1 temporary hit points per HD of the monster consumed. These hit points go away after their next consumed meal or 12 hours, not counting any time resting, passes. This temporary HP's value may not exceed 1/2 the consuming character's hit points. If cooking multiple creature, use the highest HP value. How many people can be fed off something is based on the size of the creature (See Table 2-2: Feeding Creatures). For the purpose of feeding creatures a rule of thumb is that small (or smaller creatures) count as 1/2 a medium creature and large size creatures count as x2 large size creatures.

Table 2-2: Feeding Creatures

Size Category of Monster	# of Small Creatures Fed	# of Medium Creatures Fed	# of Large Creatures Fed
Tiny	2	1	-
Small	4	2	1
Medium	8	4	2
Large	16	8	4
Huge	32	16	8
Gargantuan	64	32	16
Colossal	128	64	32

SIDEBAR: NON-MONSTER COOKING

While these rules can potentially be used for meals that are not made of creatures you have killed but of ingredients. For these, determine the value of the ingredients and compare them to GP value of overcoming an encounter. This can be done by consulting Table: Treasure Values per Encounter in the Pathfinder Game Mastery Guide and using the slow progression. Use the CR value as the HD value for the above formula.

Example: If you spent 2,200 gp on a meal, it would be equivalent to the remains of a CR 8 creature and you'd treat the CR as the HD. The DC of the Profession (Cook) or Survival check would be 14 and would grant 8 temporary hit points.

Calculator

A Base Class for the Pathfinder Roleplaying Game

Math describes life and, in the hands of a calculator that becomes a weapon. Well versed in the schools of hyper logic, practical logistics, physics, the economy of movement, and mathematics- calculators are disciplined, efficient, warriors. This ultimately culminates in a master of the practical application of applied mathematics who can go toe to toe with a raging barbarian, a chivalrous knight, or a devious rogue sheerly through exacting detail, precision, and analytics.

Their schools train hundreds of hopefuls, but only a small percept become full-blown calculators. Those who fail out still receive a solid foundational education in logic, mathematics, and the sciences, thus making just entry into one of their vaunted halls of learning well worth it. Occasionally master calculators will take on apprentices and train them personally. Even rarer, but not unheard of, are the wild calculators- those who have taught themselves though the study of calculator texts and an existing martial skillset.

Martially, calculators strive for mechanical perfection. They eat right, are taught to move economically, and never let the risk of their attack outweigh the benefit. Their is a cold, exacting, rigid, style of combat that follows steadfast axioms of combat.

Hit Dice: D10.

Inspirations: Warrior-Mentats (Dune), Vulcans (Star Trek), Grammaton Clerics (Equilibrium) Jake (Touch), The Accountant (movie)

Role: Fierce warriors that require a genius level of intellect- calculators often prize Intelligence and a physical ability score of their choice over others. Unless brilliance, a limited resource, is spent calculators do minimum damage with their attacks so many will get a good Strength score.

Table 3-1: The Calculator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Brilliance, computation mode, formula
2nd	+2	+0	+0	+3	Emotionless, mathematical savant
3rd	+3	+1	+1	+3	Axiom
4th	+4	+1	+1	+4	Formula
5th	+5	+1	+1	+4	Probability prediction (1/round)
6th	+6/+1	+2	+2	+5	Axiom
7th	+7/+2	+2	+2	+5	Formula
8th	+8/+3	+2	+2	+6	Pi, probability prediction (2/round)
9th	+9/+4	+3	+3	+6	Axiom
10th	+10/+5	+3	+3	+7	Formula
11th	+11/+6/+1	+3	+3	+7	Probability prediction (3/round)
12th	+12/+7/+2	+4	+4	+8	Axiom
13th	+13/+8/+3	+4	+4	+8	Formula
14th	+14/+9/+4	+4	+4	+9	Probability prediction (4/round)
15th	+15/+10/+5	+5	+5	+9	Axiom
16th	+16/+11/+6/+1	+5	+5	+10	Formula
17th	+17/+12/+7/+2	+5	+5	+10	Probability prediction (5/round)
18th	+18/+13/+8/+3	+6	+6	+11	Axiom
19th	+19/+14/+9/+4	+6	+6	+11	Formula, perfect combat formula
20th	+20/+15/+10/+5	+6	+6	+12	Probability prediction (6/round), the master theory

ALIGNMENT: ANY LAWFUL

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 calculator's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Swim (Str).
Skill Ranks per Level: 4 + Int modifier.

Class Features:
The following are the class features of the calculator.

Weapon and Armor Proficiency:
The calculator is proficient with all simple and martial weapons as well as light armor, medium armor, and shields (excluding tower shields). Calculators are additionally proficient with all battle tomes [G2].

Computation Mode (Ex):

At 1st level, as a swift action a calculator may enter a state of hyper-cognition that allows them to perform complex, real-time, calculations. While in this state they can recite the various speeds, angle, forces, and other physical intricacies of objects they can clearly perceive, in real time. They do not retain this information once they leave computation mode, or even a round later as they need to retain a great deal of information in working memory.

To enter or sustain computation mode it is a swift action and a calculator must be able to concentrate. It immediately ends if the calculator is unconscious or otherwise rendered unable to concentrate. A calculator who is exhausted (or fatigued) or is suffering from a fear effect immediately drops out of computation mode.

While in computation mode, a calculator gains:
- +1/4th* calculator level on all Knowledge checks.
- +1/4th* calculator level on attack and damage rolls with ranged weapons, weapons with the finesse quality, and one-handed or lighter melee weapons.
- 1 point of brilliance at the start of the calculator's turn.

In exchange:
- The calculator always deals minimum damage due to their strict focus on economy of movement.
- The calculator can be affected by, but cannot benefit from any morale bonuses (treat the benefits as being automatically suppressed). They may still suffer morale penalties.

*This bonus, henceforth referred to as the "computation bonus", may never exceed the calculator's Intelligence modifier.

A calculator can only sustain computation mode for a maximum of 1 minute at a time. After leaving computation mode, the immediately calculator taxes 3x their calculator level in non-lethal damage from the intense strain of pushing their brain that hard.

Brilliance (Ex):

A calculator gains a pool of brilliance at 1st level. It's maximum size is equal to their 1/2 their calculator level (minimum +1) + their Intelligence modifier (minimum +1). A calculator recovers 1 point of brilliance at the start of their turn if they are in computation mode but can never exceed the maximum size of their brilliance pool. A calculator can spend 1 minute in meditation to recover their brilliance to maximum. The value of a calculator's brilliance pool is persistent. It never resets (after rest, for example).

Formulas (Ex):

There are many axioms and optimum strategies for engaging a foe. A calculator educates themselves on these methodologies- using different "formulas" against different foes.

A calculator can only employ formulas while in computation mode. It is equivalent to a combat style and cannot be used at the same time as one. Activating a formula is a free action (unless otherwise stated) that must be decided before any dice are rolled (if required). Multiple formula may be applied to the same action and they all apply. Their benefits do not stack if they affect the same thing, use the highest bonus.

At 1st level the calculator of knows the "average" formula and they learn a new one they qualify for at 4th level and every 3 levels thereafter.

Absolute: While in computation mode, a calculator can pay 1 point of brilliance to treat the BAB of the attack roll they are making as being equal to their full BAB for that one attack. A calculator must be at least 8th level to use this formula.

Accuracy: While in computation mode, a calculator can pay 1 point of brilliance at the start of their turn to double the existing bonus from being in computation mode. This provides a +1/2th (rather than +1/4th) calculator level on attack and damage rolls with ranged weapons, weapons with the finesse quality, and one-handed or lighter melee weapons.

Average: While in computation mode, pay 1 point of brilliance to take the average damage (rounded up) they do on any attacks made on the turn they activate this formula. This overrides the minimum damage component of being in computation mode.

Defense: While in computation mode, a calculator can pay 1 point of brilliance at the start of their turn to gain 1/4th their calculator level as an insight bonus to their AC until the start of their next turn. A calculator may pay 2 points instead to also gain their 1/4th their calculator level as an insight bonus to their Reflex saves.

Efficiency: While in computation mode, a calculator can pay 1 point of brilliance at the start of their turn to gain the use of the Quick Draw and Combat Reflexes feats, even if they do not qualify for the feats.

Efficient Movement: While in computation mode, a calculator can pay 1 point of brilliance at the start of their turn to gain a +10 foot bonus to their movement speeds until the start of their next turn.

Finagle's Law: While in computation mode, pay 1 points of brilliance to maximize the damage they do on a single attack roll with one of the weapons listed in computation mode. This overrides the minimum damage component of being in computation mode.

Harden Mind: A calculator may pay 1 point of brilliant per 3 levels of calculator to not receive the non-lethal damage from ending their computation mode.

Mitigation: As an immediate action, triggered by an opponent successfully hitting them with an attack while in computation mode, a calculator can pay 1 point of brilliance to reduce the damage from the attack to minimum damage.

Speed: While in computation mode, a calculator can pay 1 point of brilliance at the start of their turn to gain an additional attack at their full BAB. A calculator must be at least 8th level to use this formula.

Suppress: A calculator may pay 1 point of brilliance to suppress an ongoing mind affecting effect until the start of their next turn. This does not end the effect- just suppress it.

Turing Test: While in computation mode, a calculator can pay 1 point of brilliance at the start of their turn to suppress the penalties from the emotionless class feature and gain a +1/4th calculator level competence bonus on Diplomacy checks.

Emotionless (Ex):

At 2nd level, a calculator gains a bonus equal to 1/4th their calculator level on all saves against spells with the emotion descriptor, illusions, and fear effects. This also imposes an equal penalty on Charisma-based skill checks.

Mathematical Savant (Ex):

"Ragnar, there is a thirty-three point three, repeating of course, percent chance of you leaping that gap with the weight you are carrying and your level of physical fitness."
"What'd you say? Damn your thirty-three percent! Hold my ale and watch this!"
-Famous Last Words of Ragnar the Soggy

Starting at 2nd level, the calculator can instantly solve any mundane mathematical equation instantly so long as it's less than about a page's worth of calculations. A calculator who is required to do more does so at a rate of 1 page's worth of calculations per round (or about 6 seconds) in their mind.

A calculator also literally views formula in the air as they do things. This has the benefit of granting the character, in game, knowledge of the percent chance of physical actions being successful. This may require the use of out of game information such as DCs or ACs so long as they are expressed as mathematical values in game.

Sidebar: GMing Mathematical Savant

A calculator may not always be privy to all information, thus giving some of their predictions a more vague aspect. For example, a GM does not need to reveal the EXACT DC or values of an enemy. A GM might say, "You'd wager it'd be about a 50/50 given what you've seen thus far" or "You'd guess that Ragnar there has a very good, probably above 75% chance, of hitting the dragon from where he is." without having to reveal the AC of an enemy- for example. It may also be incorrect- but only under dire circumstances. If a calculator is under the impression that the decoy they are about to strike is the wizard (rather than a clone) he may over-estimate his ability to hit. Calculators who are in an altered mental state (illusions, toxins, drugs, etc) may have wildly faulty predictions as they are subject to the follies of their perception. Remember the golden rule- if it gets in the way of fun, it doesn't work.

Calculator Axioms:

At 3rd level and every 3 levels thereafter, a calculator gains an axiom of combat from the following list.

Branching Paths: Once per day a calculator in computation mode can, as an immediate action, grant an ally special insight into a possibility they couldn't have known about. This possibility is based on the predictive analysis the calculator is constantly performing while in computation mode. This allows them to, once per day, grant an ally who can hear and comprehend them one feat that the ally qualifies for. This may not be a feat of the following types of feats: combat, racial (or have a racial requirement), item creation, or metamagic. This axiom can be taken multiple times, each time adding 2 additional daily uses of this axiom.

Detect Illogic: A calculator with this axiom is treated as if he has a constant, mundane, version of *detect chaos* and *detect law*. Similarly, he can detect spells with the emotional descriptor or results in a morale bonus/penalty as if he had *detect magic* cast on himself. This can be used to detect other, even supernatural or mundane abilities, that result in morale bonuses/penalties. A calculator can use Knowledge (engineering) in place of other Knowledge and Spellcraft for the purpose of identifying them if he wishes.

Enforced Logic: The calculator may spend 1 brilliance to re-roll any save against a mind-affecting effect. This may only be used once per mind-affecting effect and never more than once per turn.

Gun Kata: You become proficient with all non-exotic firearms.

Highly Illogical: The calculator may spend 1 brilliance at the start of his turn to allow himself to gain the benefits of morale effects until the start of his next turn. This can be activated at no cost if using the turing test formula as part of the same action.

Hyperlogical Actions: To a creature who tries to act with logic- you are two steps ahead. To a creature who does the opposite- you punish them for their inefficiency. The calculator adds their computation bonus to their AC against lawfully aligned creatures and doubles their computation bonus to attack rolls against chaotically aligned creatures. This does not grant the calculator knowledge of a creature's alignment. A calculator may benefit from this if they are aware of the relevant part of the creature's alignment.

Logical Alliance: When dealing with lawful outsiders, the calculator has a natural knack. They gain a +1/4th calculator level as a competence bonus on Charisma-based skill checks. If dealing, specifically, with Inevitables or outsiders that are only associated with law (or the Lawful Neutral alignment) this bonus doubles (to +1/2 calculator level).

Mathematical Dance Stance*: Though the use of hyper-efficient movement based on the style of Noh dancers and gymnasts, and total muscle isolation, they learn to always put themselves in exactly the right way- freeing them to attack in a more efficient way. The calculator has their base movement speed reduced to 10 feet (if above). In exchange, they gain a single additional attack at their full BAB. This does not stack with other sources that grant additional attacks (such as flurry of blows, *haste*, or *speed* weapons) and cannot be used with the movement or speed formula active.

Improved Mathematical Dance Stance: When using mathematical dance stance the calculator gains a second extra attack at their full BAB. A calculator must be at least 15th level to select this axiom.

Pinpoint Stance*: Though the study of angles, balance ratios, and even things like airflow disruptions caused by various materials a calculator can eliminate variables in order to impart an otherworldly level of precision to their attacks. They could thrust a spear with a key tied to it into a lock across the room without looking. To employ this stance a calculator must spend 1 point of brilliance at the start of their turn. The calculator gains Vital Strike as a bonus feat (if he does not already have it). When he uses Vital Strike with a weapon he is proficient he may substitute his Strength for his Intelligence modifier. A calculator using pinpoint stance retains the bonus to hit and damage from his computation mode, regardless of the weapon he is using. If he is at least 12th level he gains Improved Vital Strike. If he is at least 16th level he gains Greater Vital Strike.

Improved Pinpoint Stance: When using pinpoint stance the calculator may apply 1.5x their Intelligence modifier to damage rather than their Strength modifier. A calculator must be at least 12th level to select this axiom.

Patience and Stillness: All allies who can hear and see the calculator add the calculator's computation bonus to their concentration checks.

Polyglot: While in computation mode the calculator becomes fluent in any non-secret language after hearing a few words of it. Once they leave computation mode they forget the language. Requires you to have 6 ranks in Linguistics to take this axiom.

Precise Advice: All allies dealing precision damage within 30 feet who can hear and see the calculator add an extra 1d6 to attacks that deal precision damage.

Reserved Stance*: By conserving his energy, prioritizing the removal of vital targets from his opponent's reach, and presenting a strong offense to protect that which the calculator can't- they protect themselves better. While in this stance, the calculator can take a penalty on attack rolls up to 1/4th their calculator level to cause attackers that successfully hit him to provoke an attack of opportunity from the calculator. This attack of opportunity is not made with the penalty imposed by using reserved stance but at a +2 bonus instead. The calculator must have Combat Expertise in order to select this axiom.

Improved Reserved Stance: When the calculator employs reserved stance they no longer take the penalty on attack rolls and the bonus on the subsequent attacks of opportunities improves to a +4 (rather than a +2).

Smug Dismissal: A creature with equal to or less ranks in Bluff or Intimidate than the calculator has Intelligence modifier takes a -8 penalty on such attempts.

Temporary Memory: A calculator can supersaturate their brain with information on a specific topic, more than any brain could possibly transfer to long-term memory. They can take 1 hour at a library (or other comparable source of knowledge) to grant them a +1/2 calculator level insight bonus on a single Knowledge check. This bonus does not stack, but rather replaces, the bonus provided by computation mode. After this single Knowledge check is made, the bonus disappears.

Truncate Radicals: The calculator may pay a number of brilliance equal to twice their opponent's weapon's critical modifier to reduce a critical hit to a normal hit as a free action (a x2 weapon would require 4 brilliance points to negate, for example).

Versatile Computation: The calculator may add one weapon that they are proficient in the use of to the list of kinds of weapons that may receive their computation bonus while in computation mode. This axiom may be taken more than once; each time the calculator adds another weapon he is proficient with to the list of weapons usable in computation mode.

*Stances, as described in the barbarian's entry in Pathfinder Unchained, cannot be used with other stances or style feats.

Probability Prediction (Ex):

A calculator's immense analytic ability allows them to predict what an enemy is going to do before they do it. However, the range of possibilities approaches the infinite so the knowledge of what is possible can only be pruned down to a useful set of data points when the moment approaches.

Starting at 5th level, the calculator can help their allies out by calling out actions and forewarning them. At the start of an enemy's turn, if the calculator is in computation mode, the calculator can attempt to predict all or part an enemy's action- calling it out. This is a free action. They must specify the general type of action ("an attack", "a movement", "using an item", "casting a spell", "using a specific class feature", etc) and the target ("on herself", "on that statue", "at me", "over by the tanks of alchemist fire", "towards the door".). If the enemy takes this action (or something reasonably close- at the discretion of the GM) the calculator may select one of the following things* occurs:

- Any allied creature (including the calculator) gain an insight bonus to their AC and on all saves against the action taken by the enemy equal to 1/4th the calculator's level.
- Allies gain a +4 insight bonus on attacks of opportunity against the creature in question.
- The creature, if they are within 30 feet of the calculator, must make a concentration check (DC 10 + 1/2 calculator level) or fail their action.

In order for this to work, the calculator must call out the action in character. This means allies only benefit from it if they are able to hear and understand the calculator and an enemy may hear the advice and elect to not take the action.

A calculator may only use this class feature once per round. However, at 8th level and every 3 levels thereafter they can use this ability once additional time per round but never more than once per round on a given creature.

*Sidebar: Alternative Benefits
A Gm may elect to allow the calculator to grant other benefits. For example, if a calculator elects to call out that the invisible demon is probably running for the door to escape granting the party the use of the Blind Fight feat on attacks of opportunity made during the demon's turn might be appropriate. Stuff like a bit of Spell Resistance or energy resistance in place of AC or a bonus on rolls against an exotic ability a monster might have are also acceptable.

Pi (Su):
The are numbers in the universe that have a special place in nature. The most notable of these is pi, the ratio of a circle's circumference to its diameter, is often called the "golden ratio".

A calculator can see these ratios as living, literal, practical things while in computation mode and can exploit them when they see them. This can turn a seemingly mundane thing into a fantastic thing by way of employing the golden ratio. This is a quasi-divine experience for the calculator, or as close to one as they can get, as it is often an "eureka!" moment when they suddenly see such a beautiful constant appearing in the seemingly random data of their lives.

Starting at 8th level, any time a calculator rolls 3 when making a d20 roll, they may expend 1 point of brilliance as a free action and treat that as if it were the roll of a natural 20 (including things that only trigger on a roll of 20- like a vorpal weapon). This can only be used while in computation mode.

Perfect Combat Formula:
At 19th level, while in computation mode, a calculator can pay 1 point of brilliance at the start of their turn. Any attacks made as part of a full attack uses their highest BAB in place of it's typical BAB value (i.e all attacks are made like they are the first attack in a full attack action). This is a formula.

The Master Theory (Su):
At 20th level, the lines between math and our observable universe begin to break down. The calculator's form becomes less tangible and more theoretical- transcending to becoming a literal, physical, math formula. This is so impactful that their true name becomes a complex math proof (taking up about 20 pages).

Practically, this means that the calculator can become intangible as a swift action (returning to a corporeal form is a swift as well) and are immune to death effects, critical hits, and possession.

Face-Changer

A Base Class for the Pathfinder Roleplaying Game

Face-changers are never who you think they are. They are part assassin, part spy, and part shape-shifter. Trained in their mystic art of shapeshifting it is said that the first face-changers were the disciples of doppelgangers or other shapeshifters but today face-changers can be found in the employ of many governments and militaries. The goal of their art is complete control over their physical form. The pinnacle of skill is the ability to reduce their form into a malleable putty-like protomatter that can take on any shape. They often have philosophies that stress the power over one's body being reflective of the control one has over their mind and spirit.

Most are tutored in a master-apprentice fashion but some cultures have various schools dedicated to producing stealthy disguised killers. Occasionally there are natural face-changers whose skills result from an enhanced natural ability to shapeshift. Often times these comes from races that are already somewhat capable of shifting their form or adept at illusions like kitsune, gnomes, or changelings.

Hit Dice: D10.

Inspirations: Facedancers (Dune), Kandra (Mistborn), Faceless Men of Braavos (GoT), the Spy (Team Fortress 2), Changers (Consider Phlebas/Culture Series), Mystique (X-Men), and Chameleon (Spider-man).

Role: Face-changers take stealth, anonymity, and disguise to a whole other level. It is often impossible to tell where the act ends and the truth begins with a face-changer as this line is often blurred even for the face-changer themselves.

Face-changers need to do a juggling act. Strength is important, as it allows them to deal damage but Dexterity is equally as important as several abilities utilize it, and they use Charisma for several of their more spy-like abilities. They lack a good set of defensive abilities and are expected to rely mostly on deception and imitation to avoid damage.

Alignment: Any Non-Good

Face-changers of good alignment do not exist due to the morally questionable and often dishonest tactics that are second nature to a face-changer. Most face-changers who would be "good" often are of neutral alignments due to their occasional role as an assassin or due to their loss of identity. Lawful face-changers live by strict codes that allow them to retain a sliver of their identity through rigorous adherence to schedules, codes, and habits that remind them of who they are. Chaotic ones often embrace their fluid nature of their forms, losing their identity but finding a more nebulous new definition of themselves though their fluid experience as a shifter.

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

Table 4-1: The Face-Changer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Doppelgang
2nd	+2	+0	+3	+3	Mind reader
3rd	+3	+1	+3	+3	Surgical strikes, spy craft
4th	+4	+1	+4	+4	Malleable, mind reader
5th	+5	+1	+4	+4	Critical feat
6th	+6/+1	+2	+5	+5	Alter self, spy craft
7th	+7/+2	+2	+5	+5	Assassination (1/day)
8th	+8/+3	+2	+6	+6	Critical feat, putty form
9th	+9/+4	+3	+6	+6	Spy craft
10th	+10/+5	+3	+7	+7	Assassination (2/day)
11th	+11/+6/+1	+3	+7	+7	Critical feat
12th	+12/+7/+2	+4	+8	+8	Polymorph, spy craft
13th	+13/+8/+3	+4	+8	+8	Assassination (3/day)
14th	+14/+9/+4	+4	+9	+9	Critical feat
15th	+15/+10/+5	+5	+9	+9	Swift death, spy craft
16th	+16/+11/+6/+1	+5	+10	+10	Assassination (4/day)
17th	+17/+12/+7/+2	+5	+10	+10	Critical feat
18th	+18/+13/+8/+3	+6	+11	+11	Spy craft
19th	+19/+14/+9/+4	+6	+11	+11	Assassination (5/day)
20th	+20/+15/+10/+5	+6	+12	+12	Assassination (unlimited use), critical feat

Class Skills

The face-changer's class skills are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Sleight of Hand (Dex), Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the face-changer.

Weapon and Armor Proficiency:

The face-changer is proficient with all simple weapons, martial weapons, and with light armor. They are not proficient with any shields.

Doppelgang (Su):

At 1st level, the face-changer can assume the physical appearance of a creature it can see. As a standard action a number of times per day equal to 1/2 his shape-changer level (minimum 1) + his Charisma modifier, a face-changer can use *disguise self* as supernatural ability to assume the appearance of a creature who he can see. Unlike a normal *disguise self* spell a creature that interacts with it does not get a Will save to recognize the effect as an illusion.

This causes a face-changer to gain the shapechanger subtype.

Sidebar: Defining Enemies and Allies

Defining who the face-changer's allies are can be difficult. For example, a doppleganged face-changer who appears as "Lord Kremish, 1st Duke of Anderberry" may be regarded as an ally to the recently deceased Lord Kremish's guards but he may regard them as enemies. Likewise, he may regard the guards as his allies as they ARE technically fighting on his side (even though they are fighting his party). Even his allies cause a problem for the face-changer as, for example, his REAL friend may regard him as an ally and accidentally use an effect that is known to only work against allies on him. At the beginning of each round the face-changer should inform the GM of what creatures he is regarding as allies and which he is regarding as enemies. If there should be a situation that provides a paradigm shift of those allegiances (his disguise is seen through, he must go deeper under cover, etc) the GM may prompt the face-changer to revise those.

Mind Reader (Su):

Going undercover is very difficult if you don't know anything about your target. At 2nd level a face-changer can glean the surface thoughts and read the minds of a creature they touch. They can copy parts of a creature's mind, giving them access to their memories. To do this they must make a touch attack against their target. A successful touch attack causes the creature to make a Will save (DC 10 + 1/2 face-changer level + Int modifier). If they fail you "gain their mind".

A creature whose mind you have gained is like a book stored in the face-changer's mind about them. They can only store one mind at a time but the mind lasts indefinitely. The information within the mind isn't all readily accessible to the face-changer and to recall any of this information the face-changer must make an Intelligence check. If the face-changer fails the check for a specific bit of information, the face-changer cannot attempt to recall that bit of information again for 8 hours. The following DCs indicate what kinds of information they can recall.

DC 10: These general aspects of their life. Non-clandestine, easily known, details about the creature such as vocation, parent's names, where they grew up, a few friends first names, maybe some of their interests, etc. Anything the creature wished hidden the face-changer doesn't know in this instance (example: if they were using a fake name and the face-changer only made a DC 10, they would give the fake name).

DC 15: More details information that only they would know or attempt to guard. This also covers specific information like the name of the shop they worked at (rather than their vocation), the address of their home (rather than just a city name or the like), names of extended family members, general personal information and well-known anecdotes of close friends and family, etc.

DC 25: Tightly guarded information, intensely personal aspects of one's life (lovers, affairs, the location of secret hidden goods), deep fears, access to secret codes they might know, etc.

DC 35: Impossible information that the creature themselves wouldn't be able to recall without hypnosis or magical means. The color of their crib when they were a baby, the exact words spoken to them by their friend on some obscure date on some unimportant topic, etc.

At 4th level a face-changer can gain a creature's mind by touching a close personal item of the creature's. The creature must have had in their possession for at least a year and have an emotional investment in (a king's crown, a wife's ring, a riding saddle a scout used, a warrior's favorite weapon, a drunk's favorite mug, etc).

Surgical Strikes (Ex):

The face-changer is methodical and cruel with their attacks. Any time a face-changer successfully hits a target on a roll of a 15 or higher, they must roll to confirm like they are rolling to confirm a critical hit. If they do so successfully, any effects that trigger on a critical hit occur. In addition, the face-changer can add their Dexterity modifier to their damage roll on a confirmed critical hit. This extra damage is considered precision damage and is not multiplied on a critical hit. A confirmed critical hit counts as both a critical hit and a surgical strike.

Spy Craft:

As the face-changer hones his craft he learns new ways to sew chaos into the ranks of his enemies to better provide himself cover. At 3rd level and every 3 levels thereafter a face-changer gains a spy craft from this list below.

Anticipation: The face changer gains a +2 competence bonus on any attacks or skill checks made against a creature whose mind they acquired via the mind reader class feature. At 10th level this bonus increases to +4.

Babble (Su): While doppleganged the face-changer is always perceived to be speaking a language known to the creature they are mimicked by those who know him.

Blank Face (Su): A face-changer with this spy craft can literally make his face appear as a flat and unreadable surface. This has the vague form of a face, but no moving parts or details. He may assume this form as swift action and it provides him an enhancement bonus equal to 1/4th his face-changer level (minimum +1) on Bluff check opposed Sense Motive checks (including shed skin). Furthermore, while he has a blank face a face-changer is immune to the effects of spells that compel him to tell the truth or discern his alignment (such as *detect evil* or *zone of truth*). A face-changer can assume a blank face while doppleganged, but it becomes immediately clear that he is not whomever he claims to be.

Claim Corpse (Ex): If a face-changer with this spy craft deals the killing blow on an adjacent creature, he may rapidly assume the form of that creature with his doppelgang class feature (he must be able to mimic it). To onlookers, it seems as if the face-changer was the one killed and the creature who he is mimicking is victorious. Disguising himself in this fashion consumes 1 use of his doppelgang class feature. The corpse of the creature the face-changer defeated appears as if was the face-changer, as per the doppelgang class feature of the face-changer and uses the face-changer's Disguise check. This effect on the corpse remains in effect for 1 hour. Onlookers may detect the swap with a Sense Motive check opposed by the face-changers' Bluff. The face-changer must be at least 6th level to select this spy craft.

Dark Secret: If the face-changer successfully uses their mind reader class feature on a target they may take a free action to hint at a secret the target would rather not be spoken or reminded of. The face-changer gains a bonus on Intimidate checks against the target equal to 1/2 their face-changer level.

Detect Thoughts (Su): A face-changer with this spy craft gains the ability to detect thoughts (as per the spell) of the creature they have doppelganged so long as that creature is within 60 feet of the face-changer. The creature receives a Will save (DC 10 + 1/2 face-changer level + Charisma modifier) when the face-changer dopplegangs them to resist this aspect of it.

Don't Scream: The face-changer gains a +2 on Will saves and DR 2/- while under the effects of his doppelgang class features.

Energy Leech (Su): Upon delivering a killing blow the face-changer gains the benefit of *haste* for 3 rounds. Once this ability has triggered it cannot trigger again for 1 minute. A face-changer must be at least 6th level to take this spy craft.

Flee the Scene (Ex): Any time a face-changer confirms a surgical strike, critical hit, or lands a killing blow on a creature he gains +5 feet to his base move speed. He may not gain more than a +5 bonus to his movement speed per round in this fashion and the enhancement bonus lasts until the end of combat. The total bonus to his movement speed he gains from this ability cannot exceed +30 feet.

Friendly Face (Su): As an immediate action to being targeted by an attack or touch spell, the face-changer may spend a use of dopplegang to assume the form of a dear friend, family member, or lover of the target. The target must make a Sense Motive check opposed by the face-changer's Bluff or have their action fail. The face-changer must have successfully gained the targets mind using his mind reader class feature during the last 24 hours to use this ability.

Hobble (Ex): Any time the face-changer confirms a surgical strike or critical hit against a creature, that creature need to make a Fortitude save (DC 10 + 1/2 face-changer level + Charisma modifier) or have one movement speed of the face-changer's choice cut in half for a number for rounds equal to his Charisma modifier.

Killer's Eyes (Su): The face-changer is treated as if he had a continuous *deathwatch* spell on.

Killing Spree (Ex): A face-changer gains a +2 on damage rolls for each creature he has killed during the combat to a maximum of +1/3rd his face-changer level (minimum +2).

Life Leech (Su): Scoring a melee hit that causes at least the face-changer's level in damage (or more) causes the face-changer to recover 1 hit point per 3 levels of face-changer (minimum 1). This may not occur more than once per round.

Nemesis: If the face-changer has assumed the guise of a humanoid creature he is facing in combat, the creature must make a Will save (DC 10 + 1/2 face-changer level + Charisma modifier) or become shaken while it has line of sight to the face-changer.

Old Friends: The face changer gains a bonus equal to 1/2 their level on all checks to change the disposition of target whose mind they acquired via the mind reader class feature.

Poison Use: The face-changer becomes trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade. In addition, they gain a +4 bonus on saves against poisons.

Shed Skin (Su): After a face-changer with this spy craft takes damage from a enemy they may, as an immediate action, fake their own death by leaving behind a husk that looks like them and silently slip out. This causes the creature to believe they have successfully killed the face-changer and the face changer to turn invisible (as per the *invisibility* spell) until the start of their next turn.This consumes 1 use of the face-changers doppelgang class feature. The creature attacking can attempt a Sense Motive check that is opposed by the face-changer's Bluff to detect the ruse. If detected, it is automatically foiled and the face-changer becomes visible immediately (allowing the attack to continue if it was a full attack, for example). A Heal check (DC 5) on the body reveals it to be an empty husk but it looks convincing to a casual glance.

Malleable (Ex):
At 4th level, a face-changer can adjust his body as if it were damp clay- allowing him to automatically alter his gender, race, or age as a swift action without making an Disguise check (any Disguise check with a Disguise Check Modifier). These changes are not actual, merely a disguise.

Assassination (Ex):
Starting at 7th level, a face-changer's mastery of the art of assassination begins to take center-stage. To attempt to assassinate a target, the face-changer must first study his target for 1 round as a standard action. The next time the face-changer successfully deals damage to the studied target while they are denied their Dexterity they must make a Fortitude save (DC 10 + 1/2 face-changer level) or be reduced to 0 HP. This counts as a death effect and precision damage.

If delivered via a ranged attack, this must be done from within 30 feet. A face-changer may only have one studied target at a time. Studying a new target erases the old. Significant changes to the creature (such as wild shape) require the face-changer to restudy them. If an assassination attempt occurs, the face-changer must restudy the creature before they can make another.

At 7th level, a face-changer can do this successfully once per day. At 10th level and every 3 levels thereafter the face-changer gains 1 additional successful use of this class feature. At 20th level the face-changer can use assassination an unlimited number of times per day.

Alter Self (Sp):

At 6th level, a face-changer can expend one use of his doppelgang class feature to case *alter self* on himself as a swift action.

Critical Feat:

At 5th level and every 3 levels thereafter, the face-changer gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from the following list: Bleeding Critical, Blinding Critical, Crippling Critical, Critical Mastery, Deafening Critical, Exhausting Critical, Improved Critical, Critical Focus, Sickening Critical, Staggering Critical, Stunning Critical, or Tiring Critical

A face-changer can select any critical feat, bypassing prerequisites, so long as the bypassed prerequisite is not another critical feat.

Putty Form (Su):

At 8th level, the face-changer can shift his entire body, reducing it to nothing more than a featureless mass of fluid putty as a swift action. This allows him to use *fluid form* by expending 1 use of his doppelgang class feature. Unlike the spell *fluid form* his movement speed is reduced by 10 feet (minimum 5 feet), he does not gain the swim speed or ability to breath underwater, and he is not transparent. The face-changer can end this effect prematurely as a swift action. Whenever this effect ends, the face-changer may use his doppelgang class feature without consuming an additional use of the ability to assume an appropriate form. A face-changer in putty form automatically benefits from his blank face class feature.

Reprint: Fluid Form (Source: Advanced Player's Guide)

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

Polymorph (Sp):

At 12th level, a face-changer can expend 2 uses of his doppelgang class feature to cast *polymorph* on himself as a swift action.

Swift Death (Ex):

At 15th level, a face-changer can study a foe for assassination as a swift action.

Master of Forms (Su):

At 20th level, a face-changer using his doppelgang ability may have its benefits last until he chooses to end its effects.

Nobody

A Base Class for the Pathfinder Roleplaying Game

Thieves and assassins stepping in from outside the bounds space and time, nobodys are cunning souls that gain power from the voids and nowheres between realities, taking on the aspects of non-persons and nobodies to get close to their goals. For most people, the phrase 'nothing' or 'nobody' denote abstract concepts and ideas. Nobodies take things a step further. Looking past the obvious, they look for power in the realm of The Nothing; a plane completely absent of all things. By embracing Nothing, these clever souls learn to fade into the background, becoming mere white noise in the bustle of the world.

Nobodies are normally trained in mentor-student partnerships, with mentors 'acquiring' pupils among the lost and forgotten souls in the dark alleys of large cities. Offering a way to capitalize on anonymity, the elder nobody teaches students how to act as a generic non-person, only revealing the full extent of a nobody's potential power with The Nothing when a student is able to walk openly through a crowded area they clearly don't belong without having anyone react (local guardhouses are popular choices for this test). Rarely, an instinctual nobody can occur, often someone with an ingrained magical talent that finds themselves cast aside and with no place left to go. Bereft of aid, these prodigal nobodies learn through trial and error, instinctually using a veil of The Nothing to hide their struggle for survival; a community plagued by a rash of inexplicable minor thefts may in fact be home to a fledgling nobody.

Nobodies go on adventures for a variety of reasons; desire for personal wealth, belief in a cause, or a desire to see the world. Sometimes a nobody will join a group just so they have somebody who will remember them. Other times, nobodys are employed by governments and kingdoms as spies and problem solvers, using their talents as assassins to take out threats to stability. Thieves guilds also have a strong affinity for nobodies, provided they can find the nobody and convince them to join.

Table 5-1: The Nobody

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Nonperson, null state, suppression
2nd	+1	+0	+3	+3	Obscura
3rd	+2	+1	+3	+3	Nonpresence
4th	+3	+1	+4	+4	Obscura, suppression
5th	+3	+1	+4	+4	Improved null state, void spike (1)
6th	+4	+2	+5	+5	Nothing to see, obscura
7th	+5	+2	+5	+5	Nonpresence, nothing will hurt you
8th	+6/+1	+2	+6	+6	Obscura, suppression
9th	+6/+1	+3	+6	+6	Greater null state, void spike (2)
10th	+7/+2	+3	+7	+7	Obscura, oblivion state
11th	+8/+3	+3	+7	+7	Nonpresence
12th	+9/+4	+4	+8	+8	Obscura, suppression
13th	+9/+4	+4	+8	+8	Void spike (3)
14th	+10/+5	+4	+9	+9	Obscura
15th	+11/+6/+1	+5	+9	+9	Nonpresence
16th	+12/+7/+2	+5	+10	+10	Obscura, suppression
17th	+12/+7/+2	+5	+10	+10	Void spike (4)
18th	+13/+8/+3	+6	+11	+11	Obscura
19th	+14/+9/+4	+6	+11	+11	Nonpresence
20th	+15/+10/+5	+6	+12	+12	No-one at all, obscura

The Nothing

The Nothing is a plane devoid of all matter or energy; an incalculably large realm existing just out phase with the Astral Plane. Where the Astral Plane possesses occasional spots of stolen or lost pieces of physical realities, The Nothing is devoid of all matter. In fact, The Nothing is reportedly devoid of time as well, so that unwitting creatures that travel there risk becoming trapped in stasis, often succumbing to the entropic absence of the plane. Creatures that remain within the plane for extended periods find that they have been partially 'forgotten' by reality at large; friends and family don't remember them, their past actions are attributed to others, and people generally forget all about them shortly after they stop talking to one another. Creatures that succumb to dissolution within The Nothing often don't pass on to the afterlife, their souls trapped within The Nothing; they remain beyond the reach of all but the most powerful deific magic.

Few people ever intend to travel into The Nothing, but instead end up there because of a magical accident; using faulty teleportation runes that point to a place that no longer exists, ripping holes in space-time by mixing a bag of holding and a portable hole, or falling down unstable rifts in the Astral Plane caused by powerful magic. Part of the difficulty is that The Nothing is almost impossible to nail down in terms of etheric telemetry. This means that you can't reach The Nothing on purpose unless you know exactly what you are looking for (often a result of nobody training, see below).

To best understand The Nothing, consider a void absent of all things; there is no energy to get things going, no light see with, no matter to run into, and a whole lot of empty space.

Hit Dice: D8.

Role: Nobodies are expert scouts and infiltrators, able to walk past guards with ease. While not the most robust of warriors, they can prove dangerous when utilizing guerilla tactics, relying on their null state to evade counterattacks while they pick off their enemies. Intelligence is crucial to a nobody, as it determines how long they can remain in null state, and increases the save DCs of all their abilities. Dexterity can shore up their defenses, since they don't wear heavier armor.

Inspirations: Nothing (Spellsinger: Path of the Perambulator), the Silence (Doctor Who), Door to Nothingness (Magic the Gathering)

Code of Conduct:

While nobodies rarely form real organizations or bodies of law, there are certain behaviors that are encouraged, and others that are strongly discouraged. Nobodys are expected to dress in plain clothing to avoid drawing undue attention to themselves. nobodies cannot wear gaudy or excessively colorful clothing (a good rule is any outfit worth more than 20 gp is likely forbidden). A nobody cannot publicly claim responsibility for any event; if questioned in private, he may answer the question without penalty. A nobody that breaks these rules cannot enter a null state and cannot gain further levels in nobody until he spends 48 hours in isolated meditation.

Alignment: Any

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

The nobody's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the nobody.

Weapon and Armor Proficiency:

The nobody is proficient with all simple weapons, plus the hand crossbow, sap, sword cane, and all weapons with hidden quality [RoGa]. They are proficient with light armor, but not with shields.

Sidebar: (Pn) tags

Class features tagged with (Pn) denote penalties. These are class features that hamper or hinder the class in some way. This is often done to offset a stronger ability, or to provide additional flavor to the overall class.

Nonperson (Su/Pn):

As a side effect of prolonged exposure to The Nothing, a nobody becomes difficult to recall. As the nobody grows in power, his presence in the real world becomes fainter and fainter, eventually becoming a hollow murmur of memory, dismissed as a dream by most.

At 1st level, creatures attempting to recall any general details about the nobody (height, weight, gender, hair color, race, etc) must attempt an Intelligence check (DC 5 + 1/2 nobody level) or be unable to do so. They can recall that there was somebody there but everything is a little hazy or vague (they might confuse genders or race, or invent extraneous details that weren't there).

At 7th level, anyone attempting to recall personal information (name, accent, personal quirks, etc) about the nobody must make an Intelligence check or be unable to do so. Additionally, the DC to recall information about the nobody increases to 10 + 1/2 nobody level. Creatures can still recall conversations and anything the nobody said.

At 15th level, any written instance of the nobody's name is replaced by a blank space, as though targeted by an erase spell with 100% effectiveness. If the nobody's name is written down, it vanishes within 1d4 minutes. Additionally, any visual representation the nobody is replaced by a blank-faced generic image of a member of his race.

The nonperson class feature, as written, has the unfortunate connotation that the party would forget about the nobody any time they went to sleep. Having the nobody re-introduce himself each morning would get old fast. It is reasonable to assume that close allies (anyone working with the nobody for at least a week, his best friend, etc) are immune to the overall effects of nonperson. Players may chose to 'allow' certain low-level effects ("Hey Frank, when was your birthday again?" "For the last time, my name is Jim…"), but the broad strokes remain clear.

Similarly, the GM may desire to have a recurring villain retain knowledge of the nobody, to the point that he no longer needs to make Intelligence checks to remember the nobody. Perhaps the villain becomes paranoid, now convinced that the nobody is after them and seeing them everywhere. Alternatively, the villain may take on a stalker-esque streak, hounding the nobody in an effort to reveal his actions to the world.

Finally, remember that even if someone forgets who the nobody is, they still remember what happened. If the nobody kills a noble in broad daylight, people are going to recall the assassination, even if they can't quite place who did the deed.

Null State (Su):

At 1st level, the nobody can spend a move action to fill his being with The Nothing, embracing the concepts of non-being and absence. As long as he maintains this state, the first time a creature has line of sight to the nobody it must make a Will save (DC 10 + 1/2 nobody level + Intelligence modifier) to notice the nobody's presence. Any creature that saw the nobody when he enters this null state gains a +4 bonus to their Will save to notice them. Creatures that fail their Will save don't register the nobody as present, treating him as invisible (similar to an *invisibility* spell, although this a mundane effect) due to the nobody being so spectacularly mundane and uninteresting. Maintaining this null state is a free action.

This is a mind-affecting effect, and spells that would defeat an *invisibility* spell to do not reveal the nobody. Extrasensory abilities such as tremorsense, scent, and blindsense are unaffected by null state. Any action that would normally break an *invisibility* spell ends the nobody's null state, and moving faster than 1/2 speed allows creatures to make a new save to notice the nobody. The nobody may end his null state as a free action.

At 1st level, the nobody may maintain a null state for a number of rounds equal to 4 + his Intelligence modifier. At 2nd level, and every level after that, he gains an additional 2 rounds of null state. These rounds need not be used consecutively.

Suppression (Su):

At 1st level, the nobody may attempt to quash his enemies by forcing The Nothing into them. As a standard action, the nobody can make a melee touch attack. If he hits, he deals 1d6 + 1/2 nobody class level (minimum +1) in force damage to the target, and may apply extra effects to the target. The nobody must decide which effect he is going to apply before he makes the attack roll. Suppression does not count as a hostile action in regards to breaking an *invisibility* effect (and, by extension, does not break null state). The nobody may use this ability a number of times per day equal to his class level + his Intelligence modifier. A nobody knows all the suppression effects that a nobody of his level has access to.

At 1st level, the nobody may apply one of the following suppression effects:

Nullsense: The target becomes either blind or deaf (nobody's choice) for 1 round per 4 nobody class levels (minimum 1 round). A Fortitude save (DC 10 + 1/2 nobody level + Intelligence modifier) negates the effect.

Suppress Vitae: The target becomes fatigued for 1 round per 2 nobody class levels (minimum 1 round). A Fortitude save (DC 10 + 1/2 nobody level + Intelligence modifier) negates the effect.

At 4th level, the nobody gains the following options as suppression effects:

Lost Thoughts: The target forgets the last 1 minute of time, although they are aware of the gap in their memory. The target is generally aware that something happened, but cannot recall who was involved or what happened. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect. This (or improved lost thoughts) may only be applied to a given creature once per 24 hours.

Mute: The target becomes unable to speak or produce noise, as if by a *silence* spell. However, the creature doesn't become immune to sonic or language-based effects. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

Null Magic (Sp): The target has one ongoing magic effect removed, as by a targeted *dispel magic* effect. The nobody uses his nobody class level as his caster level.

Unfeeling (Sp): The target is subject to a calm emotions effect that last for 1 round per nobody class level. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

At 8th level, the nobody gains the following options as suppression effects:

Become Stranger: The target forgets who their friends are, and becomes untrusting. For 1 round per nobody class level, the target never counts as an ally to any creature, and must attempt a save throw against all harmless effects. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

Empty Head: The target takes 1d4 points of Intelligence damage. This cannot reduce a creature below 1 Intelligence. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) prevents the ability damage.

Lost Years (Sp): The target ages suddenly, as by a *sands of time* [UM] spell. Multiple applications of this effect stack, but cannot be used to push a creature past venerable age.

Nothing Here: In place of normal damage, suppression deals 1d6 force damage per nobody level. This suppression effect may only be used against objects, and only affects matter within a 10' cube adjacent to the nobody. Matter outside the affected area doesn't take damage, but may react if a supporting structure is destroyed. Magic items receive a Will save (DC 10 + 1/2 nobody level + Intelligence modifier) to halve the damage.

Quash Vitae: The target has it's maximum hit point value reduced by an amount equal to the damage dealt by suppression for 1 round per 2 nobody class levels. A Fortitude save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

Void Pocket: The target is shunted into The Nothing for a brief moment. The target vanishes from the battlefield, and reappears where they left at the start of the nobody's next turn. While absent, the creature cannot be targeted or found by mortal spells or other effects- it has temporarily stopped existing. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

At 12th level, the nobody gains the following options as suppression effects:

Amputate: The target loses a limb to The Nothing (nobody's choice) for 1 round per 2 nobody class levels, after which the limb is restored. Magical equipment that was on an targeted limb (a bracer on an arm, for example) continue to function normally. A Fortitude save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

Hollow Reality: The target is driven partially into The Nothing, becoming ethereal for 1 round per 2 nobody class levels. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

Improved Lost Thoughts: The target forgets the last hour, although they are aware of the gap in their memory. The target is generally aware that something happened, but cannot recall who was involved or what happened. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect. This (or improved lost thoughts) may only be applied to a given creature once per 24 hours.

Improved Null Magic (Sp): The target has several ongoing magic effect removed, as by a targeted *greater dispel magic* effect. The nobody uses his nobody class level as his caster level.

Non-Moral: The target loses their alignment, effectively becoming True Neutral, for 1 round per 2 nobody class levels. Creatures with an alignment subtype (other than True Neutral ones) become visibly distressed, suffering a -4 penalty on all d20 rolls for the duration. Characters forced out of a required alignment (such paladins) lose access to their class abilities for the duration as if they had fallen, but don't require atonement. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

At 16th level, the nobody gains the following options as suppression effects:

Extended Void Pocket: The target is drawn into Nothing temporarily. The target vanishes from the battlefield, and reappears where they left after 1 minute per 2 nobody levels. While absent, the creature cannot be targeted or found by mortal spells or other effects- it has temporarily stopped existing. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

Voidmind (Sp): The target has it's mind completely emptied, acting as a feeblemind spell effect. A Will save (DC 10 + 1/2 nobody level + Intelligence modifier) negates this effect.

Obscura (Su):

Manipulation of The Nothing can bestow bizarre and strange powers to those able to master the difficult art. At 2nd level, the nobody gains a new way to interact with The Nothing called an obscura, either finding a new way to twist The Nothing against his enemies or learning how to better hide himself from sight. At 4th level, and every even level after that, the nobody gains an additional obscura. See the list of obscura at the end of this class.

Nonpresence (Su):

As he grows in power, the nobody begins to fade from reality ever so slightly. As a result, he becomes harder to detect even with more powerful sensory abilities. At 3rd level, the nobody chooses one ability from the following list; scent, keen scent, blindsense. Once the choice is made it cannot be changed. The nobody is no longer automatically detected with the chosen sense. Instead the creature must make a Perception check opposed by the nobody's Stealth roll, as with normal vision. At 7th level, and every 4 levels thereafter, the nobody chooses an additional sense to be obscured from.

At 11th level or higher, the nobody may also choose from the following senses; blindsight, lifesense, thoughtsense (Occult Bestiary), tremorsense.

Void Spike (Su):

By manifesting a high concentration of The Nothing into their hand, a nobody is able to empty away a portion of a person's essence with a touch, leaving them shadows of their former selves. At 5th level, as a standard action, the nobody can make a melee touch attack against a foe. If he hits, the target receives 1 temporary negative level. These negative levels disappear after 24 hours. Once he uses void spike, the nobody cannot use the ability for 1d4 rounds. The DC to remove these negative levels is 10 + 1/2 nobody level + Intelligence modifier.

At 9th level, and every 4 levels thereafter, void spike inflicts an additional negative level, to a maximum of 4 negative levels at 17th level.

Improved Null State (Sp):

Through constant diligence, proper body language, and sheer practice, the nobody is able to veil himself in The Nothing, literally fading from view. At 5th level, when the nobody enters null state, he may choose to cast *invisibility* as a spell-like ability instead of gaining the normal effect. This lasts as long as the nobody consumes rounds of null state, rather than using the normal duration of the spell. Creatures do not receive a Will save to spot a nobody in an improved null state, but other effects may reveal him, such as a true seeing or an *invisibility purge* spell.

At 9th level, the nobody may instead cast *improved invisibility* as a spell-like ability.

Nothing To See (Sp):

At 6th level, the nobody gains the benefits of a constant *nondetection* effect, using his nobody level as his caster level. If dispelled, he may resume the effect as a swift action on his turn.

Greater Null State (Su):

As he grows more comfortable interacting with The Nothing, the nobody is able to move about with greater ease under the guise of nonexistence. At 9th level, null state acts like the natural invisibility monster trait, rather than a mundane *invisibility* effect. Thus, hostile actions such as attacking no longer end null state. Greater null state has no effect if the nobody chooses to use a spell-like ability granted by his improved null state class feature.

Oblivion State (Su):

By superimposing The Nothing over his body, the nobody is able to partially detach himself from reality, becoming freed from many of the constraints held by tangible things. At 10th level, when entering null state, the nobody may choose to become incorporeal in addition to the standard benefits of null state. Alternatively, while in null state the nobody may spend a move action to become incorporeal. Each turn the nobody must spend 2 rounds of null state to remain incorporeal. The nobody may spend a swift action to end the effect and become corporeal again. This may be used with either the null state or improved null state class features.

No-one at All (Su):

At 20th level, the nobody has become permanently infused with The Nothing, becoming a distant half-forgotten memory to much of reality, able to escape grievous harm by virtue of being largely unreal. He becomes immune to critical hits and precision damage.

Additionally, the nobody can attempt to bodily banish a creature within 30 feet into The Nothing as standard action a number of times per day equal to 3 + his Intelligence modifier. The targeted creature must make a Will save (DC 10 + 1/2 nobody level + Intelligence modifier) or be completely destroyed. A creature that makes the save instead takes 20d6 force damage, and cannot be targeted again for 24 hours.

Nobody Obscuras

ALONE TOGETHER: When he enters null state, the nobody may chose to instead confer the benefit to an adjacent willing ally or object. The nobody must spend rounds of null state as normal, and the effect ends if the nobody is ever more than 30 feet away from the target. The nobody cannot convey the benefits of oblivion state. The nobody must be at least 10th level to take this obscura.

DON'T BLINK: The nobody may enter null state as an immediate action in response to being targeted by an attack, single-target spell, or other hostile effect. The nobody must be at least 8th level to take this obscura.

EXTENDED NULL STATE: The nobody gains 6 additional rounds of null state per day. This obscura can be taken multiple times, its effects stack.

JUST THE WIND: The nobody gains the fast stealth rogue talent, and creatures no longer receive a new save against null state if the nobody moves at full speed.

NON-THINK: While maintaining a null state, the nobody gains a bonus equal to 1/4 his nobody level against mind-affecting effects (minimum +1). The nobody must be at least 4th level to take this obscura.

NOTHING BETWEEN US (Sp): The nobody can track down distant targets by finding on the small portion of The Nothing that stands between them; when there is nothing between them, they are logically in the same place. A number of times per day equal to his Intelligence modifier, the nobody can cast either *locate object* or *locate creature* as a spell-like ability. The nobody must be at least 8th level to take this obscura.

NOTHING IN HAND: The nobody can attempt to disarm an opponent by replacing an object they are holding with a fragment of The Nothing. Choose a target within 30 feet. A single held item of the nobodys choosing vanishes from the targets person, and reappears 5 feet per 2 nobody levels away in a random direction (roll 1d8, 1 representing due north of the target, 2 being northeast, 3 being due east, and so on). The target receives a Will save (DC 10 + 1/2 nobody level + Intelligence modifier) to avoid being disarmed.

NOTHING IS SACRED: The nobody gains a constant mundane undetectable alignment effect. Additionally, the nobody may choose on a case-by-case basis to interact with spells and magical items as though he didn't have an alignment; thus a good-aligned nobody could use this to wield an unholy weapon without penalty, and an evil nobody could make a *holy smite* spell treat him as True Neutral. The nobody must be at least 6th level to take this obscura.

NOTHING ON MY MIND: While maintaining a null state, the nobody is immune to mind-affecting effects. The bonus granted by non-think now applies when not maintaining null state. The nobody must be at least 12th level and have the non-think obscura to take this obscura.

NOTHING POCKET: Once per day, as an immediate action, the nobody may place himself into a small pocket of The Nothing, effectively removing himself from reality for a short time. He has no awareness of what occurs outside while in the nothing pocket, and cannot be affected by attacks, spells, or other effects - he has temporarily ceased to exist. Spells and effects already affecting the nobody continue to function. The nobody can remain the this small nothing pocket for a number of rounds equal to his Intelligence modifier, after which he returns to the square he was inhabiting before. If the square is now occupied, he falls prone in the nearest open square. The nobody may choose to exit his nothing pocket early as a move action. The nobody must be at least 8th level to take this obscura. This obscura may be taken multiple times; each time the nobody gains an additional daily use of the ability.

NULL FIELD: As a standard action, the nobody may spend 2 uses of suppression to target all enemies within 30 feet with a suppression attack. Make a single ranged touch attack and compare it to the touch AC of each enemy within range. Any creature struck saves separately against any additional suppression effects. The nobody must be at least 8th level to take this obscura.

NULL WEIGHT: While maintaining a null state, the nobody can balance on objects and materials normally unable to hold him (on the edge of a cloth banner flying in the wind, on the edge of an enemy's blade, on a broken beam, etc), although he cannot walk on liquids. Additionally, he doesn't set of traps triggered by pressure plates.

ROAD TO NOWHERE (SP): By cleverly placing The Nothing between himself and his foe, the nobody can suddenly cross great distances. As a move action, the nobody can cast *dimension door* as a spell-like ability, but only to move adjacent to a creature he can see. Additionally, the nobody doesn't end his turn when he appears in his new square. The nobody may use this ability a number of times per day equal to his Intelligence modifier. The nobody must be at least 10th level to take this talent.

ROGUE TALENT (EX): The nobody gains a rogue talent, using his nobody level as his rogue level. He must meet all the prerequisites of the talent he wishes to take. This obscura may be taken multiple times. Each time the nobody chooses a different rogue talent. He may chose from the following list:

- Camouflage, Combat Swipe, Convincing Lie, Dastardly ^RoGa, Deft Palm, False Friend, Fast Fingers, Finesse Rogue, Honeyed Words, Inevitable Betrayal ^RoGa, Positioning Attack, Quick Disguise, Rogue Craw.

SECOND GLANCE: On the round he exits or is forced out of his null state, the nobody is considered to have concealment in regards to making Stealth checks.

SUPPRESSED WEAPON: As a swift action, the nobody may spend a use of suppression to channel his suppression into his next attack made this turn. If he hits, he adds his 1/2 nobody class level to normal weapon damage, and the target must save against his chosen suppression effect.

Suppressor: The nobody gains 2 additional uses of suppression per day. This obscura can be taken multiple times, its effects stack.

Vanishing Act: Creatures no longer receive a bonus on their Will save for being able to see the nobody when he enters a null state.

Void Blade: The null may combine a void spike attack with a suppression attack or an attack action, either a standard attack or a single attack made during of a full round attack. The nobody must be at least 6th level to take this obscura.

Walls Have Ears (Ex): The nobody has learned to glean information passively, listening in to discover what he wants to know. The nobody may make a Stealth check in place of a Diplomacy or Intimidate check to gather information. This takes 1d4 hours and requires access to a populated area. A GM may rule that certain information simply isn't available in this fashion (nobody talks about the king's hidden passage out of town because nobody knows about it).

Table 5-2: Nobody Alternate Favored Class Bonuses

Race	Bonus	Source
Human	Gain +1/6 of a new obscura.	CRB
Elf	+1/2 to Disguise checks and Bluff checks made to feint in combat.	CRB
Halfling	+1 to Acrobatics checks made to move through threatened squares.	CRB
Half-elf	+1 round of null state per day.	CRB
Fetchling	+1/4 to the DC of void spike.	ARG
Ratfolk	Adjacent allies and allies sharing the same square as the you get a +1/2 bonus to Stealth checks.	ARG
Wayang	+1/4 suppression damage	ARG
Davi	+1/4 to the DC of null state.	RG2.5
Mimicman	+1/2 suppression damage to flat-footed targets.	RG5

Student of the Sphere

An Archetype for nobody in the Pathfinder Roleplaying Game

While all nobodys are adept in the exotic art of interaction with The Nothing, a few take things a step further. They seek to force the purity of The Nothing upon reality at large, and study to find ways to create stable objects of The Nothing. Students of the Sphere are active subtractionists, bringing into being small orbs of pure Nothing to eat away at the world.

Black Orb (Su):

At 1st level, the student of the sphere gains the ability to form a small tear in the fabric of space-time, bringing forth a small sphere of The Nothing that violently eats away at any matter that it comes into contact with. As a standard action, the nobody can create a 5' diameter sphere of The Nothing called a black orb in an unoccupied square within 30 feet. As a move action, the nobody may move a black orb up to 30 feet in any direction. If the sphere enters a square containing a creature or object, it stops moving in that square and the target takes 1d6 points of force damage. A Reflex save (DC 10 + 1/2 nobody level + Intelligence modifier) halves the damage. The damage increases by 1d6 at 4th level, and every 4 levels thereafter, to a maximum of 6d6 at 20th level. A creature that attempts to move through a square occupied by a black orb takes damage as though they had been struck, and may make a Reflex save to halve the damage. Moving or dealing damage with a black orb does not end an *invisibility* spell or similar effects.

As the orb is literally a ball of empty space, it is rather difficult to see. Spotting a black orb requires a visual Perception check (DC 10 + nobody level + Intelligence modifier). Creatures that fail to spot a black orb take a -2 penalty on their Reflex saving throw.

The nobody can only have 1 black orb active at a time. If he creates a second orb, the first orb blinks out of existence. The nobody may dismiss a black orb as a move action. This ability replaces the suppression ability.

Obscura:

A student of the sphere cannot take the following obscuras; suppressor, suppressed weapon, null field, void blade.

He insteads gains access to the following obscuras:

- **Black Hole In Reality:** A creature in the same square as a black orb must make a Fortitude save (DC 10 + 1/2 nobody level + Intelligence modifier) to leave that square. On a failed save the creature is unable to move from the square and must make a Reflex save or take damage from the black orb. The student of the sphere must be at least 8th level to take this obscura. This ability modifies the obscura ability.

- **Consign to The Nothing:** Whenever the student of the sphere reduces a creature or object to 0 hit points using his black orb ability, he may destroy their physical form as if they failed a save against a *disintegrate* spell. Additionally, the black orb interacts with magical effects as though it were a *disintegrate* spell. The student of the sphere must be at least 12th level to take this obscura.

- **Nothing from Something:** The student of the sphere can create a black orb in an occupied square. Creatures in the square recieve a Reflex save for half damage.
- **Unseen Threat:** A black orb that doesn't move for 1 round is treated as a stationary invisible object, adding +10 to the DC to spot the black orb. Creatures that don't spot a black orb receive an additional -2 penalty on their Reflex save, for a total of a -4 penalty.

Creeping Void (Su):

At 5th level, the student of the sphere can conjure a second black orb. When creating a black orb, he may create any number of black orbs, up to the maximum number he can control. He may move a single black orb as a swift action, or any number of black orbs as a move action. Only a single black orb may occupy a square at a time; if a second black orb tries to enter a square already occupied by a black orb, the second black orb instead ends its movement in an adjacent square.

At 9th level, and every 4 levels after that, the student of the sphere can conjure an additional black orb, to a maximum of 5 orbs at 17th level. If a student of the sphere tries to create more orbs than his level allows, the oldest black orbs vanishes.
The ability replaces the void spike ability.

Sapper

A Base Class for the Pathfinder Roleplaying Game

Sappers are formally trained harriers, combat engineers, and demolitions experts who are often employed by adventuring parties for their know-how and ingenuity. Sappers are not tinkerers, mad scientists, arcane engineers, magic-tech priests, or anything of that nature. They are, plain and simple, mundane military technicians and demolition experts with a specific set of skills whose primary objective is to destroy the combat effectiveness of the enemy.

Hit Dice: D8.

Role: Sappers are skilled at foiling an opponent's greatest assets. When facing a sapper their weapons break, armor falls apart, guns jam, spells fail, and find themselves bogged down in mud up to their waist. They are effective in that they render their opponent's ineffective.

Sappers are Intelligence based characters, though a respective Dexterity helps with their primarily ranged attack options, and a positive Strength score ensures they will always succeed on their melee rolls. Constitution is good for any character who will be in a fight and should not be neglected in case things go wrong.

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 sapper's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier.

Table 6-1: The Sapper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Harrier Radius
1st	+0	+2	+2	+0	Bomb +1d6, Catch Off-Guard, sabotage	-
2nd	+1	+3	+3	+0	Sapper art	-
3rd	+2	+3	+3	+1	Bomb +2d6, harrier	10 ft.
4th	+3	+4	+4	+1	Sapper art	10 ft.
5th	+3	+4	+4	+1	Bomb +3d6, Technical skill +1	15 ft.
6th	+4	+5	+5	+2	Sapper art	15 ft.
7th	+5	+5	+5	+2	Bomb +4d6	20 ft.
8th	+6/+1	+6	+6	+2	Sapper art	20 ft.
9th	+6/+1	+6	+6	+3	Bomb +5d6, technical skill +2	25 ft.
10th	+7/+2	+7	+7	+3	Interdiction, sapper art	25 ft.
11th	+8/+3	+7	+7	+3	Bomb +6d6	30 ft.
12th	+9/+4	+8	+8	+4	Sapper art	30 ft.
13th	+9/+4	+8	+8	+4	Technical skill +3	35 ft.
14th	+10/+5	+9	+9	+4	Bomb +7d6, sapper art	35 ft.
15th	+11/+6/+1	+9	+9	+5	Scrap eater	40 ft.
16th	+12/+7/+2	+10	+10	+5	Bomb +8d6, sapper art	40 ft.
17th	+12/+7/+2	+10	+10	+5	Technical skill +4	45 ft.
18th	+13/+8/+3	+11	+11	+6	Bomb +9d6, sapper art	45 ft.
19th	+14/+9/+4	+11	+11	+6	Master harrier	50 ft.
20th	+15/+10/+5	+12	+12	+6	Bomb +10d6, master sapper, sapper art	50 ft.

Class Features:
The following are the class features of the sapper.

Weapon and Armor Proficiency:
The sapper is proficient with all simple weapons, all firearms (if the campaign allows them), throwing axes, handaxes, picks (light and heavy), saps, and all martial ranged weapons. In addition he is proficient with all armor (heavy, light, and medium) and shields (including tower shields).

Catch Off-Guard (Ex):
All sappers gain the Catch Off-Guard feat as a bonus feat at 1st level.

Bomb (Ex):
An sapper can use a number of bombs each day equal to his class level + his Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert- their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the sapper must use a small vial containing an ounce of liquid catalyst- the sapper can create this liquid catalyst from small amounts of chemicals found around them or specially scrounged up from their other devious inventions, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most sappers create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day- once created, a catalyst vial remains usable by the sapper for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, an sapper's bomb inflicts 1d6 points of fire damage + additional damage equal to the sapper's Intelligence modifier. The damage of an sapper's bomb increases by 1d6 points at every odd-numbered sapper level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from an sapper bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the sapper's level + the sapper's Intelligence modifier.

Sappers can learn new types of bombs as discoveries (see the bomb discovery sapper art) as they level up. An sapper's bomb becomes inert in 1 minute if used or carried by anyone else. A sapper can always, as a free action, render any bomb he has created inert.

Note: Unlike an alchemist's bomb a sapper's bomb is extraordinary in nature. It should also be noted that a sapper's bomb can be handed off to allies, though they last only for 1 minute. This allows them to arm their friends and cause a great deal of damage very quickly or all at once.

Sabotage (Ex):

At 1st level, whenever the sapper successfully delivers an attack that causes damage to an opponent, including via bombs he throws, he may chose to do one of the following things in addition to the damage he deals. Only one sabotage can be used on a creature by a given sapper per round, regardless of the number of attacks he makes. A creature gets a Reflex save (DC 10 + 1/2 sapper level + Intelligence modifier) to avoid the effects of a sabotage.

- The creature is flat-footed until the start of the creature's next turn. If the creature fails the Reflex by 5 or more the creature is additionally knocked prone.
- The creature takes a penalty on all d20 rolls equal to 1/4 the sapper's level (minimum -1) until the end of the creature's next turn.

Depending on their sapper arts, other options may become available.

Sapper Arts (Ex):

At 2nd level and every even level thereafter, a sapper gains a sapper art from the following list:
Bombardment: The sapper increases the range increments with thrown weapons, crossbows, and firearms by 15 feet.

Bomb Discovery: The sapper may select an alchemist discovery pertaining to their bomb or the use of their bomb, using their sapper level as their alchemist level, from the following list:

- Acid bomb APG, blinding bomb UM, defoliant bomb ARG, explosive bomb APG, explosive missile UC, fast bomb APG, force bomb APG, frost bomb APG, glassfoot bomb ARG, greater plague bomb UM, inferno bomb APG, madness bomb APG, plague bomb UM, poison bomb APG, precise bombs APG, rocket bomb ARG, scrap bomb ARG, shock bomb APG, siege bomb UC, smoke bomb APG, sticky bomb APG, stink bomb APG, sunlight bomb APG, and tanglefoot bomb UM.

Bunker Breaker: A sapper who wields a weapon that deals bludgeoning damage gives that weapon the sunder special weapon quality. In addition, he ignores the hardness of objects when sundering them with a weapon that is dealing bludgeoning damage. This makes all bludgeoning weapons candidates for the bonus from the technical skill class feature.

Breaking And Entering: The sapper always counts as if they were equipped with both a portable ram and a crowbar for the purpose of breaking down barriers and/or prying them open. If the sapper is at least 6th level the circumstance bonus these items provide doubles (from a +2 on Strength checks made to break open a door and a +2 on checks made to force open a door or chest to a +4 in both instances). As with a normal personal ram- a second person can aid you, adding the normal +2 bonus.

Disruptive: The sapper gains the Disruptive feat, regardless of if he meets the prerequisite. The increase to the DC of spellcasting applies to enemies in the sapper's harrier aura.

Expert Saboteur: The sapper adds 1/4th his sapper level to all Disable Device, Knowledge (engineering), and Use Magic Device checks. In addition, if using the Skill Unlock system from Pathfinder Unchained they gain the skill unlock powers of those 3 skills as well.

Improved Dirty Trick: The sapper gains the Improved Dirty Trick feat, regardless of if he meets the prerequisite. In addition, when making a sabotage attack the sapper has the following option:

- If the creature fails their Reflex save, the sapper is assumed to have also successfully made a dirty trick attempt (if such a maneuver is possible) against the creature.

Improved Steal: The sapper gains the Improved Steal feat, regardless of if he meets the prerequisite. In addition, when making a sabotage attack the sapper has the following option:

- If the creature fails their Reflex save, the sapper is assumed to have also successfully made a steal attempt (if such a maneuver is possible) against the creature.

Improved Sunder: The sapper gains the Improved Sunder feat, regardless of if he meets the prerequisite. In addition, when making a sabotage attack the sapper has the following option:

- If the creature fails their Reflex save, the sapper is assumed to have also successfully made a sunder attempt (if such a maneuver is possible) against a piece of visible equipment worn by their target.

Landmine: The sapper can use his bombs as landmines instead and is created in the same fashion as a typical bomb. Like a bomb it is a standard action but it is placed in a square that is within 10 feet of the sapper. If any creature, other than the sapper, enters within a 10 foot radius of where a landmine is placed it goes off- dealing the damage to all creatures, other than the sapper, within 10 feet of the bomb. Creatures within the radius receive a Reflex save (DC 10 + 1/2 the sapper's level + the sapper's Intelligence modifier) to take half this damage. Landmine are not considered weapons and cannot be selected using feats. Creatures who can see him laying the landmine receive a Perception check opposed by the Sapper's Sleight of Hand to see them doing it. Laying a landmine provokes an attack of opportunity. Landmines are considered traps. Creatures two size categories smaller than the sapper do not trigger landmines laid by the sapper.

- Spotting / Avoiding a Landmine: Creatures that are aware of the landmine or who spot it with a DC 10 + 1/2 sapper level + Intelligence modifier Perception check get a Reflex save (DC 10 + 1/2 sapper level + the sapper's Intelligence modifier) to avoid it while traveling through the square. Failure results in the landmine triggering.
- Disabling a Landmine: A creature who is aware of a landmine can attempt to disable it. It requires a Disable Device check with a DC of 10 + 1/2 sapper level + the sapper's Intelligence modifier. Creatures must be able to reach it without triggering it.
- Alchemists: An alchemist can take this as a discovery and it counts as a bomb discovery (and thus can't stack with other bomb discoveries).

Landscaping: As a move action, the sapper can target a number of 5 foot squares of terrain that he occupies or are adjacent to him (up to his Intelligence modifier and never more than all adjacent squares) and modify it. These squares may not be occupied by enemy creatures and doing so provokes an attack of opportunity. He may change the terrain in one of the following ways:

- Break: The squares are now difficult terrain.
- Clear: Squares of difficult terrain are now normal terrain.
- Barrier: The squares have some sort of rudimentary barrier or trench suitable for providing cover along one edge of the square.
- Bridge: Safe passage over barriers like water, lava, deep mud, is secured. If using this, only one square needs to be adjacent to the sapper but the squares need to be contiguous.

Example: If the sapper has a +3 Intelligence modifier he may make a 15 feet of water passable by way of a rudimentary bridge. This bridge doesn't need to be straight and only requires that it start in a square the sapper is in or in an adjacent square.

Mad Grenadier: The sapper adds his technical skill bonus to both attack and damage rolls made with bombs created by him.

Pioneer: A sapper gains a +1/4th their sapper level bonus on Survival checks and Knowledge (geography) checks. In addition, if a sapper is in the party the party gains a +20 foot increase to their base movement speed when determining overland travel, to a maximum of the sapper's speed. Finally, the sapper can ignore the first 10 feet of non-magical difficult terrain they encounter as part of their movement per round, treating it as normal terrain.

Resupply: A sapper can resupply his team from the area around them. A number of times per day equal to 1 + the sapper's Intelligence modifier (minimum 1) the sapper can produce up to 20 GP per sapper's level worth of any one type of ammunition, weapon, or armor in 1 minute. Anything that cannot be purchased within this amount cannot be produced but if multiples of something can be made within the allotted GP value they may be so long as they are of identical construction. Due to their thrown together nature these pieces of equipment cannot only be resold.

Reverse Doctor: If using the inverse skill check system presented in this book a sapper can apply his technical skill bonus on Heal checks made to torture (but not other Heal checks).

Scrap Shooting: The sapper can convert a use of their bomb to 10 bullets, +1 extra bullet per level of sapper, as a swift action. These bullets only function for the sapper and become simple, useless, scrap after 24 hours. They cannot be passed off as normal bullets and look like abject junk to others (and thus cannot be sold).

Threaten: Enemy creatures within the radius of the sapper's harrier ability cannot make attacks of opportunity against allies of the sapper. They may, however, still make attacks of opportunity against the sapper. This can be activated or suppressed at the start of the sapper's turn.

Trap Finding: The sapper gains the trapfinding class feature of the rogue, using their sapper level as their rogue level.

Troubleshooter: The sapper no longer has trouble shooting. He adds his technical skill bonus to attack rolls made with firearms and never has a chance for a misfire with any firearm he uses.

Tunnel Rat: The sapper gains a 5 foot burrow speed. This can be taken multiple times, each time, it adds 5 feet to the sapper's burrow speed.

Harrier (Ex):

At 3rd level, the sapper gains a 10 foot aura that creates distractions and dismay. This is what they are trained to do- make attacks and take military actions against the enemy to divert their attention and sow chaos in their ranks. This might be yelling, using suppressing fire, lighting off fireworks, appearing to be multiple people by way of deception (to make their side look bigger), or simply threatening an exposed area of the enemy's formation, etc.

Activating the harrier ability consumes 1 bomb and is a swift action. After activation the sapper gains their harrier aura until the end of his next turn (effectively 2 rounds). All enemy creatures in this aura who attempt to take any action that requires concentration must make a Will save (DC 10 + character level + Intelligence modifier) or be unable to take such an action. If the action is a spell being cast, the

Concentration check is equal to the Will save instead. This a mind affecting effect.

The radius of this aura improves by 5 feet for every odd level after 3rd, to a maximum of 50 feet at 19th level.

Technical Skill (Ex):

At 5th level a sapper's technical skill lends an insight bonus on all damage rolls with all firearms, on all damage damage rolls against objects, and with weapons with the sunder property. At 5th level this bonus is +1 and it improves by +1 every 4 levels thereafter.

Interdiction:

At 10th level the sapper can sap even the most vital class features of a class. An interdiction kicks their target out of their headspace, disrupting class-based resources. A successful sabotage attack the sapper can remove the following amount of resources. This is not an all encompassing list, please use it as a basis for interdictions against unlisted class resources.

A sapper does not need to know the specifics of the class resource but they must see it used or have probably reason to believe the target has access to this resource. If a creature does not have the resource the sapper describes, the interdiction sabotage automatically fails.

- 1 spell slot of a level not exceeding 1/3 their sapper level (minimum 0th level).
- 1 round of rage/bardic performance/null state per 2 sapper levels (minimum 1).
- 1 point of *ki*/arcane points per 6 levels of sapper (minimum 1).
- 1 use of the alchemist's (or sapper's) bomb class feature per 5 levels of sapper (minimum 1).
- 1 use of challenge/smite/wild shape/channel energy per day.
- 1/2 the target's grit points (round up).

SIDEBAR: HOW WE DETERMINED THE VALUES FOR INTERDICTION'S RESOURCE BURN

We decided that interdiction should be able to deplete a character's class resource in about 5 rounds at 20th level. We calculated what the maximum value of a resource would look like at 20th level, assuming a character has a 20 (+5) in the relevant ability score. Rage and bardic performance ended up at 49 (4 + Ability score modifier + 2 per level) so the maximum amount it should be able to do is 10 (or 1/2 sapper level). *Ki* points (and the magus' arcane points) were unique in that they were 1/2 monk level + ability score modifier, setting it at about 15 at maximum level (without magical items); thus a sapper should be able to deplete 3 per round or 1 per 6 levels. This was similar to the alchemist's bomb class feature, sitting at about 25 uses per day at 20th level (thus 1/5th sapper level). A lot of class features use a set number of times per day that end up in the 7-9 range including: challenge (cavalier), smite (paladin), wild shape

(druid) and channel energy. A sapper should be able to deplete this but not at a point when the character only has 1-3 uses of it. This is one of the reasons this class feature is delayed until 10th level. As for spell slot removal, we didn't want the sapper taking away a character's highest level spells so it's on par with when 6 level casters gain new spell levels. Grit, which is a really small pool that fluctuates up and down, was a hard call. Because it was so fluid losing "half" was mean but also a number that could be as fluid as the resource pool's size.

When considering a new class resource not included on this list- use the preceding information as a guideline.

Scrap Eater (Ex):

At 15th level, if the sapper causes a weapon to gain the broken condition they regain 1 use of their bomb class feature. This can occur no more than 1 time per day per Intelligence modifier.

Master Harrier (Ex):

At 19th level, the DC of the concentration check imposed by sapper's harrier aura is increased by 3 (it is now DC 13 + character level + Intelligence modifier). This stacks with other increases to the DC, such as the Disruptive feat.

Master Sapper (Ex):

At 20th level, a sapper's harrier aura causes all of any enemy's wielded non-magical weapons to have a 20% chance to gain the broken condition. This occurs each round at the start of the sapper's turn. Wielded magical weapons are targeted with a *dispel magic* attempt, using the sapper's level as their caster level. A dispelled magic weapon is then open to being broken.

Scout

A Base Class for the Pathfinder Roleplaying Game

Scouts are fast, cunning, military soldiers with advanced training in reconnaissance, observation, detection and harrying. They are products of a magical world- skilled in deceiving magical detection (as well as mundane) via training and a keenly developed eye.

Scouts often travel ahead of a group, keeping a watchful eye for traps and enemies. While in a more mundane world a scout might simply have the best eyesight and know how to stay hidden, in a magical one they can pierce illusion spells, detect traps, see invisible creatures, and turn invisible. It's an arms race and they strive to come out on top.

They have a very limited magical education, often informal it is a combination of superstition and mimicry. For example, while a wizard could turn himself invisible though arcane magics, a scout might study how a will-o'-wisp or pixie cloaks itself and learn to mimic that ability. Some of these secrets have been taken back to military colleges and taught to new scouts.

In addition to their supernatural fieldcraft skills scouts cultivate supreme ranged skills, an wise and tactical mind, as well as athletic skills to allow them to traverse great distances quickly.

A scout's achilles heel is the sheer amount of exertion it requires to perform its mind boggling abilities. A scout is always moving, always watching, always learning, always mistrusting, always going above-and-beyond to keep in the game. They constantly push the limits of what a person should be able to do and because of that they often find themselves exhausted.

The scout class presented here is a byproduct of a highly magical world and will not fit well into a low magic setting. The were scouts imagined "tippyverse" style. For those not aware of the "tippyverse" is is described by Tippy himself like so: "At it's most basic the Tippyverse is nothing more than a setting where the D&D 3.5 rules as written are largely taken at face value and as the basic rules for a world. More specifically, the existence of magic and magic items is integrated into the setting from the start and not tacked on.". So a more mundane "scout", whose job is to detect enemies and stay hidden, would largely be useless in a universe where the widespread use of magic would render non-magical skill largely useless. A scout in a low-magic setting might be better represented by a rogue or ranger.

Hit Dice: D8.

Role: Scouts are almost exclusively ranged characters, eschewing more advanced melee training in favor of getting out alive. This means they are more reliant on Dexterity than Strength most of the time. Many of their class features are reliant on stamina, which is a resource based on Constitution so that is a very important statistic for them.

Sidebar: Supernatural & Spell-Like Class Features
The scout has a number of supernatural and spell-like class feature. Unless otherwise stated a scout uses its scout level as its caster level and the saves for its abilities (if required) are Wisdom based.

Table 7-1: The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Fast Movement
1st	+1	+0	+2	+0	Cloak, impossible senses, scout movement, take aim +1	+0 ft.
2nd	+2	+0	+3	+0	Evasion, master guide, military archer (1d6)	+0 ft.
3rd	+3	+1	+3	+1	Impossible senses, scout movement	+10 ft.
4th	+4	+1	+4	+1	Take aim +2	+10 ft.
5th	+5	+1	+4	+1	Improved stamina, scouting, exploit	+10 ft.
6th	+6/+1	+2	+5	+2	Improved cloak, military archer (2d6)	+20 ft.
7th	+7/+2	+2	+5	+2	Impossible senses, scout movement, exploit	+20 ft.
8th	+8/+3	+2	+6	+2	Improved uncanny dodge, take aim +3	+20 ft.
9th	+9/+4	+3	+6	+3	Exploit	+30 ft.
10th	+10/+5	+3	+7	+3	Flick, ghost on the battlefield, military archer (3d6)	+30 ft.
11th	+11/+6/+1	+3	+7	+3	Impossible senses, scout movement, exploit	+30 ft.
12th	+12/+7/+2	+4	+8	+4	Take aim +4	+40 ft.
13th	+13/+8/+3	+4	+8	+4	Military archer (4d6), exploit	+40 ft.
14th	+14/+9/+4	+4	+9	+4	Flick +1	+40 ft.
15th	+15/+10/+5	+5	+9	+5	Impossible senses, scout movement, exploit	+50 ft.
16th	+16/+11/+6/+1	+5	+10	+5	Take aim +5	+50 ft.
17th	+17/+12/+7/+2	+5	+10	+5	Military archer (5d6), exploit	+50 ft.
18th	+18/+13/+8/+3	+6	+11	+6	Flick +2	+60 ft.
19th	+19/+14/+9/+4	+6	+11	+6	Impossible senses, scout movement, exploit	+60 ft.
20th	+20/+15/+10/+5	+6	+12	+6	Captain of the scouts, take aim +6	+60 ft.

Relationship with Other Classes:
A scout exists somewhere between a ranger, a rogue, a fighter, and a barbarian but exist wholly as their own class. They differ from rangers in that they have no innate connection to nature, no special skill at hunting particular foes, and preferring to rely on their military training to win the day. They are somewhat reminiscent of rogues in that they can move unobserved and have a large number of skill points but lack the innate guile and social skills of one. They are not creatures cut from the same cloth as fighter either, despite their similarity in training. Scouts have a cunning minds that focus more on gathering information and reconnaissance than any sort of direct attack they might make. Scouts are endurance based like the barbarian and wear little armor like them but have no predilection towards aggression and any supernatural connection they might have is achieved through mimicry rather than shamanistic practices.

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 scout's class skills are Climb (Str), Acrobatics (Dex), Appraise (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Int).
Skill Ranks per Level: 8 + Int modifier.

Class Features:
The following are the class features of the scout.

Weapon and Armor Proficiency:
The scout is proficient with all simple weapons, all martial ranged weapons and all exotic ranged weapons, and all simple and martial firearms. Scouts are only proficient in light armor. When wearing heavy armor or carrying a heavy load, scout loses her fast movement and military archer abilities.

Sidebar: ALL Exotic Ranged Weapons?
Yes! You get all exotic ranged appropriate to your setting. If you are using firearms, check with your GM on how they want to employ them. For example, if the GM is using early firearm rules it might only be appropriate for you to gain the use of early firearms (leaving advanced ones out of the game). This is a class based around ranged combat and scouts have a knack for anything like this.

Stamina (Ex):

Being a scout isn't easy. It means constantly moving, constantly outperforming your peers, always being on alert, and never letting your guard down for a second. All that is just exhausting- and no one is more aware of that than a scout in the thick of things. Scouts have a pool of stamina equal to their Constitution score. Certain class features expend stamina and a scout only recovers stamina after 1 hour of rest (which recovers it to full). After combat the scout automatically regains 1 stamina after 1 minute. A scout who has zero stamina is fatigued until they regain at least 1.

Temporary increases to Constitution, such as those gained from a barbarian's rage and spells like bear's endurance, do not increase the scout's stamina.

Certain feats reward the scout with 1 additional stamina. These include: Endurance, Diehard, Great Fortitude, Improved Greater Fortitude, and Toughness. A GM may approve further feats that also grant this benefit.

Cloak (Sp):

Scouts exist in a magical world and have developed skills and abilities to allow them to remain a viable option in said world. They have skills and abilities that allow them to replicate the spell *invisibility* despite having no magical talent otherwise. At 1st level a scout can turn invisible, as per the invisibility spell, by expending 1 point of stamina. A scout uses their scout level as their caster level for the purpose of these abilities.

Entering and exiting cloak is a move action. Because the scout is no master of magic, but rather a dabbler who learned to mimic a single spell's effect for his own limited benefits, the scout does not gain the full enhancement bonus to Stealth provided by *invisibility* (normally a +20). A scout only gains an enhancement bonus to Stealth equal to its scout level (minimum +2) while not moving. When the scout is moving the bonus is instead equal to 1/2th its scout level (minimum +0).

Impossible Senses (Ex):

A scout's unique training and constant confrontation with magical baffling forces them to constantly develop new ways to overcome them. It's an arm's race and a scout is nothing if not fast.

At 1st level, the scout gains darkvision 60 feet. If the scout already has darkvision, they add 30 feet to their maximum range. At 5th level, the range of their darkvision doubles. In addition, the scout counts as if they had the "keen senses" racial trait for the purposes of prerequisites (though no additional benefits).

Starting at 3rd level, the scout can gain the following suite of abilities provided they expend 1 stamina at the start of their turn as a free action: Invisibility immunity, all-around vision, X-ray vision, lifesense, and lense of truth so long as they meet the scout level requirement for it.

Invisibility Immunity: At 3rd level, invisible creatures gain no benefit on attack rolls made against a scout of 3rd level. In addition the scout gains a +30 bonus to spot stationary invisible creatures and a +10 competence bonus to spot moving invisible creatures. In addition, a scout ignore up to twice their class level in in penalties due to distance on visual Perception checks (A Perception check's DC normally improves by +1 for every 10 feet a character is from their target).

All-Around Vision: At 7th level, a scout gains all-around vision. In addition, the scout can see in spells like *darkness* or even *deeper darkness* as if it were normal darkness.

X-Ray Vision: At 11th level, a scout gains the ability to see into and through solid matter as if by X-ray vision. This X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks this special vision. To activate it, the scout must be able to concentrate though doing so is typically a free action.

Lifesense: At 15th level, a scout gains lifesense at a range of 60 feet.

Lense of Truth: At 19th level, a scout is under the effect of a constant *true seeing* (as a spell like ability) at all times. If dispelled, the scout may re-activate the effect as a swift action.

Scout Movement (Ex):

At 1st level, the scout gains the Run feat as a bonus feat. In addition, the scout can gain the following suite of abilities provided they expend 1 stamina at the start of their turn as a free action: difficult terrain, scurry, feather fall, wallcrawler so long as they meet the scout level requirement for it. The scout cannot benefit from this class feature when wearing medium armor, heavy armor or carrying a heavy load a scout does not benefit from the scout movement class feature.

Difficult Terrain: At 1st level, treats difficult terrain as normal terrain for the purpose of movement, and gains 1/2 his scout level as a bonus to Acrobatics checks (or other relevant checks) to overcome obstacles impediments their movement or to jump. This does not apply to bindings or other objects- just to keeping the scout running or flowing over objects. Finally, a scout always counts as having made a running jump when making a long jump.

Scurry: At 3rd level, a scout gains an enhancement bonus to its land speed, as shown on Table 7-1: The Scout. This stacks with other forms of movement enhancement such as the fast movement class feature.

Feather Fall: At 6th level, a scout can always chose, as a free action, to be under the effects of a mundane version of the *feather fall* spell. In addition, a scout never takes more than 5d6 damage from falling damage.

Wallcrawler: At 9th level, a scout may always chose, as a free action, to be under the effects of a mundane version of the spider climb spell.

Take Aim (Ex):

At 1st level a scout can spend a free action once per turn to designate one creature they can perceive, they gains a +1 competence bonus to attack rolls against that creature until the start of their next turn. At 4th level and every 4 levels thereafter this bonus this by 1 to a maximum of +6 at 20th level.

Evasion (Ex):

At 2nd level and higher, a scout can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the scout is wearing light armor or no armor. A helpless scout does not gain the benefit of evasion.

Master Guide (Ex):

At 2nd level, a scout can lead their allies with unerring speed and efficiency. This causes a scout's party to treat their speed as being the scouts (rather than the slowest party member) for the purpose of overland travel.

Military Archer (Ex):

Starting at 2nd level, when a scout delivers an attack from 60 or more feet away it deals an additional 1d6 damage per 4 scout levels (minimum +1d6). This additional damage is considered precision damage, and is not multiplied on a critical hit.

Improved Stamina (Ex):

Starting at 5th level, the scout adds 1/3rd her scout level to her total amount of stamina.

Scouting (Su):

A scout is a class that has developed in a world where magic aids deception and they have developed their keen senses to an extent where they can foil even the best laid attempts to sneak up on them. At 5th level, this manifest itself as a sixth-sense that alerts the scout to creatures in its immediate area. The scout has the equivalent of a mundane version of an *alarm* (mental) spell centered on the scout at all time with a radius of 30 feet. This functions while the scout is asleep but not while she is unconscious, paralyzed, or otherwise unable to access its senses.

Sidebar: Are Thrown Weapon Ranged Weapons?

For the purpose of scout class features, when used as a thrown weapon (not to deliver melee attacks) throwing weapons count as ranged weapons.

Reprint: Alarm

School abjuration; Level bard 1, inquisitor 1, ranger 1, sorcerer/wizard 1, summoner/unchained summoner 1; Subdomain ambush 1, home 1
Casting
Casting Time 1 standard action
Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Effect
Range close (25 ft. + 5 ft./2 levels)
Area 20-ft.-radius emanation centered on a point in space
Duration 2 hours/level (D)
Saving Throw none; Spell Resistance no
Description
Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. Alarm can be made permanent with a permanency spell.

Exploits (Ex):

At 5th level and every odd level thereafter a scout gains an exploit from the list below.

Advanced Trick Shot: A scout with this exploit can choose one of the following combat maneuvers or actions: bull rush, grapple, or trip. A target grappled by a ranged weapon can break free by destroying the scout's ranged weapon or with an Escape Artist or CMB check (against the archer's CMD -4). She can perform this action with any ranged against any target within 30 feet, with a -4 penalty to her CMB. This exploit may be taken multiple times and applies to a different combat maneuver or action. A scout must be at least 12th level to select this exploit.

Combat Feat: In place of one of the exploits on this list a scout can select a combat feat using their scout level as their fighter level -4. This effective fighter level does not apply to combat feats not taken via scout exploits. This can be taken as many times as desired.

Enemy Analysis: The scout gains the ability to analyze their foes to a much higher degree than others. They gain a +2 bonus on all Knowledge checks to identify enemies and may make such Knowledge check untrained.

Fight Through the Pain: A scout with this exploit who reaches 0 stamina immediately recovers up to their Constitution modifier in stamina at the start of their next turn and is not fatigued. This may only be done once per day and occurs the first time a scout hits 0 stamina per day. A scout must have the rapid recovery exploit.

First to Fight: A scout with this exploit can spend 1 point of stamina to gain +1/4th their level on an Initiative check. This stacks with other sources that grant a bonus to Initiative score, such as Improved Initiative.

Fleet Bowman: The scout gains the Shot on the Run and Mounted Archery feats even if they do not meet the prerequisites.

Flynn: All bows and crossbows have their critical threat range expanded by 1 (a 20 becomes 19-20, a 19-20 becomes 18-20, etc) when wielded by a scout with this exploit.

Hyperactive (Sp): A scout with this exploit can spend 3 stamina to grant itself the effects of *haste* for 3 rounds as a swift action.

Living Telescope: A scout halves all range increment penalties when making ranged attacks

Overtime (Su): A scout with this exploit can spend 3 stamina as a free action to double his base movement speed until the start of his next turn.

Rapid Recovery: Once per day a scout with this exploit can recover up to its Constitution modifier in stamina by taking a standard action to drink water, vent some steam, and clear their mind so that they can keep going.

Scent: A scout with this exploit gains the scent ability.

Scout's Cunning: A scout gains a +1/4th scout level bonus on Perception checks to notice traps, secret doors, or objects otherwise intentionally hidden. In addition, they receive a check to notice such things whenever they pass within 10 feet of them, whether or not they are actively looking.

Scout Sniper: A scout doubles the range increment of any ranged weapon they use.

Scramble (Su): A scout with this exploit has become an expert at interfering with magical perception. This mundane obfuscation causes certain spells to fail against her and her allies within 30 feet of her. Spells that have the word "detect" or are on the following list automatically fail to register anything even if it should: *deathwatch*, *locate weakness*^{UM}, *scrying*, *true-seeing*. Other visual spells or spells that aid in identifying a scout or her companions may be added at the discretion of the GM. A creature that attempts to take such an action (such as with a scrying spell) on a scout or an ally within 30 feet of a scout must make a caster level check opposed by a roll of d20 + the scout's level or the spell fails.

Silent Speech (Ex): A scout can communicate via directed whispers, allowing it to communicate while in Stealth and without the risk of being overheard. An enemy attempting to hear something spoken via silent speech requires a Perception check opposed by a Stealth check from the scout, though the intended target always interprets it correctly. This additionally has the effect that the scout can communicate with their allies without others being able to overheard. In addition, the scout gains 3 new languages, though these languages need to be non-spoken ones (such as the sign language version of a racial language).

Spotter: A scout gains a +4 bonus on opposed Perception checks against Stealth and Sleight of Hand checks and becomes immune to the blinded condition. At 12th level this improves to +8.

Stamina Training: The scout gains +1 maximum stamina. This exploit may be taken multiple times and each time it adds a further 1 stamina.

Stealthy Sniper: When a scout uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20. This functions the same way as the rogue talent of the same name.

Surprising Shot: A scout with this exploit can spend 3 points of stamina upon a successful attack roll with a bow to retroactively double their critical threat range. This means if they hit with an 18 and they have a 19-20 bow, they could pay 3 stamina to threaten a critical on an 18. This must be decided before the damage for the attack is rolled. A scout must have the Flynn exploit before selecting this one.

Tactical Targeting: A scout targeting an enemy who they, or an enemy, had identified gains a +2 on damage rolls against that creature. This damage is precision damage and is not multiplied on a critical hit.

Throwers Eye: A scout with this exploit reduces the minimum range required to benefit from their military archer class feature from 60 feet to 20 feet while wielding a throwing weapon.

Track Magic: When a scout with this exploit spend 1 stamina on impossible senses they also gain the benefit of *detect magic*.

Trick Shot: A scout with this exploit can choose one of the following combat maneuvers or actions: disarm, feint, dirty trick, or sunder. She can perform this action with any ranged against any target within 30 feet, with a -4 penalty to her CMB. This exploit may be taken multiple times and applies to a different combat maneuver or action.

Vanguard Scout: Any abilities that specify that they can only be used if the scout is wearing a particular type of armor or carrying particular type of load can be used with medium armor or while using a medium load. In addition, the scout becomes proficient in medium armor.

Uncanny Dodge (Ex):

Starting at 4th level, a scout can react to danger before its senses would normally allow it to do so. A scout cannot be caught flat-footed, nor does it lose its Dex bonus to AC if the attacker is invisible. A scout still loses its Dexterity bonus to AC if immobilized. A scout with this ability can still lose its Dexterity bonus to AC if an opponent successfully uses the feint action against it.

If a scout already has uncanny dodge from a different class, the scout automatically gains improved uncanny dodge (see below) instead.

Improved Cloak (Ex):

At 6th level, the scout's cloak class feature functions similarly to *greater invisibility* in that it does not break if the scout takes hostile actions.

Improved Uncanny Dodge (Ex)

A scout of 8th level or higher can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking it, unless the attacker has at least 4 more rogue levels than the scout has scout levels. If the scout already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum scout level required to flank the character.

Ghost on the Battlefield (Su):

At 10th level, a scout can use his cloak class feature without expending stamina.

Flick (Su):

At 10th level, a scout can use *dimension door* by expending 1 stamina as a move action, though such movement does not end the scout's movement and the range of it is up to the scout's overland movement speed. At 14th and 18th level the scout reduces the cost of flick by 1 to a minimum of 1.

Captain of the Scouts (Su):

At 20th level, the scout automatically confirms any critical hits it threatens with ranged weapons. In addition, the scout recovers 2 stamina per round (or every 6 seconds).

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New Feats

Extra Axiom [Calculator]
Prerequisites: axiom class feature.
Benefit: You gain an extra axiom. You must meet any prerequisites for the axiom as normal.
Special: You may take this feat more than once; each time you gain an additional axiom.

Extra Exploit [Scout]
Prerequisites: exploit class feature.
Benefit: You gain an extra exploit. You must meet any prerequisites for the exploit as normal.
Special: You may take this feat more than once; each time you gain an additional exploit.

Extra Obscura [Cipher]
Prerequisites: obscura class feature.
Benefit: You gain an extra obscura. You must meet any prerequisites for the obscura as normal.
Special: You may take this feat more than once; each time you gain an additional obscura.

Extra Sapper Art [Sapper]
Prerequisites: sapper art class feature.
Benefit: You gain an extra sapper art. You must meet any prerequisites for the sapper art as normal.
Special: You may take this feat more than once; each time you gain an additional sapper art.

Extra Spy Craft [Face-Changer]
Prerequisites: spy craft class feature.
Benefit: You gain an extra spy craft. You must meet any prerequisites for the spy craft as normal.
Special: You may take this feat more than once; each time you gain an additional spy craft.

Tranquil Fury [Barbarian]
Your rage quells your spirit- your rage is the taut bowstring of your mind. You decide when you fire it.
Prerequisites: Barbarian, Moment of Clarity rage power
Benefit: By expending 1 extra round of rage at the start of your turn, you can allow yourself to use Charisma-, Dexterity-, or Intelligence-based skills or abilities that requires patience or concentration for that round.
Normal: A raging barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.
Special: This may be taken as a rage power or as a feat.

Adventurer's Whip

Your whip-tricks are so fancy that you can use it to flip levers, unscrew a top, or reload a revolver with your pistol.

Prerequisites: Dexterity 13, Weapon Focus (whip)

Benefit: When wielding a whip (or whip-like weapon) you can use it as dexterously as if it was your own hand. Your whip can be used as dexterously as a 2 fingered hand. It cannot wield weapons or deliver touch attacks, but it does allow you to perform simple dexterous tasks that require only an instant of sustained contact (pressing a button, pulling a tooth from a willing creature, taking the cap off a container, etc) and can be used to reload weapons that can be reloaded as a swift or free action so long as the ammunition is readily available. For the purpose of determining how much pressure it can apply, the whip is assumed to have your Strength score -4. If there are any attack rolls required to perform these checks, so long as they are not against creatures (generally against objects), you get a +2 competence bonus on such attempts.

Assassin [Combat]

You can strike from cover and never be noticed.

Prerequisites: Stealth 5 ranks

Benefit: You can remain hidden when attacking so long as you do so from cover or some other hidden spot. After attacking from a concealed spot you must make a Stealth check opposed by your opponent's perception. You suffer a -8 penalty on this roll. If successful the creature knows they have been attacked but not by who and, so long as you have cover, you may return to hiding without them being any the wiser as to your location.

Normal: It is impossible to use Stealth to hide while attacking.

Special: This still counts as a hostile action and breaks things like the invisibility spell.

Special: This can be taken in place of a Rogue Talent.

Befuddling Basics Style [Style, Combat]

Many treat the basics of combat as stepping stones to more complicated techniques, but you instead focus on improving and improvising these techniques in combat.

Prerequisites: Combat Expertise

Benefit: When using Combat Expertise while in this style you may use any combat maneuver in place of an attack (so long as it could be made as an attack). When making a combat maneuver while in this style, you do not take the penalty to attack from Combat Expertise. You may not use any combat maneuver that is not normally usable in place of an attack more than once in a single full attack action. You do not provoke attacks of opportunity when using combat maneuvers while in this style

Special: When using this style with Combat Maneuver Master, you count as if you had all the "Improved" combat maneuver feats.

Befuddling Brawler [Combat]

Your calculated strikes stance and movements barely hold back your attacks anymore and you grow even more fluid with your combat prowess.

Prerequisite: Befuddling Basics Style, character level 5th

Benefit: While in Befuddling Basics Style your penalty from using Combat Expertise is halved. In addition, each combat maneuver used during a full attack gains a bonus on combat maneuver checks equal to the number of combat maneuvers you have already done during this full attack action x2.

Befuddling Blocker [Combat]

Your attacks are an maelstrom of trips and disarms and all manner of quick tactics, completely uninhibited by the complexity of your movements.

Prerequisite: Befuddling Basics Style, character level 5th

Benefit: While in Befuddling Basics Style you take no penalty on attack rolls from Combat Expertise and the bonus to your AC from Combat Expertise is improved by 2.

Combat Maneuver Master [Tag]

Fighting smarter doesn't always mean fighting harder.

Prerequisites: Any 2 "Improved" Combat Maneuver feats*, BAB +13

Benefit: Once per round when you can make two combat maneuvers you have the Improved* version of as part of a single attack (either as a standard or as part of a full attack action). You decide the order they occur in but use the same d20 roll and compare it to your target's CMD against each combat maneuvers. They must be the same kind of combat maneuver.

Special*: Improved Combat Maneuver feats include: Improved Bull Rush, Improved Dirty Trick, Improved Disarm, Improved Drag, Improved Grapple, Improved Overrun, Improved Reposition, Improved Steal, Improved Sunder, and Improved Trip.

Control Final Moments

The death spasm is a known thing and you know how to deliver the final attack so they die in the way you wish.

Benefit: If you deal the killing blow against a creature you can, as an immediate reaction, cause the now dead creature to make an attack requiring no more than a standard action to perform against a target or in a direction of your choosing.

Any attack roll is made at a -4 and the DC of any ability is lowered by 2. You can also cause them to fall in a fashion you desire so long as they don't move more than 5 feet.

Destrudo

Destrudo, the death spiral, is the opposite of one's libido. It is the antithesis of that most primal of urges- the urge to create, the energy that arises from the experience of life. No... this is the other side of that coin- the urge to destroy and the reach the degradation, and possible elimination of the self. Aye, it is Thanatos; the aggression in one's psyche whose aim is destruction and you are its avatar.

Prerequisites: Cannot have the Libido feat.

Benefit: You gain a +1 morale bonus on all damage rolls. However, should you suffer any damage this benefit ceases until you take 1 minute to calm your emotions. A *calm emotions* spell (or something similar that *calms emotions*) satisfies this requirement.

Fourth Level of Knowledge

At first you don't know you don't know; you are ignorant. Second, you know you don't know; you are aware. Third, you know you know; you understand. Fourth, you don't know you know; the knowledge is automatic, as effortless as breathing.

Prerequisites: Knowledge (any) 5 ranks, Wisdom 13

Benefit: As part of an Initiative check you can make a single Knowledge check, and take 10 on it. In addition, you gain +2 on all Knowledge checks made untrained (this stacks with bardic knowledge).

Ghost Step

Your dashing step backwards reduce you to an enigmatic blur that fades as you move, only to reveal you at a different spot at the same moment.

Prerequisites: Fleet, ability to cast *dimension door*, character level 5

Benefit: When you take a 5 foot step it is done as if by *dimension door*, except that it does not end your turn prematurely.

Libido

One's desire for life, it's expression, and its continuation is known as one's "libido". It is what makes us mortals tick- the fundamental psychological motivation of all living things. You understand yours and have come to terms with it- the furtherance of your life is at your core.

Prerequisites: Cannot have the Destrudo feat.

Benefit: If you are reduced to 1 or less HP by an enemy during combat, you gain a +1 morale on all d20 rolls for 1 minute. This bonus can also be triggered by making a successful save against a death effect from an enemy or other near-death experience (GM discretion).

Lucky Pratfall

The sword hums over your head, cutting the air just inches above you, as you kiss the dirt and pray to your lucky stars. It wasn't a graceful move- but the methods by which man stays alive rarely are.

Benefit: When the result of an enemy's attack roll exactly meets your AC exactly, you may chose to fall prone and cause the attack to miss. You may not use this ability if you are prone and may never be used more than once per round.

Mosquito Bite [Combat]

The mosquito is perhaps the best hunter. You often don't even notice you got bit until after its drank its fill.

Prerequisites: Sleight of Hand 5 ranks

Benefit: Whenever you make an attack you can chose to make a Sleight of Hand check opposed by the target's Perception. You suffer a -4 penalty on this roll. If successful, even if they see you they are unaware that they took any damage until the end of their next turn. They do not even know it was you attacked them, though they may piece this together if it is obvious. When making a mosquito bite you always deal minimum damage.

Special: This still counts as a hostile action and breaks things like the invisibility spell.

Special: This can be taken in place of a Rogue Talent.

Over-Prepared Combat [Combat]

For you, knowing when and where to strike is more important than how hard or fast.

Prerequisites: Intelligence 13

Benefit: If you have identified a creature via a successful Knowledge check all attacks that you make against it in the next round are resolved against its flat-footed AC.

Normal: Your attacks target normal AC.

Razor Winds

You can freely move your razor wire around you like a globe, fending off raged attack.

Prerequisites: Proficient with razor wire, BAB +5

Benefit: While using a razor wire (and it is attached to no anchor points) you can take a move action to create a globe of razor wire around yourself. While this globe is active, an act that takes a swift action each round to maintain, it grants you two benefits. The first is a mundane version of the spell *protection from arrows*. The second is that any creature striking you with its body or a handheld weapon deals damage normally, but provokes an attack of opportunity from you with your razor wire.

Razor Wire Trap

You are a master of thread, fighting with it, manipulating it, and killing with it.

Prerequisites: Proficient with razor wire

Benefit: While using this style, as a standard action you may attach a length of razor wire from your hand to a surface. This requires no attack roll unless the target is more than 30 feet away. Then the AC to hit it is 10 + 5 per 10 feet beyond that. Where it joins the surface is called an anchor point. Razor wire can only attach to surfaces with it is possible to loop a length of wire around. Alternatively, you can take a standard action to attach it from any existing anchor point to a surface (an anchor point may have many others attached to it). The total distance of your razor wire cannot be larger than your spool of razor wire. Razor wire can be detached from all points as a swift action and immediately recalled to your hand.

If you do not detach your razor wire, your movement is limited to that of the total length of your razor wire (as you are attached to it). A razor wire attached to an anchor point cannot attack in a typical fashion.

Creatures that move through a square your razor wire occupies, or has your razor wire move through their square, are forced to make a Reflex save (DC 10 + your BAB + any bonuses to hit specific to your razor wire*). If they fail they take the damage of the razor wire (1d6 for a medium one) and the creature's speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it crosses an anchored razor wire. Effects that would trigger on hit (such as a flaming razor wire) trigger instead when a creature fails the save (subject to GM's discretion).

Creatures can attempt to spot a razor wire by making a DC 15 Perception check if they suspect it is there. If spotted, only that length (from anchor point to anchor point or hand) is revealed. It is rather easy to break razor wire (it is 1 inch of whatever material it is made out of). If it is broken it is instantly recalled to your hand and it's length is shortened by the length between anchor points where the creature broke it.

*These include anything that specifically calls out the weapons type, not things on all attacks. These include the Weapon Focus/Weapon Specialization, fighter's weapon training bonus if the razor wire is part of their weapon group, any weapon enhancements on the wire, etc.

Table 8-1: Razor Wire

Name	Cost	Dmg (S)	Dmg (M)	Crit.	Range	Weight	Type	Special
Razor Wire	45 gp	1d4	1d6	18-20 x2	-	2 lbs.	S	Deadly, Grapple, Reach
+30 feet Spool*	+50 gp	-	-	-	-	-	-	-

Razor Wire (Weapon)

Two-Handed Exotic Weapon
Strung between two thumb attachments this long, impossibly sharp, thin, strong razor wire can reach about 10 feet away. It takes great skill to use without cutting oneself. It is equivalent to a whip.

*This adds 10 feet to the razor wire. This can be purchased multiple times, each time adding an extra 30 feet. If adding a special material to the weapon, every 30 feet must be paid for as if it were a separate light weapon. This does not add to the reach of the weapon- it only augments the distance if you are using Razor Wire Style.
Special: Razor wire is really good at conducting electricity. Spells that deal electricity damage that hit a razor wire transfer the effect back to the person holding it but not vice versa (i.e without feats a person with razor wire couldn't shock it and shock all creatures touching it).

Roly-poly
You are like one of those roly-poly toys; when you get knocked down you know how to roll back up, ready for more punishment.
Benefit: Once per round when you are knocked prone by an enemy you may stand up immediately as a immediate action (a swift action taken from your next turn). This still provokes an attack of opportunity as per normal.

Seize the Initiative
When dung hits the fan you react totally on impulse. That doesn't mean you're good- just that you react quickly.
Benefit: After rolling Initiative but before the start of the first turn you can decide to "seize the initiative". This grants you a retroactive +4 to your Initiative but a -4 penalty on all attack rolls made on your first turn. You cannot employ precision damage on your first turn if you seize the initiative.
Special: If you also have the Improved Initiative feat feat this only gives you a +2 to your Initiative but only a -2 penalty on all attack rolls.

Skirmish Spell [Combat] [Battle Magic]
You're no dummy and have picked up a thing or two while playing around in this crazy, mixed-up, magical world of yours.
Prerequisites: Intelligence 15, BAB +1, Knowledge (arcana) 1 rank
Benefit: Select 1 0-level spells from the magus spell list. You can cast this spell once per day as a spell-like ability. The save DC for this spell is 10 + your Intelligence modifier.
Special: You make take this multiple times. Each time it applies to a new 0-level magus spell.

Battle Magic [Combat] [Battle Magic]

Spells are pretty handy, even if you aren't a spellcaster. Sometimes it's good to have one spell- even if you're not so good at casting it.

Prerequisites: Skirmish Spell, BAB +3, Knowledge (arcana) 3 ranks

Benefit: Select 1 1st-level spells from the magus spell list. You can cast this spell once per day as a spell-like ability. The save DC for this spell is 11 + your Intelligence modifier. In addition, you may cast any 0 level spells you learned via Skirmish Spell an unlimited number of times per day.

Special: You make take this multiple times. Each time it applies to a new 1st-level magus spell.

War Casting [Combat] [Battle Magic]

The art of war is not without its own magic.

Prerequisites: Battle Magic, BAB +5, Knowledge (arcana) 5 ranks

Benefit: Select 1 2nd-level spells from the magus spell list. You can cast this spell once per day. The save DC for this spell is 12 + your Intelligence modifier. In addition, you may cast any 1st level spells you learned via Battle Magic three times per day each.

Special: You make take this multiple times. Each time it applies to a new 2nd-level magus spell.

Martial Magic [Combat] [Battle Magic]

You blunder your way through the gestures but still manage to let loose a terrifying magical effect. It's kind of like giving a child a firearm- they are probably not going to hit anything with it- but they are still deadly if they do.

Prerequisites: War Casting, BAB +7, Knowledge (arcana) 7 ranks

Benefit: Select 1 3rd-level spells from the magus spell list. You can cast this spell once per day. The save DC for this spell is 13 + your Intelligence modifier.

In addition, you may cast any 2nd level spells you learned via War Casting three times per day each.

Special: You make take this multiple times. Each time it applies to a new 3rd-level magus spell.

Military Magic [Combat] [Battle Magic]

You may not know the difference between a flick of your wrist and a slide of your wrist or the difference between a rift and a gate, but you sure as heck know a few handy spells that have saved your butt more times than you can count!

Prerequisites: Martial Magic, BAB +13, Knowledge (arcana) 13 ranks

Benefit: Select 1 4th-level spells from the magus spell list. You can cast this spell once per day. The save DC for this spell is 14 + your Intelligence modifier. In addition, you may cast any 3rd level spells you learned via Martial Magic three times per day each.

Special: You make take this multiple times. Each time it applies to a new 4th-level magus spell.

Spellwire Style [Style]

With a magical push, you cause your razor wire to lash out from an anchored point.

Prerequisites: Razor Wire Trap, ability to cast 1st level spells

Benefit: When a creature fails a save against your anchored razor wire, you may target them with a single touch spell with a casting time of 1 standard action. If you are holding the touch spell, this is treated an immediate action, otherwise it is treated as an attack of opportunity.

Additionally, while using spellwire style, you are treated as having one hand free for the purpose of spellcasting.

Special: This feat allows a magus to utilize spell combat, despite wielding a two-handed weapon.

Spell-Conductive Wire [Style]

With a magical push, you cause your spells to lash out from an anchored point.

Prerequisites: Spellwire Style, ability to cast 2nd level spells

Benefit: While using spellwire style and you have your razor wire anchored, you may have spells and melee attacks using the razor wire originate from either your square or a square your razor wire is anchored. If making a full attack action, you may switch between origin points each attack. Use your own square to determine concealment, and the square the attack originates from to determine cover.

Spell-trap Wire [Style]

You lay the groundwork of a spell within a section of razor wire, and then wait for an unwary fool to trip your trap.

Prerequisites: Spell-Conductive Wire, ability to cast 3rd level spells

Benefit: While using spellwire style, you may cast spells into razor wire you wield, as though it had the *spell storing* special property, except you may casts spells of any level into your razor wire. You may deliver the stored spell to a creature that fails the Reflex save against an anchored razor wire.

Swarm Stomper [Combat]

You've meet your fair share of swarms and never liked a single one you meet.

Prerequisites: BAB +3

Benefit: You deal full damage to swarms regardless of the size of its component creatures as long as you damage them with a bludgeoning weapon.

Normal: A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage.

Wire-Web Style [Style]

With a single flick of your fingers, you lay a web of razor wire and sit in that center like a hungry spider.

Prerequisites: Razor Wire Trap, BAB +3

Benefit: You can send out all your razor wire as a full-round action. You can establish as many anchor points as you have length for with this one action.

Bloody Wire-web [Style]

You are an expert at placing your razor wire, ensuring that the razor cuts deep and fouls their footing.

Prerequisites: Wire-Web Style, BAB +5

Benefit: Creatures that have their speed reduced by your razor wire also take 1d4 points of bleed damage and you may make a free trip attempt against the creature as an attack of opportunity.

Wire-web Snare [Style]

With a violent tug, your call in your razor wire, and woe to those caught in its path...

Prerequisites: Wire-Web Style, Bloody Wire-web, BAB +7

Benefit: You may recall your razor in such a way that it lashes out at nearby enemies. As a full-round action, you may recall the full length of your razor wire and make a single attack at your highest BAB. Compare your roll to the AC of each enemy occupying the same square as or adjacent to your razor wire.

Friend Feats

We do not grow in a vacuum but instead learn from those around us; our friends help us grow as much as the choices we make. Friend feats are feats that rely on your party members as prerequisites. Some of them are simply your friend (or rival) rubbing off on you while others represent them bringing the best out of you.

You can only qualify for friend feats if a bond between you and another player character has been struck. To qualify for a feat characters typically need to survive an ordeal together, have some kind of positive relationship, and spent downtime in each other's company. The character you are using as a prerequisite must consent to you taking the feat. You do not need to stay friends after taking the feat

If multiple party members qualify for this, you gain the benefit from each of them- though their benefits never stack. (Example: If there were 2 rangers in your party and you took Hunter's Hatred, you'd gain a +1 competence bonus on damage rolls against each of the ranger's 1st favored enemy but never a +2 if both rangers had the same favored enemy).

NEW FRIEND FEATS

It should be noted that the possibility for friend feats are endless. Each race could have a feat that works like Elf Friend of Halfling Hospitality and we cannot possibly include feats for every race or class in this book. Please use these feats as architecture to build your own feats.

Animal Warrior [Friend]

The sight of your druid friend charging into battle as a bear lights a previously unknown feral streak in you.

Prerequisites: Forged a bond with a druid of 4th level or higher.

Benefit: When a druid you have forged a bond with wild shapes, you gain a +1 natural armor bonus to your AC so long as you are within 30 feet of the druid.

Note: This does not stack with multiple druids.

Arcane Attunement [Friend]

You've seen your party wizard cast fireball way too close to you one too many times; you're an expert at dodging it.

Prerequisites: Forged a bond with a wizard.

Benefit: You gain a +2 insight bonus on all saves against spells cast on you that belong to your wizard friend's arcane school. If the wizard is a universalist you do not get this +2 bonus but instead, once per day you can reroll a failed save against any spell and use the new result.

Note: This does not stack with multiple wizards.

Berserker Battle Buddy [Friend]

His rage is your rage. His blood is your blood. His passion is your passion. You are battle brothers- a bond forged in the quenching fires of war.

Prerequisites: Forged a bond with a barbarian of 4th level or higher.

Benefit: When a barbarian you have forged a bond with enters rage, you gain a 5-foot bonus to your movement speed so long as you are within 30 feet of the barbarian.

Note: This does not stack with multiple barbarians.

Blessing of the Elves [Friend]

You have received the blessing of the elves. This is a ritual of friendship that extends the life of a friend so that they may be together.

Prerequisites: Forged a bond with an elf.

Benefit: You now have the lifespan of an elf but maintain the current age category you are in. In addition, you gain +2 on Diplomacy checks with elves.

Collaborative [Friend]

Sharing is caring and you are the best at sharing your knowledge with your friends.

Prerequisites: At least 1 ally you have forged a bond with.

Benefit: Any ally who has forged a bond with you can use one feat (referred to as the "collab-feat") you possess that has no prerequisites to qualify for something they want to take (typically a feat, prestige class, etc). At the same time, you can use any one feat from any ally you forge a bond with to qualify for something you want to take (typically a feat, prestige class, etc). Once the feat has been used as a prerequisite, it cannot be changed. You do not actually gain the collab-feat or any benefits it provides; you simply count as having the feat when qualifying for other feats or prestige classes.

Note: Multiple people taking the Collaborative do not gain multiple collab-feats. A character can only ever have 1 collab-feat from each character with whom they share a bond.

Sidebar: The Collaborative Feat, Prerequisites, and the GM

The Collaborative feat is a very powerful feat that can grant you the ability to bypass a lot of things and get into some weird situations. It could, potentially, allow a character to gain access to something they shouldn't (such as a racial feat, metamagic, etc) and that is not the intent of the feat. Please be careful when using it and check with your GM before selecting your collab-feats.

On the flip side- allowing everyone the Collaborative feat as a bonus feat at 1st level can make a game where your players are more reliant on their bonds by giving them a mechanical reward for forging them.

Remember- this only counts for people you are bonded with. As described earlier a bonded characters typically need to survive an ordeal together, have some kind of positive relationship, and spent downtime in each other's company.

Disciple [Friend]

All that wonky mysticism and kung fu has rubbed off on you- you've embraced the new age woo of your monk friend. You've let him attune your chakras, meditated with him under a waterfall, and, even though you're not totally convinced, you are starting to see the light.

Prerequisites: Forged a bond with a monk of 4th level or higher.

Benefit: When a monk you have forged a bond with expends ki within 30 feet of you, you may choose to receive on of the following benefits for 3 rounds:

Speed: A 5-foot increase to your movement speed.

Mystic Strikes: Your unarmed strikes are considered to be +1 weapons (as if you had on an +1 amulet of mighty fists).

Note: These benefits do not stack. A new application of the benefit ends the old one.

Faithful [Friend]

Your bond transcends this world and enters the next. Not only does your favorite cleric share your religious convictions but they nurture them too.

Prerequisites: Forged a bond with a cleric who channels positive energy and shares the same deity as you.

Benefit: When the cleric you have forged a bond with uses challen positive energy, you gain an amount of additional hit points equal to 1/4th their cleric level.

Fan [Friend]

You are a big fan of a particular bard- you know their greatest hits and go to every one of their shows.

Prerequisites: Forged a bond with a bard of 3rd level or higher.

Benefit: When the bard you have forged a bond with uses inspire courage or inspire competence, the numerical bonus it provides increases by 1 for you (if the bard would normally grant a +1 bonus with inspire courage, they grant a +2 bonus to you).

Fighter's Training [Friend]

You've seen your fighter buddy make cleaving kobolds in twain look so easy that you've picked up the knack yourself.

Prerequisites: Forged a bond with a fighter of 5th level or higher.

Benefit: You gain a +1 competence bonus to hit with weapons from the fighter weapon group that the fighter selected first.

Halfling Hospitality [Friend]

With a simple mark, you become welcomed into the houses of halflings as if you were one of their own.

Prerequisites: Forged a bond with a halfling.

Benefit: In halfling-controlled lands you are treated like a halfling in any beneficial way. You are welcomed to dinner, typically welcomed with a friendly starting attitude, and shown every courtesy. In addition, you gain +2 on Diplomacy checks with halflings.

Design Note: While this was intended for halflings, due to their history of hospitality, you may chose to substitute this for another race.

Hunter's Hatred [Friend]

A ranger has rubbed off on you- all their talk about how much they hate goblins could make a goblin hate their own mother.

Prerequisites: Forged a bond with a ranger of 5th level or higher.

Benefit: You gain a +1 competence bonus on damage rolls against the ranger's 1st favored enemy.

Protection of a Worthy Friend [Friend]

A paladin seeks to defend the world from evil and it would mean nothing if you were not there to help them do it.

Prerequisites: Forged a bond with a paladin of 4th level or higher, non-evil alignment.

Benefit: When a paladin you have forged a bond with targets a creature with their smite evil you gain a sacred bonus to your AC against attacks from that creature equal to you paladin friend's Charisma bonus.

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