

The Alternate Path Martial Characters



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Little Red
Goblin Games

Alternate Paths: Martial Characters

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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.

Natural Gifts

A constant theme in this book is the idea of natural gifts. Everyone starts somewhere and those wisest among us will capitalize on our strengths while trying to compensate for our weaknesses. An example is the “thane”. Born larger than most of his kind (due to genetics, environmental effects, gigantism, etc), he can use his sheer physicality to overcome enemies. By embracing his natural and exploiting his size to the fullest extent, he can achieve great things.

Classes within this book make certain assumptions about your character (see the “natural gift” section) that you need to meet the requirements for before you can enter into classes in this book.

Pain & Gain

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

Themes

SACRED KNOWLEDGE

Knowledge is sacred and, particularly in ancient history, hard to come by if jealously guarded. Many classes (undying, frog knight, storm envoy, etc) are linked to specific organizations who keep their methods of training a secret and only teach those of their order. This, combined with sheer amount of practice required to master these skills, result in fantastic abilities.

PRETERNATURAL ABILITIES

Some extraordinary abilities (Ex) can be achieved by mundane means, but produce effects that would normally be reserved for supernatural effects. While this is not a new type of ability, this book assumes that extraordinary abilities can produce fantastic effects.

A REVERENCE FOR CULTURE

Many of these classes link a character to a culture, society, or some sort of group of people (or shed and/or avoid such bonds - as is the case with the lone wolf prestige class). This is designed to encourage characters to be ingrained in the world and have ties that bind them to others. Far too often, a player character will find themselves wandering “unattached”. Players utilizing this book are often expected to have strong ties to others at the start of play.

Why Use Exotic Classes?

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

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

The system recognizes these paradigms as well and exploits, or at the very least is contextual to, them. Exotic classes are essentially a “curve ball”. 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!

Alternate Rules

This section presents a number of variant rules that you can utilize in your game. None are required and this book does not make the assumption that you will be utilizing any of them.

Trappings

What do you picture when you think of a cowboy? Is it the hat? The gun? The boots? How about a wizard? Does your imagination conjure images of an old man with a tall, well-worn, pointy hat and an ornate staff?

This book introduces the concept of “trappings”. A trapping is a literal symbol of a class that is required for the utilization of their class features. Many classes already have this in the form of a class feature. For example, a wizard’s arcane bond serves as their trapping.

At one point during their career, a character can define a single object as their “trapping”. This object becomes iconic to the character and can grow as famous as they are. Trappings can acquire great power as their reputation and owner grows in power.

A GM should allow a player to recover or at the very least provide them a way to recover their trapping. Perhaps if the knight loses his twice-blessed sword the GM could allow him to go on a quest to ask for a boon from their deity in a sacred place. A lost faithful old revolver might be able to be replaced with a similar one being found in an antique store in the next town. While it's not the same it's identification number is only 3 off, proving it's from the same run. A GM should not give their players a trapping, not for free at least. It might require the standard amount of money or at the very least an investment of time.

Trusty [Trapping]

You can always rely on your weapon. It never fails you when the chips are down.

PREREQUISITES: Trapping is a weapon

BENEFIT: Once per day you gain one of the following benefits as a swift action:

- You can re-roll a failed confirmation roll with your trapping.
- You keep your grip in your weapon when you would normally be disarmed.
- Your weapon holds together, continuing to function as per normal for 10 minutes after it has gained the broken condition (not the destroyed condition however).

Comforting [Trapping]

"As Jokken pulled the hood up on his grandfather's cloak jacket he felt warmth... not just the kind of warmth you feel from snuggling under a heavy winter blanket but the kind you feel when an old sea-dog sees his grandson for the first time."

PREREQUISITES: Trapping is an article of clothing

BENEFIT: While wearing your trapping you gain the benefit of an endure elements spell.

Lucky [Trapping]

"HA! Would you look at that! My sheriff's badge caught the gosh-darn bullet... AGAIN!"

PREREQUISITES: Trapping

BENEFIT: Once per day while you are wearing/ wielding your trapping you can grant yourself a +2 luck bonus on a single skill check or save as a free action.

Inspiring [Trapping]

"Seeing the Sword of Justice in her bloody hand Tamill knew she wasn't about to let the corrupt magister be the one to take her from this world. Summoning her strength from the passion she had from her mission, she gripped the sword a little tighter and dragged herself to her feet for round two."

PREREQUISITES: Trapping

BENEFIT: Once per day while you are wearing/ wielding your trapping you can grant yourself a +2 morale bonus on a single saving throw or stabilization roll as a free action.

Feral Feats

A feral feat is a feat that can either be taken normally or taken in place of a barbarian rage power or an iteration of a ranger's favored terrain. The character must still meet the prerequisites. If not using this alternate rule, they may be taken exclusively as a normal feat. Feral feats are included in the feat section of this book and are marked with the [Feral] tag.

War Feats

A war feat is a subcategory of combat feat that can only be utilized during combat, once initiative has been rolled. They represent abilities fueled by the the frenzy, energy, and/or focus combat provides. They generally provide a scaling bonus and remain useful throughout a character's entire career. War feats are included in the feat section of this book and are marked with the [War] tag.

Simple and Martial Weapons

When you take the simple or martial weapon proficiency feat you gain proficiency with all weapons in that category.

Exotic Weapons

When you take the exotic weapon proficiency feat you may select up to three exotic weapons to become proficient in.

Morale Boosts

At the end of a round morale is determined. While this is largely determined by the GM, several things should be considered. Each character who meets these condition gives +1 or -1 to the morale score of their team. If one team has drastically more points (3) that the other team, the team with more points gains a "morale boost". A morale boost grants a +1 morale bonus to attack rolls, damage rolls, skill checks, saves, and AC until the end of their turn.

PENALTIES

- Each character that failed a save against a fear effect this round imposes a -1 penalty to their side's morale score.
- Each character who falls unconscious or dies during this round imposes a -1 penalty to their side's morale score. This does not stack with the next penalty.
- Each dead character imposes a -1 penalty to their side's morale score.
- Dramatic failures, as determined by the GM impose a penalty to their side's morale score. The value of this is determined by the GM (1-3 is reasonable).

BONUSES

- Each character who renders an enemy unconscious/dead grants a +1 bonus to their side's morale score.
- Each character who confirms a critical hit grants a +1 bonus to their side's morale score.
- Each character who under the influence of at least 1 effect that grants a morale bonus during this round grants a +1 bonus to their side's morale score.
- Dramatic successes, as determined by the GM grant a bonus to their side's morale score. The value of this is determined by the GM (1-3 is reasonable).

A side with a excessively low morale score (-5 or lower) may need to make a morale check (Will save: DC = 10 + morale penalty) in order to not flee. This is notably a trait on NPCs, as players are generally allowed to make their own decisions. When using this system it is not advisable to combine it with the performance combat rules presented in Ultimate Combat.

Swing the Tide

PREREQUISITES: Diplomacy 5 ranks OR Inspire courage (bard class feature)

BENEFIT: As a move action once per combat you may grant your side a bonus to its morale score equal to your Charisma modifier for 2 rounds (Because of how morale score is tallied, this would apply to the next round and the following one).

Inspirational Leader

PREREQUISITES: Charisma 18 or Leadership

BENEFIT: You grant your side an extra +1 bonus to its morale score so long as you are conscious.

Warcry [Feral]

PREREQUISITES: Rage class feature

BENEFIT: While in rage you grant your team an extra +1 bonus to its morale score.

SPECIAL: This may be taken as a rage power.

Last Rites (Stabilization)

If a character is killed (reduced below their negative Constitution modifier) other characters have until the start of that character's next turn to heal them before they are truly dead. If the dead character receives healing, he may continue to struggle onward.

Skill Boosting Feats

Skill-boosting feats (such as Athletic, Persuasive, etc) grant those skills as class skills in addition to the normal bonus they provide.

Favored Prestige Classes

A character can have two favored classes; a base class and a prestige class. When taking advantage of this bonus while taking levels in a prestige class you can either grant yourself the extra 1 hp or skill point as per normal or a bonus from your favored base class. A character may declare their favored prestige class at any time and must do so before they take their first level in a prestige class.

Floating Favored Enemy & Terrains

A ranger may perform a ritual that takes costs 1 gp worth of material components per ranger level and takes 12 hours to re-select their list of favored enemies and terrains.

Knickknacks

Using this variant rule a character is assumed to have access to mundane items whose weight is less than 5 lbs and whose cost is 20 gp or less. A character may have retroactively buy such items from the place they were in. If an item could not realistically be found there, it should be made unavailable to them. The price of the item must still have been paid for. The GM is the final arbiter of what can be bought and it should be limited to mundane adventuring items such as candles, rope, extra rations, a bed roll, etc. Its should not be available in bulk ("Oh yeah, didn't I mention? I bought 400 trail rations in the last town.") and they should be general items rather than specific ones (you might be able to buy a key but not a key to the General's Tomb, even though it was on sale). A character shouldn't use this more than once or twice between visiting a store.

Normalization

The rules for normalization encourages a more unified, party. Members have a template they must follow (race, class selections, alignment, etc) and they can only make one (or possibly 2) choices outside the norm. As an example:

HUMAN-CENTRIC LOW MAGIC GAME

CHARACTERS MUST BE:

- *Alignment:* Any Good
- *Race:* Human
- *Class:* Fighter, Rogue, Barbarian, or Cavalier

This causes the party to be MOSTLY good, MOSTLY human, and MOSTLY members of those classes. Whatever they spend their one indulgence (option to change something) on takes them one step outside what the default party is. This means you could have a Good aligned elf fighter, a good aligned human wizard, or a evil aligned human rogue but not a good aligned halfling wizard.

When you define these presets remember that the more requirements you put in place, the more normalized your party will be and less wiggle room they have. Sometimes, offering more indulgences allows more freedom but they should always be less numerous than the number of restrictions you place on character creation.

Shieldbreaker

Non-magical shields made of a material of 5 or less (wood for example) take 1 damage each time they block a melee attack (a melee attack that misses the character wielding the shield). In compensation, all shield provide a 2 higher AC bonus. Finally, bearded and hooked weapons on the following list (or any the GM deems appropriate) gain a +2 bonus on Disarm attempts made to disarm shields (but not other weapons): Bill ^{APG}, Battle axe, bec de corbin ^{APG}, dwarven waraxe, dwarven urgrosh, glaive-guisarme ^{APG}, guisarme, great axe, hand axe, heavy pick, hooked axe ^{UC}, kama, khopesh ^{APG}, light pick, lucerne hammer ^{APG}, ranseur, shotel ^{UC}, sickle, and throwing axe.

^{APG} Advanced Players Guide

^{UC} Ultimate combat

Weapons with the disarm quality that are not on this list do not gain their bonus against disarming shields. Disarming a Shield: Shields may be disarmed at a -2 penalty on the combat maneuver roll.

REPOSITIONING A SHIELD: Rather than disarm a shield, a creature can attempt to reposition a shield, causing it to provide less protection than normal. This requires a disarm check made at no penalty (rather than -2 like truly disarming a shield). If the check is successful, the character wielding the shield only gains half the bonus from their shield (rounded down, minimum 0) or no bonus if the base bonus the shield provides is a +1 (bucklers, light shields, etc) until the start of their next turn. Tower shields are immune to reposition attempts.

Savage Combat

Attacking provokes an attack of opportunity from the target you attacked. The attack of opportunity resolves after the initial attack (thus if you kill a creature it does not get an attack back). If a creature attacks another creature with a ranged weapon, that second creature may make a ranged attack of opportunity against the first. The second creature must be wielding a loaded ranged weapon in order to make this attack. If using this alternate rule it is suggested that all creatures should start with Combat Reflexes.

Dark Age Education

In many games literacy is just assumed. This was rarely the case for the common man historically, many people could not read (though one could argue that the players are “heroes” and better than the common man). Using this variant rule characters in classes without Linguistics on their skill list or without at least 15 Intelligence cannot read. This can be remedied by taking a Literacy feat (see below) or by taking levels in a class that has Linguistics as a class skill. A character who cannot read who puts ranks into Linguistics may learn the spoken form of languages but not the written.

Literacy

PREREQUISITES: Intelligence 8 or higher

BENEFIT: You can read and always treat Linguistics as a class skill.

Bleeding Wounds

Weapons deal their damage die + their enhancement bonus to damage rolls as bleed damage when dealing lethal damage. This damage is part of, not in addition to, the weapons normal damage. This bleed damage stacks with itself and the bleed damage dealt by a weapon with the wounding property.

Savage Wounds

Characters at less than 50% of their maximum hit points are fatigued so long as they are below this total, likewise characters at less than 10% of their maximum hit points are exhausted. A character may choose to ignore the fatigued and exhausted conditions granted by HP damage for a number of rounds per day equal to their Constitution or Wisdom modifier, whichever is higher. Uses of this ability need not be continuous but must be used in one round increments.

Knockdown

When a creature attacks a character two or more size categories smaller than himself he has a chance to knock that creature prone. Characters struck by a creature two or more size categories larger than themselves must make a fortitude save ($DC 10 + \text{attacker's strength modifier}$) or be knocked prone. This check is only made once per round.

Glancing Blows

When a creature attacks another creature compare the result of his attack roll against both his AC and touch AC. Melee and ranged attacks that target AC deal full damage when they hit a character's AC. If the attacking creature misses against their opponent's full AC but the result of the attack roll would hit their opponent's touch AC their opponent suffers a glancing blow. A glancing blow deals an amount of damage equal to the attacker's Strength modifier, if the attack does not deal any increment of the attacker's strength modifier then the attack deals no damage.

Weapons as Defensive Equipment

Any swordsman worth his salt will tell you that his weapon is as much a part of his defense as whatever armor he is wearing. If using their alternate rule, creatures who are not wielding a weapon take a -6 penalty to their AC. Creatures with the Improved Unarmed Strike feat or a primary natural attack and at least 3 BAB count as wielding a weapon for the purpose of avoiding this penalty. If you are wielding a manufactured weapon that deals lethal damage with more reach than your opponent and that creature attacks you, you receive a +1 shield bonus to your AC for every 5 more feet of reach you have over your opponent. Weapons that are non-rigid (chains, whips, etc) and have reach do not provide this benefit. Weapons that deal non-lethal damage do not provide a bonus but do not impose the penalty for being unarmed.

Kill or Be Killed

If using this alternate rule, all creatures who are reduced below 0 HP may make a Constitution check (DC 15) to gain the ferocity universal monster rule. A creature with ferocity automatically passes this check. Furthermore, in any case, while below 0 HP, landing a killing blow on an enemy creature who's CR is equal to or higher than your character level restores you to 1 HP (regardless of how low below 0 you are). Likewise, landing a killing blow on such a creature allows you to remove any of the following conditions, provided you gained the condition when you failed a save: bleeding, confused, dazed, exhausted, fatigued, or shaken. If a character has a more severe form of fatigued or shaken, it can be reduced by 1 step instead.

Combat Fatigue

After 5 rounds of combat, each character participating in combat must make a Fortitude save (DC 10 + total rounds of combat) or become fatigued. Each character actively participating in combat must make this save every 5 rounds. A character is actively participating in combat if he is attacking, taking defensive actions, moving directly through the combat area, or casting spells that target one or more active participants.

Using These Rules

MAKING COMBAT MORE REALISTIC

Suggested Rules: Bleeding Wounds, Savage Wounds, Knockdown, Weapons as Defensive Equipment, Glancing Blows, and Savage Combat

The d20 system is not known for its realism in terms of the lethality of injuries, particularly at higher levels of play. We have presented a number of alternate rules that can make combat more deadly, dangerous, and life threatening. These rules, when used alone or in conjunction with each other, create a very deadly style of play that may not be enjoyed by all groups of players. These rules are generally used to invoke a "gritty" feeling or at the very least show just how ugly war really is. When using these sorts of rules as a GM it is advisable that you manually adjust the CR levels of the encounters you are throwing at your players. It may take some testing but reducing encounters by up to 3 or even up to 5 is advisable until you are aware of what your group can handle. Creatures with multiple attacks or large damage dice may be particularly dangerous in these sorts of encounters and numerous "mooks" (low CR enemies) are suggested in their place.

MAKING COMBAT MORE FLEXIBLE

Suggested Rules: Knickknacks, Last Rites, Skill Boosting Feats, Favored Prestige Classes, Floating Favored Enemy & Terrains

A lot of times the d20 system is very particular and can lead to a focus on minutiae over storytelling. When this interrupts someone's enjoyment of a game- it can lead to problems. The rules suggested above make the game more flexible and favor the player. These alternate rules, used alone or in conjunction with others, don't change a lot mechanically (at least not in terms of "raw numbers") but can make it a bit easier to utilize.

MAKING COMBAT MORE INVOLVED / NEW

Suggested Rules: Kill or Be Killed, Knockdown, Glancing Blows, Last Rites

The rules presented above make combat more involved and fresh for more advanced players. These rules are not always the most realistic, but adds more frantic (or at least new) take on gameplay.

Adventurer

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

PREFACE: WHY THIS CLASS EXISTS / WHEN TO USE THIS CLASS

The adventurer is the "generic" hero. It is designed very open ended and intentionally breaks the rule where classes can harken back to a trope or archetypal character from fiction. This class is designed for advanced players whose character concept does not always fit the existing array of classes. With a lot of opportunities for unrestricted bonus feat acquisition, it is advisable that you talk with your GM about your character concept prior to taking the "adventurer" class.

Alternatively, some characters don't fit any class. Even calling them a fighter or a rogue doesn't fit the bill and a player would be otherwise forced to shoehorn her character into a class they don't necessarily belong in. If a character concept is based on the entry into a prestige class, an adventurer might be an excellent way to allow a character to enter the prestige class without the thematic presumptions placed upon them by a prior class.

Finally, an adventurer can be a true factotum. He's done everything, seen everything, and never really "clicked" with any one path in life. Still, his myriad experiences make him a valuable asset to a party. While a rogue or bard could fill this role they presume other interests of their characters (as a rogue, he is assumed to be a criminal or a cad while a bard has an interest in music and even magic). In many ways, this can harken back to the pulp adventurers of the 1930s and even to more modern characters like Indiana Jones.

An adventurer never really “fits” into any of the boxes people have tried to put him in. Sure, he’s a jack of all trades, but he’s more than that. Many adventurers are seasoned explorers or just veterans of such wild fortunes that they have skills thrust upon them. Each one has a unique story and no two are exactly alike.

HIT DICE: D10.

ROLE:

Adventurers are always prepared, always ready, and able to rise to any challenge. Their skills lend them to a variety of roles while their talents make them well rounded and ready for every situation.

NATURAL GIFT:

INTERESTING LIFE

An adventurer has to have led an extremely interesting life. They didn’t have to be center stage in all the major events, they rarely are or they would have been pulled towards a cause or specific vocation, but had to be involved on some level. When compared to everyone else, an adventurer has “already tried that once”, “met someone from that city”, or “been there”.

ALIGNMENT: ANY

STARTING WEALTH:

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

CLASS SKILLS

The adventurer treats all skills as class skills.

Skill Ranks per Level: $6 + \text{Int modifier}$.



TABLE 1-1: THE ADVENTURER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+2	+2	Bonus feat
2nd	+2	+3	+3	+3	Experienced +1, resourcefulness
3rd	+3	+3	+3	+3	Skill bonus
4th	+4	+4	+4	+4	Talent
5th	+5	+4	+4	+4	Bonus feat
6th	+6/+1	+5	+5	+5	Experienced +2
7th	+7/+2	+5	+5	+5	Skill bonus
8th	+8/+3	+6	+6	+6	Talent
9th	+9/+4	+6	+6	+6	Bonus feat
10th	+10/+5	+7	+7	+7	Experienced +3, ready for anything (2/day)
11th	+11/+6/+1	+7	+7	+7	Skill bonus
12th	+12/+7/+2	+8	+8	+8	Talent
13th	+13/+8/+3	+8	+8	+8	Bonus feat
14th	+14/+9/+4	+9	+9	+9	Experienced +4
15th	+15/+10/+5	+9	+9	+9	Ready for anything (3/day), skill bonus
16th	+16/+11/+6/+1	+10	+10	+10	Talent
17th	+17/+12/+7/+2	+10	+10	+10	Bonus feat
18th	+18/+13/+8/+3	+11	+11	+11	Experienced +5
19th	+19/+14/+9/+4	+11	+11	+11	Skill bonus
20th	+20/+15/+10/+5	+12	+12	+12	Ready for anything (4/day), seen it all, talent

Class Features

The following are the class features of the adventurer.

Weapon and Armor Proficiency:

The adventurer is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Bonus Feat:

At 1st level and every 4 levels thereafter, the adventurer gains a bonus feat in addition to those gained from normal advancement. These bonus feats may be any that he meets the prerequisites for.

Experienced (Ex):

At 2nd level, an adventurer can apply his ample experiences to the variety of dangerous tasks at hand. As a free action he may grant himself a +1 luck bonus that he can apply to any of the following rolls: damage, attack, skill, stabilization, aid another. He may do this a number of times per day equal to half his adventurer level (minimum 1). The bonus he provides this skill check improves by +1 at 6th level and every 4 levels thereafter to a maximum of a +5 at 18th level.

Resourcefulness (Ex):

At 2nd level, an adventurer may carry unspecified equipment worth up to 100 gp per class level. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, the adventurer may dig through his gear to retrieve an item he specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 lbs. When the total remaining cost reaches 0, the adventurer can retrieve no more items until he refills the value by spending a few hours and an amount of gold to bring his total up to 100 gp per class level.

At 6th level, the value of this equipment is raised to a maximum of 1,000 gp per class level. Furthermore, an adventurer of at least 6th level may use this to produce any magic items with this class feature he could have reasonably purchased. The maximum weight limit of the objects he can produce also improves to 3 lbs. per adventurer level.

Skill Bonus:

At 3rd level and every 4 levels thereafter, the adventurer gains a +4 competence bonus in a skill of their choice. A given skill cannot be selected more than once.

Adventurer Talents:

At 4th level and every 4 levels thereafter an adventurer picks up a knack or a little trick he's learned from his experiences.

- **IN A PINCH (EX):** The adventurer may always take 10 on a Use Magic Device check regardless of the situation and in the timeframe of a normal Use Magic Device check.
- **MAN OF MANY CRAFTS (EX):** An adventurer counts as having all spells on his spell list for the purpose of activating magic items. The adventurer must have the in a pinch talent and be at least 12th level before selecting this talent.
- **FAVORITE WEAPON:** The adventurer gains a +1 luck bonus on attack and damage roll with a weapon of his choice (longbow, short sword, etc). If he has at least 8 levels in adventurer it becomes a +2 luck bonus. If he has at least 16 levels in adventurer it becomes a +3 luck bonus. In addition, his adventurer levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his chosen weapon, such as Weapon Specialization. He may select this talent multiple times but each time it applies to a different weapon.
- **SYNERGY:** The adventurer may use his ranks in one skill in place of his ranks in a different skill. Both skills must share the same related ability score (Example: He could use his Diplomacy in place of his Intimidate to demoralize a person). He may select this multiple times but each time it applies to a new pairing of skills (He may have Diplomacy/Intimidate and then gain Diplomacy/UMD or Climb/Swim).
- **FAVORITE ARMOR:** The adventurer gains a +1 luck bonus to his AC while wearing a specific type of armor (chainmail, full plate, etc) or shield (heavy wooden shield, buckler, etc). If he has at least 8 levels in adventurer it becomes a +2 luck bonus. If he has at least 16 levels in adventurer it becomes a +3 luck bonus.
- **INSTANT ITEMS (EX):** An adventurer may draw item or weapon from his person or from a place of storage (such as a backpack) located on his person as a free action. If he is utilizing his resourcefulness class feature this is a swift action instead (rather than a full-round). This counts as if the adventurer had the Quick Draw feat for the purpose of qualifying for other feats.

He may select this talent multiple times but each time it applies to a different kind of armor and the effects do not stack if worn together.

- **LUCKY LAD/LADY:** An adventurer gains a +1 luck bonus on all saves. If he has at least 8 levels in adventurer it becomes a +2 luck bonus. If he has at least 16 levels in adventurer it becomes a +3 luck bonus.
- **EMERGENCY MEDICAL TRAINING (SP):** An adventurer can make a Heal check to provide basic healing to a creature. The DC of the Heal check is $10 + \frac{1}{2}$ the HD of the creature. This ability mimics the effect of *cure light wounds*, but without a limit on the amount of additional healing that a high caster level can provide. The adventurer's effective caster for this ability is equal to his adventurer level. A creature cannot benefit from this ability more than once in a 24 hour period.
- **MAN ABOUT TOWN (SU):** In any given settlement, city, or town of substantial size there is a chance that there is a friendly creature who the adventurer has run into in the past. The chance is 5% per adventurer level (maximum 100% at 20th level). This can occur even in unlikely situations or in hostile territory. Perhaps the adventurer will run into a friend who was taken captive by an orc army you are tracking, or you might find a drow whose is really a disguised elf you once rubbed elbows with at a town ball. This cannot occur more than once per day and requires a population of at least 500 people. The person in question is familiar with the adventurer (at least "recognize on sight" for the purpose of Disguise checks) and but not necessarily intimately familiar with their life. Roll a d% and consult the following chart to determine their disposition:

TABLE 1-2: MAN ABOUT TOWN

D% RESULT	DISPOSITION (DIPLOMACY)	RELATION (DISGUISE)
00-25	Friendly	Recognizes on sight
26-50	Friendly	Friends or associates
51-75	Helpful	Recognizes on sight
76-99	Helpful	Friends or associates

- **SPELLCASTING:** When the adventurer selects this talent he must select a class to cast spells like. He gains access to 0th and 1st level spells from that class's spell list and may cast a number of spells per day as if he was a member of that class of a level equal to his adventurer level. If the selected class only knows a select number of spells from his spell list, the adventurer counts his level in that class as being equal to his adventurer level for the purpose of determining how many spells he knows. He does not however gain any bonus spells for having a high ability score modifier, any other feats, class feature, or abilities related to it. Any penalty to caster level that the class imposes (such as a ranger or paladin) is also imposed on the adventurer if he selects that class. An adventurer may select this talent multiple times. Each time it improves the maximum level of spell the adventurer can cast by 1 to a maximum of 4th level spells. This cannot grant them higher level spells than a character from that spellcasting class of equal level could have (example: an adventurer casting like a ranger couldn't have 2nd level spells at 1st level). An adventurer can cast their spells in medium armor without incurring arcane spell failure spell failure chance.

- *Spellcasting Example:* If the adventurer selects wizard at 4th level, he may cast 4 0th level spells and 3 1st level wizard spells per day drawn from the wizard spell list. He would not have a prohibited or specialized school (as that is a separate class feature).

Ready for Anything (Ex):

At 10th level, the adventurer may roll 1d20 at the beginning of the day for every 5 levels of adventurer he has and record the results. At any point during the next 24 hours, he may use the result of one of these rolls as the result of any d20 roll he would normally be required to make. Doing so is not an action. If he does not use the d20 result within 24 hours, it is lost. Replacing the result of a d20 roll with this ability extends the result used to do so. The adventurer may use this ability after the results of his roll have been revealed.

Seen it All (Ex):

At 20th level, whenever an adventurer makes a d20 roll he rolls twice and takes the better result. In addition the adventurer may produce any sort of magical goods with his resourcefulness class feature, though such items must still be non-specific items.

Athlete

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The dance of war and peace is an endless one and each side has its champions. In times of war, we are defended by soldiers who lay their lives on the line for glory and our protection. In times of peace, we have athletes who compete for the prestige and pride of those they represent. Both may seize victory purely on the virtues of their skills both and may fail if they do not work with their teammates. Many armies train with sports in peacetime and their skills can be used on the battlefield or in the arena. Members of the athlete class are competitors who have turned their skills of their sport into a combative profession. Most athletes are skilled at multiple sports, though they focus on a single one to a much higher degree than the others.

While many athletes are “sportsmen”, at their core they are someone who focuses on improving their physical and mental abilities to the peak of their race (and beyond). They are not generals who study tactics or soldiers long practiced in the art of drills, they are bodybuilders and marathon runners who pay meticulous attention to their diet and seek to increase their flexibility by using only the most efficient methods of stretching. While a knight is sharpening his sword an athlete is doing calisthenics. When a cleric is praying to their deity, an athlete is calculating their caloric intake for the day. While a rogue is practicing his grifting an athlete is practicing defensive plays. While similar to monks, they differ in that a monk seeks spiritual enlightenment and martial mastery while an athlete’s goals are far more mundane. They want to be the best version of themselves that they can be. Athletes aren’t seeking esoteric mysteries, they aren’t trying to learn a martial art (though they might)- they just want to perfect their bodies in a general sense.

Athletes are not specialists, they thrive on their physical versatility and their capacity to excel in any role they are put in. Athletes are expected to have the highest cumulative ability scores in the group and no gaps in those ability scores. While they may not throw a punch as well as a monk, avoid a trap as well as a rogue, or be able to cause more mayhem than an enraged barbarian, athletes are often the second best in all those fields. Athletes are also natural team-players and integrate well into any party during combat. Though athletes begin their careers lacking in some areas, they fill these weaknesses as they progress and can make top notch adventurers if given the chance to shine.

HIT DICE: D10.

TERMINOLOGY

The term for an athlete is generally “sportsman” or “sportswoman” if they play several sports professionally.

ROLE

An athlete dominates not through subtlety, but through overwhelming physical prowess. They can increase their own physical ability scores, base attack bonus, hit dice, and saves as they level up. An athlete should always be able to make the save, hit the target, and have a decent bonus on a skill check- but don’t outpace those other classes that specialize in those things. They don’t hit as hard as a fighter, but they can hit enemies constantly. They don’t possess as many skills as a rogue, but they can fall back on their skills in a pinch. They can’t take as much punishment as a raging barbarian, but they can survive a beating and come back for seconds. Their key is practiced consistency and the ability to always be relevant.

NATURAL GIFT:

An athlete is a rare prodigy who is not only adept at a variety of physical activities but also a genius at the planning and execution of his role on the field. For this reason, an athlete cannot have below 10 in any ability score. Should he ever have one of his ability scores lowered below 10 permanently, he may not progress in the athlete class. If he should raise his scores to 10 or above, he may resume progression.

TRAPPINGS:

An athlete generally chooses a piece of sports equipment or even a lucky piece of team paraphernalia.

ALIGNMENT: ANY

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The athlete's class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

The following are the class features of the athlete.

Weapon and Armor Proficiencies

An athlete is proficient with all simple weapons and light armor but not with any shields or any other kinds of armor. An athlete is always considered proficient with any piece of sports equipment in which they have taken the "sport" class feature. If one of these sports implements would normally be considered an improvised weapon, the athlete treats it as a normal weapon and suffer no penalty to wielding it.

Determination (Ex):

At 1st level, an athlete may re-roll one failed dice roll per day. If this failed dice roll is a save or skill check, they gain a +1 morale bonus on the re-roll. He gains an additional re-roll per day at 5th level and every 4 levels thereafter, and the morale bonus on the reroll increases by +1. An athlete may also spend his determination to gain a bonus as stated in his position class feature.

Position (Ex):

Everyone has a position or role on a team, and an athlete learns his own better than any. At 1st level, an athlete selects one of the improvements. These choices impact the nature of the class. At 5th, 10th, 15th, and 20th level, he may select another.



TABLE 2-1: THE ATHLETE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+2	+0	Determination +1, position, sport (professional), strive
2nd	+1	+3	+3	+0	Training
3rd	+2	+3	+3	+1	Sport
4th	+3	+4	+4	+1	Bonus feat
5th	+3	+4	+4	+1	Determination +2, position
6th	+4	+5	+5	+2	Training
7th	+5	+5	+5	+2	Sport
8th	+6/+1	+6	+6	+2	Bonus feat, evasion
9th	+6/+1	+6	+6	+3	Determination +3
10th	+7/+2	+7	+7	+3	Clutch, position, training
11th	+8/+3	+7	+7	+3	Sport
12th	+9/+4	+8	+8	+4	Bonus feat
13th	+9/+4	+8	+8	+4	Determination +4
14th	+10/+5	+9	+9	+4	Training
15th	+11/+6/+1	+9	+9	+5	Position, sport
16th	+12/+7/+2	+10	+10	+5	Bonus feat
17th	+12/+7/+2	+10	+10	+5	Determination +5
18th	+13/+8/+3	+11	+11	+6	Training
19th	+14/+9/+4	+11	+11	+6	Sport
20th	+15/+10/+5	+12	+12	+6	All-star, bonus feat, Position, Determination +6

DEFENDER

They say that good defense doesn't win games. A seasoned coach will tell you that's poppycock- a poor defense loses you games. A defender quells any hope of their opponent's scoring by solidly refuting any attempt thrown at them.

- **BENEFIT:** An athlete's class Hit Dice improves from a D10 to a D12. You may recalculate the character's Hit Dice provided by this class when you take this class feature (or simply add +1 hp for each previous level of athlete).
- **SPECIAL:** A defender can expend 1 use of his determination class feature as a full round action to establish a combat patrol, as per the feat of the same name, until the start of his next turn. Any successful attacks of opportunity made during this time interrupt a target's movement action and stop them in their tracks (ending their movement).
- **EXAMPLES:** Linebackers (football), defenders (soccer), fielders (baseball), blocker (roller derby).

STRIKER

Strikers have one job- score. Aggressive, energetic, and dogged strikers work the offensive side of the field. Always seeking opportunities and threatening the other team's defenses, these are the players everyone remembers. They are the goal-scorers, the game winners, the pace setters.

- **BENEFIT:** The base attack bonus progression of this class becomes equal to that of a fighter of equivalent level.
- **SPECIAL:** A striker can expend 1 use of his determination class feature as a free action to gain an additional attack at his highest base attack bonus as part of a full attack action. This can stack with haste and other abilities that grant additional attacks per round.
- **EXAMPLES:** Forwards (basketball), attackers (soccer), receivers (football), designated hitters (baseball), chaser (quidditch).

GOALTENDER:

Goaltenders are the last line of defense against enemies, guardians protecting that which is most valuable. They are the backbone of the team, serving as the last hope against the enemy's offense. Often times a good goaltender can be the most valuable player on a team and is required to be clutch.

- **BENEFIT:** An athlete, who masters this position, gains Deflect Arrows as a bonus feat. In addition he may deflect arrows with any 1 handed weapon as though he had a free hand, and he may deflect arrows that are directed against targets that are adjacent to him.
- **SPECIAL:** A goaltender can expend 1 use of his determination class feature as a free action to increase the number of deflections he may make in a round by his Dexterity modifier, and by spending an attack of opportunity may attempt to return the attack as though he had Snatch Arrows instead of Deflect Arrows.
- **EXAMPLES:** Goalies (hockey), goaltender (soccer), catchers (baseball), keeper (quidditch).

SPRINTER

A breakaway can turn the tide in the blink of an eye and a sprinter is the master of such fast breaks. Their sheer speed means they can be everywhere at once, either as a harrying defender or a driving attacker. Sprinters are often utility players, filling multiple roles as the situation dictates.

- **BENEFIT:** An athlete gains a +5 foot competence bonus to his movement speed. He additionally gains a further +5 foot bonus to his movement speed for every 3 levels of athlete he possesses. Apply this bonus before modifying the athlete's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the athlete's land speed.
- **SPECIAL:** A sprinter can expend 1 use of his determination class feature to make a special charge attack. This charge attack deals an additional 1d6 additional damage if it successfully hits. At 3rd level and every odd level thereafter the damage increases by 1d6 to a maximum of 9d6 at 19th level.
- **EXAMPLE:** Midfielder (soccer), anchor (relay), pusher (bobsled), wide receiver (football), rover (ice hockey), midfield (lacrosse).

BULLY

Bullies knock other players around, bursting through skirmishes unhindered. They are the unwavering shocktroopers that ignore all but the biggest threats and are used when speed and finesse is not working.

- **BENEFIT:** An athlete who masters this position never has his speed modified by armor or encumbrance. In addition, they gain a +4 insight bonus to their CMD against all combat maneuvers and a +2 insight bonus when making Bull Rush, Dirty Trick, Drag, and Grapple maneuvers.

- **SPECIAL:** A bully can expend 1 use of his determination class feature as a free action after making a successful Bull Rush, Dirty Trick, Drag, or Grapple attempt, to deal damage as though they had made a successful attack roll with the weapon they performed the maneuver with.
- **EXAMPLES:** Running back (football), beater (quidditch).

TEAM CAPTAIN

A team captain commands their team like a general commands his troops. Skilled in tactics and coordination, they take the game to a mental level rather than sheerly a physical one.

- **BENEFIT:** An athlete who has mastered this position gains the Will save progression of a paladin of equal level rather than an athlete (+12 at 20th level).
- **SPECIAL:** A team captain can expend 1 use of his determination class feature as an immediate action to allow all allies who can see and hear him to reroll a failed Will saving throw or to automatically reduce an ongoing fear effect they are suffering from by one step (panicked becomes frightened, frightened becomes shaken, and shaken is removed).
- **EXAMPLES:** Pitcher (baseball), center (basketball), jammer (roller derby), seeker (quidditch), pilot (bobsled).

SIDEBAR: ONE ON ONE SPORTS

In one-on-one sports (such as fencing) this may speak more to their style of play than the athlete's actual "team position". For example: Some sport fencers rely on speed to win their matches (see epee fencers), others might find themselves more apt to throw their weight into attacks, and others still prefer to set up a parry/riposte to an initial attack. Some positions (such as team captain) may not exist in the sport that your athlete has achieved fame in and may therefore not be thematically appropriate for your character.

Sport (Ex):

An athlete is trained in a variety of sports. An athlete can parlay some of these abilities into skills useful to an adventurer. At 1st level, he selects a sport he is trained in and at 3rd level and every 4 levels thereafter he selects a new sport he is trained professionally in.

Each sport an athlete is trained in provides him with a special bonus. The bonuses are competence bonuses and all provide a minimum +1 bonus (unless otherwise stated). Bonuses on combat maneuvers apply both on rolls to attempt them and to the athlete's CMD against them. Some sports have an alternate skill bonus and, once chosen, cannot be changed to the default version.

ARCHERY

- Skill Bonus: +1/4 athlete level on critical confirmation rolls with bows.

BASEBALL/CRICKET

- Skill Bonus: +1/4 athlete level on critical confirmation rolls with bludgeoning weapons.

DANCING, COMPETITIVE

- Skill Bonus: +1/2 athlete level on Perform (dance) checks.

EQUESTRIAN

- Skill Bonus: +1/2th athlete level on Ride checks.

FENCING

- Skill Bonus: +1/4 athlete level on disarm attempts.
- Alternate Skill Bonus: If you are utilizing the "Weapons as Defensive Equipment" alternate rules from this book, you could alternatively have the skill bonus from this sport grant a +1/5th AC shield bonus when wielding a rapier.

FOOTBALL*

- Skill Bonus: +1/4 athlete level on bull rush attempts.

GOLF

- Skill Bonus: +1/2 athlete level on Perception checks.

GYMNASTICS

- Skill Bonus: +1/2 athlete level on Acrobatics checks.

HOCKEY

- Skill Bonus: +5 ft land speed every 4 athlete levels while on ice or snow (minimum +5 feet).

HURLING/JAVELINS

- Skill Bonus: +1/4 athlete level on critical confirmation rolls with thrown weapons.

LACROSSE

- Skill Bonus: +1/4 athlete level on critical confirmation rolls with lacrosse sticks and slings when making ranged attacks.

PRIZE FIGHTING

- Skill Bonus: +1/4 athlete level on feint attempts.
- Alternate Skill Bonus: +1/4 athlete level on performance combat checks to influence crowds.

ROCK CLIMBING

- Skill Bonus: +1/2 athlete level on Climb checks.

RUNNING, LONG DISTANCE

- Skill Bonus: +5 ft land speed every 4 athlete levels while on paved roads or in urban environments (minimum +5 feet).

SAILING

- Skill Bonus: +1/2 athlete level on Profession (sailor) checks.

SHOOTING**

- Skill Bonus: +1/4 athlete level on critical confirmation rolls with firearms.

SKIING

- Skill Bonus: 5 + athlete level cold resistance (minimum 5 cold resistance).

SOCCER*

- Skill Bonus: +1/4 athlete level on trip attempts.

SWIMMING

- Skill Bonus: +1/2 athlete level on Swim checks.

TENNIS

- Skill Bonus: +1/5 bonus to the athlete's on attack rolls when making attacks of opportunity.

WEIGHTLIFTING

- Skill Bonus: +1/2th athlete level as a bonus to your Strength score for the purpose of determining your carrying capacity.

WRESTLING

- Skill Bonus: +1/4 athlete level on grapple attempts.

YOGA / STRETCHING

- Skill Bonus: +1/4 athlete level on the maximum Dex bonus on armors you are proficient in the use of.

JAI ALAI

- Skill Bonus: +1/4 bonus on initiative checks.

*All sport names are given in modern American English.

**Only available in games where advanced firearms are the norm.

Strive (Ex):

An athlete may use his athlete level as his base attack bonus for the purpose of meeting feat prerequisites.

Training (Ex):

Starting at 2nd level, an athlete gains a +2 inherent bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus stacks with other inherent bonuses. At 6th level and every 4 levels thereafter, the athlete improves any one physical ability score by a further +2. An athlete can never select the same ability score to improve with this ability until they have selected the other two.

Bonus Feat:

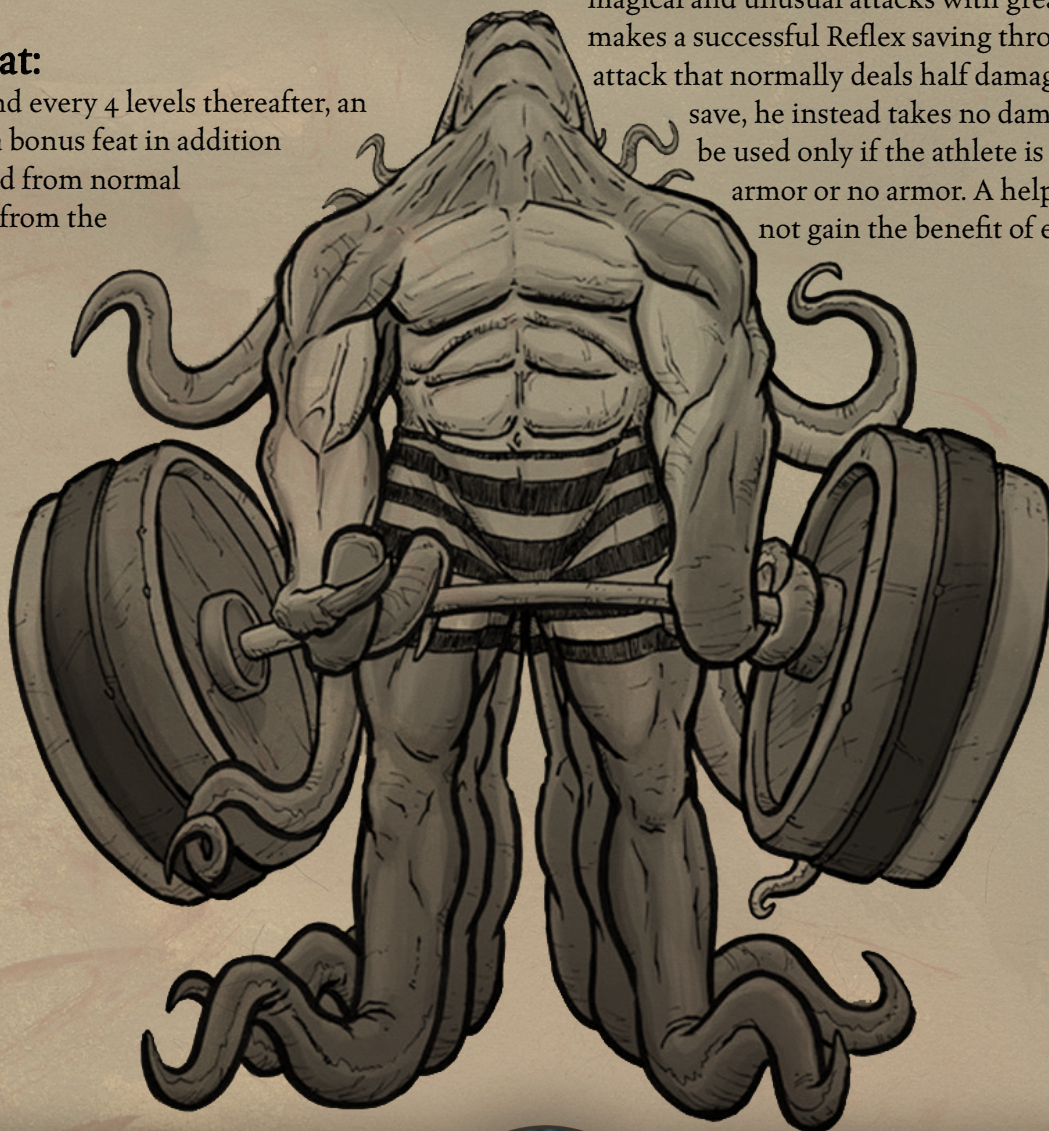
At 4th level and every 4 levels thereafter, an athlete gains a bonus feat in addition to those gained from normal advancement from the following list:

BONUS FEATS, (CONT.)

Acrobatic, Agile Maneuvers, Alertness, Uncanny Alertness, Athletic, Combat Expertise, Combat Reflexes, Defensive Combat Training, Deft Hands, Dodge, Mobility, Combat Patrol, Landing Roll, Sidestep, Improved Sidestep, Endurance, Diehard, Fast Healer, Enforcer, Fleet, Great Fortitude, Improved Great Fortitude, Improved Unarmed Strike, Improved Grapple, Intimidating Prowess, Iron Will, Improved Iron Will, Lightning Reflexes, Improved Lighting Reflexes, Nimble Moves, Acrobatic Steps, Prodigy, Toughness, and Weapon Finesse.

Evasion (Ex):

At 8th level and higher, an athlete can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the athlete is wearing light armor or no armor. A helpless athlete does not gain the benefit of evasion.



Clutch (Ex):

At 10th level, an athlete can take 10 on any skill that is listed as a skill bonus for a sport they are trained in. They may do this without increasing the time the check takes and may do it during situations that would not normally allow it (such as in combat).

All-Star (Ex):

At 20th level, an athlete can take 20 on any skill that is listed as a skill bonus for a sport they are trained in. They may do this without increasing the time the check takes and may do it during situations that would not normally allow it (such as in combat).

SIDEBAR: SIMILAR CLASSES

As introduced at the beginning of this book, some exotic classes fill roles that would normally be the purview of other classes. A thane fills a role similar to a rogue or monk and as such multiclassing into one of these classes is discouraged.

Historical Example: Jim Thorpe

While there are numerous examples of professional athletes who were able to excel at multiple sports none can match the legacy left by Jim Thorpe. He achieved great feats in pentathlons, decathlons, baseball, football, lacrosse, sprinting, javelin, the discus throw, long distance throwing, high/long jumping, and he even won an important ballroom dancing competition.

- **OTHER HISTORICAL EXAMPLES:** Bruce Lee (Martial Art, Dancing, Physical Fitness), Jackie Robinson (Baseball, Track, Football), Babe Didrikson (Golf, Basketball, Track), Jim Brown (Football, Track, Lacrosse, Basketball), Tonya Harding (Figure Skating, Boxing, Racing)

New Weapons

BASEBALL/CRICKET BAT/ GOLF CLUB (SPORT CLUB)

These weapons share the same profile as a longsword (1d8, 19-20 x2, etc), requires 2 hands to use, deal blunt damage, double damage to objects and can be wielded in one handed, but are treated as exotic weapons if you attempt to do so.

SOCCER BALL*

A soccer ball deals only non-lethal damage. Treat any attack with a soccer ball as a thrown attack. If the character has the Weapon Focus feat in this or the character is an athlete with the soccer sport selected, the ball is treated as if it had the returning property as long as the target is successfully hit and within 30 feet. A ball has a 100% chance to be recovered after thrown.

*This may also refer to other similar balls including basketballs and rugby balls.

BASEBALL* (AMMO)

This serves as ammo to make any sport club's normal attack ranged (30 ft).

*This may also refer to golf balls or other balls that are struck with a sports club as part of the game.

Bogatyr of the Dying Light

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

*Ye knights, ye shining examples of might,
Ye knights, ye seekers of the day's last lights,
Ye knights, who march and crawl,
Ye knights, who stand proud and tall,
Ye knight, who falter and fall.
Ye knights, we salute you,
For we are knights, one and all.*

-Ode to the Bogatyr.
Unknown

Long ago a virtuous kingdom, its true name obscured by the passage of time, was once defended by a mere twenty-three knights who stood outnumbered against an army of thousands. Though not considered knights in title by their superiors, they lived far in advance of their rank in deeds and valor, standing against thousands until the day's last light. As they fell to the iron of their foes, they left an indelible mark on history as their blood drenched the ground around the royal stone dais of their slain king.

Decades later the bards' songs recounted the twenty-three knights' struggle, inspiring countless fraternal orders to incorporate elements of the tale into their mythology and heraldries. Some say they were the chosen ones of a distant god; others say they were criminals defending their take against looters. Yet the number twenty-three now appears in mysticism, symbolism, and superstitions. Some took it a step farther. A band of wandering knights-errant took the name "Bogatyrs of the Dying Light" and attempted to resurrect the traditions, styles, and values of these ancient defenders. Though scholars readily dispute the validity of their claims, this philosophy has become irrevocably entrenched in the minds of the dedicated few who adopt their lifestyle.

They are an organization without borders or political affiliation, who roam the land righting wrongs and vanquishing evil wherever it rears its ugly head. In conflict, a Bogatyr of the Dying Light sides with the oppressed and severely outnumbered, rallying to lost causes and desperate last stands.

Tradition limits membership of the bogatyrs to twenty-three, though the expected tenure for one is short, with members often meeting their deaths during service. Many have a small retinue of hopeful squires (1-3) or like-minded individuals who travel with them. Bogatyrs are required to attend a council every two years to retain unity, but otherwise are left to their own devices, some working together and others alone. They come from almost all races, regions, and walks of life but they all share the same conviction of character. Humans and halflings are perhaps the most likely bogatyrs due to their temperaments, but there is no restriction placed on any race who shows the moral fortitude needed to join.

TABLE 3-1: THE BOGATYR OF THE DYING LIGHT

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+1	Equilibrium, skilled under pressure
2nd	+2	+1	+1	+1	Resolve, weapon focus (two-bladed sword)
3rd	+3	+1	+1	+2	Last light technique
4th	+4	+1	+1	+2	Weapon specialization (two-bladed sword)
5th	+5	+2	+2	+3	Last light technique, skilled under pressure
6th	+6/+1	+2	+2	+3	Greater weapon focus (two-bladed sword)
7th	+7/+2	+2	+2	+4	Last light technique
8th	+8/+3	+3	+3	+4	Greater weapon specialization (two-bladed sword)
9th	+9/+4	+3	+3	+5	Last light technique
10th	+10/+5	+3	+3	+5	Skilled under pressure

BOGATYR OF THE DYING LIGHT IN YOUR GAME

Any small order of chivalrous who fight for equality and use double weapons can take the place of the Bogatyr of the Dying Light. We expect you to adapt the order to your own and incorporate it into your game in a fashion you see fit. The lore provided above is an example and we hope it gets your creative juices flowing!

HD: D10

ROLE:

The modern day bogatyrs employ an ancient fighting style rumored to have been employed by their legendary namesakes. Utilizing an iconic two-bladed sword, a bogatyr possesses an aggressive “anything goes” mindset that is as deadly as it is effective, making them perfectly suited for attacking groups of creatures or individual foes more powerful than they, shining in moments when battle takes a turn for the worse.

ALIGNMENT: CHAOTIC GOOD

A bogatyr maintains a philosophy of helping those in need regardless of any extraneous difference such as religion, race, creed, or political faction. It is therefore required of a bogatyr to retain an attitude of chaotic good, to avoid being overly respectful of cultural tropes and political niceties that would hamper their aid to the outnumbered.

REQUIREMENTS

- *Alignment:* Chaotic Good
- *Feats:* Exotic Weapon Proficiency (Two-Bladed Sword), Cleave
- *Skills:* Knowledge (history) 5 ranks
- *Special:* Must be appointed as a bogatyr by another bogatyr (current or dying).

CLASS SKILLS:

The bogatyr's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

The following are the class features of the Bogatyr of the Dying Light prestige class.

Weapon and Armor Proficiencies

A bogatyr is proficient with all simple weapons and martial weapons and all forms of armor.

Equilibrium (Ex):

At 1st level, the bogatyr can suppress his emotions once a day to attain superior mental focus, granting him a +1 resistance bonus on Will saves vs mind-affecting spells. This bonus improves by +1 for every 2 levels thereafter up to a maximum of +5. He may activate this as a free action and it lasts for a number of rounds equal to twice his bogatyr level.

Skilled Under Pressure (Ex):

At 1st level, a bogatyr gains a bonus on attack and damage rolls when fighting creatures with higher CR. He gains a +1 morale bonus for every CR the creature is above his character level to a maximum of his bogatyr level on the following things:

- Attack and damage rolls against that creature.
- Saves against a spell or ability from that creature.

At 5th level he gains a +1 morale bonus for every 2 CRs the creature is above him to a maximum of his bogatyr level on the following things:

- AC against attacks made by the creature.
- Intimidate checks.

In addition, at 5th level he also gains 1 DR/- against attacks made by the creature for every 2 CR the creature is above the bogatyr's own CR.

Finally, at 10th level a bogatyr ignores all DR of creature whose CR is at least 3 higher than his own.

Bonus Feats:

Starting at 2nd level, a bogatyr gains a series of bonus feats related to his two-bladed sword. He gains the following bonus feats at the indicated levels: Weapon Focus, Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization. The feats must be taken in the two-bladed sword.

Resolve (Ex):

At 2nd level, a bogatyr gains the resolve class feature of the samurai. He treats his bogatyr level as his samurai level for the purpose of determining the effectiveness and number of times per day he can utilize it.

Last Light Technique (Ex):

At 3rd level, and every other level thereafter, a bogatyr gains a technique from the following list. These techniques are based on ancient practices of the original twenty-three.

- **UNDERDOG RUSH:** At the start of his turn, calculate how many enemies and allies are within 30 ft. of the bogatyr. For every enemy over the number of allies, the bogatyr gains a +1 morale bonus to his AC against attacks of opportunity until the start of his next turn.
- **FUMBLE FOES:** As a standard action, the bogatyr can make a single combat maneuver against a foe within reach. If he succeed then he can make the same combat maneuver (using his full CMB) against a foe that is adjacent to the first and also within reach. He can only make one additional combat maneuver per round with this technique.

- **PULL TOGETHER:** As long as the bogatyr has at least 2 of his allies adjacent to him, when a critical hit or sneak attack is scored on an ally who is adjacent to him there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. The bogatyr himself does not benefit from this.
- **FEARLESS AND FEW:** When a bogatyr has adjacent allies, they become fearless so long as the bogatyr is adjacent to at least 2 allies. The bogatyr does not benefit from this.
- **COMBAT FEAT:** In place of a last light technique a bogatyr can select a combat feat using his bogatyr level as his fighter level for the purposes of qualifying for feats taken this way (though not for other feats). This may be taken multiple times.

SIDEBAR: BOGATYRS OF THE EVEN BLADE

There are several different views on what it is to be a bogatyr according to the legend of the Dying Light, not all of them favorable or unified in purpose. Through disagreement and misaligned intentions, one such splinter faction has emerged that lays claim to the true identity of the bogatyrs and what they deem a “pure devotion” to the group. Given to a cold legalistic neutrality, the order of the Even Blade accuse their philosophical progenitors of selective aid and the smudging of history, and instead cast off the notion that they should determine who is worthy and in need of their brand of might. Thus, they adopted a much broader definition of their duties, rallying to causes who have been overwhelmed by any force of greater power, be they good or evil.

Commando

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A commando gets in, gets the job done, and gets out. They are masters of hit-and-run missions, using shock-and-awe tactics to overwhelm their enemies. They are militant soldiers whose training lays in scouting, infiltration, and guerrilla warfare. While rogues, fighters, and rangers are the most common commandos other classes like barbarians, magi, and even cavaliers can make excellent commandos.

HIT DIE: D12

ROLE:

Commandos strike hard and fast. They are designed to take key targets down quickly. Mechanically, they being with a large number of bonuses but these diminishing as the turns tick by.

ALIGNMENT: ANY

Commandos live a very regimented lifestyle and, as such, many are of the lawful alignment. The kind of work they do is not typically considered “clean” and as such they generally are either of neutral or evil alignments. Still, chaotic and good aligned commandos exist- they are simply more rare.

REQUIREMENTS

To qualify to become a commando, a character must fulfill all the following criteria.

- *Base Attack Bonus:* +5
- *Feats:* Improved Initiative
- *Skills:* Stealth 5 ranks
- *Special**: Must hold a ranked position within a military organization.

***SIDEBAR: WHO QUALIFIES?**

While any character can meet the special prerequisite for this class due to elements of their character’s background, some classes can more easily gain entry. Samurai and cavaliers are typically part of military orders and paladins from a military branch of a church are also shoo-ins for this class. Ninjas and fighters who affiliate themselves with a clan or an army can also easily qualify. Bucks (from Little Red Goblin Games’ Politics & Power) are made to fill this prerequisite as they have class features that specifically apply.

CLASS SKILLS

The commando’s class skills are Acrobatics (Dex), Bluff (Cha), Disable Device (Dex), Disguise (Cha), Perception (Wis), Intimidate (Cha), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the commando prestige class.

Weapon and Armor Proficiency

A commando gains no new proficiencies.

Sudden Strike (Ex):

At 1st level, a commando begins to learn how to employ his blitzkrieg style tactics. Move fast, hit the enemy hard, and don’t give them time to react. During the surprise round he gains a +4 circumstance roll on all damage rolls.

TABLE 4-1: THE COMMANDO

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	BONUS MOVEMENT SPEED
1st	+1	+1	+0	+1	Sudden strike, training	-
2nd	+2	+1	+1	+1	Movement speed, military initiative	+5 ft.
3rd	+3	+2	+1	+2	Improved sudden strike	+5 ft.
4th	+4	+2	+1	+2	Strikeforce, fast stealth, training	+10 ft.
5th	+5	+3	+2	+3	Commando raid	+10 ft.
6th	+6	+3	+2	+3	Soldier-on	+15 ft.
7th	+7	+4	+2	+4	Training	+15 ft.
8th	+8	+4	+3	+4	Improved strikeforce	+20 ft.
9th	+9	+5	+3	+5	Commando captain	+20 ft.
10th	+10	+5	+3	+5	Greater strikeforce, training	+25 ft.

Training:

At 1st level, a commando gains a bonus combat feat. He may count levels in commando as fighter levels for the purpose of qualifying for combat feats. However, a commando may alternatively take one of the following benefits:

MAGIC SOLDIER:

- **BENEFIT:** A commando gains new spells per day as if he had also gained a level in an arcane or divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a commando, he must decide to which class he adds the new level for purposes of determining spells per day.
- **REQUIREMENT:** 1st level arcane or divine caster.

GUERRILLA ASSASSIN

- **BENEFIT:** A commando gains +1d6 damage to any existing sneak attack he already receives from another source.
- **REQUIREMENT:** +1d6 sneak attack.

WEAPON REGIMENT

- **BENEFIT:** A commando gains a +1 on all attack or damage rolls with one fighter weapon group he already has training in. The bonus is decided when he takes the training class feature.
- **REQUIREMENT:** Weapon training class feature.

SILENT HUNTER

- **BENEFIT:** A commando gains a +1 on all attack or damage rolls against one favored enemy he already has selected for his favored enemy class feature. The bonus is decided when he takes the training class feature.
- **REQUIREMENT:** Favored enemy.

KILL SQUAD

- **BENEFIT:** A commando gains a teamwork feat in place of the combat feat he'd normally gain.
- **REQUIREMENT:** Tactician class feature.

SAVAGE KILLER

- **BENEFIT:** A commando may select a barbarian rage power. He may count levels in commando as levels in barbarian for the purpose of qualifying for rage powers and for determining their effectiveness.
- **Requirement:** Rage class feature.

At 4th level and every 3 levels thereafter a commando gains another bonus combat feat or one of the alternate options.

Bonus Movement Speed (Ex):

At 2nd level, a commando gains a +5 foot bonus to his land speed and an additional +5 foot bonus to his movement speed every even level thereafter. This movement speed only applies so long as he is not wearing heavy armor or is encumbered beyond his medium encumbrance.

Military Initiative (Ex):

At 2nd level, a commando gains a morale bonus on initiative checks equal to $1/2$ his commando level (minimum 1).

Improved Sudden Strike (Ex):

At 3rd level, a commando's grasp of the implementation of his tactics improves. On the first round of combat, he gains a +3 circumstance bonus on all damage rolls. Each round after the 1st this bonus is reduced by 1 to a minimum of +0. Surprise rounds do not count as rounds for the purpose of this class feature and he still gains the bonus on damage rolls from the sudden strike class feature.

- **Example:** Surprise Round: +4 on damage rolls, Turn 1: +3 on damage rolls. Turn 2: +2 on damage rolls. Turn 3: +1 on damage rolls. Turn 4: +0 on damage rolls.

Strikeforce (Ex):

At 4th level, a commando is granted a special solo surprise round. He may do this a number of times per day equal to half his commando level. He must select this option before everyone has finished rolling Initiative. He may not use this if his party gains a surprise round through other means. He may only use this special surprise round to perform one of the following actions: make a charge attack, make a standard action attack, or an Intimidate check.

Alternatively, a commando may expend a use of the strikeforce class feature to be able to act in an opponent's surprise round.

SIDEBAR: WHEN CAN I USE STRIKEFORCE?

Party Gets a Surprise Round: Commando cannot use his strikeforce class feature.

Combat Starts Normally: Commando can use strikeforce to make an attack, charge, or Intimidate check on a solo surprise round.

Enemies Get a Surprise Round: Commando can use strikeforce to act normally during the enemy's surprise round.

Fast Stealth (Ex):

At 4th level, a commando gains the fast stealth rogue talent. If he already possesses it, or later gains it, he instead gains +4 bonus on Stealth checks while moving.

Commando Raid (Ex):

At 5th level, a commando may add his commando level to damage rolls against creatures denied their Dexterity bonus to AC. This extra damage is precision damage and is not multiplied on a critical hit.

Soldier-On (Ex):

At 6th level, commando may use the Run feat and benefit from his bonus to his land speed granted by this class while wearing heavy armor and being encumbered.

Improved Strikeforce:

At 8th level, the commando may take his full turn, free of restrictions, during his special surprise round granted by strikeforce.

Commando Captain (Ex):

At 9th level, the commando gains a degree of mastery over, not only commando tactics, but also knowledge about the kinds or organizations to employ them. When they use a Diplomacy check to gather information about military organizations or Knowledge checks to identify high-ranking military officers (typically local or nobility) they add 1/2 their commando level to the roll.

Greater Strikeforce:

At 10th level, a commando grants the benefits of the strikeforce (but not improved strikeforce) class features to all allies within 30 feet of him when combat starts.

Frog Knight

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Attacking from on-high with supernatural grace, frog knights are highly regarded sell-swords with a reputation for turning the tide when things look darkest. Originally formed as a fraternal order of grippli veterans of war, they quickly became a mercenary company of great repute and opened their doors to members of all races. Thanks to training from ancient grippli masters, even the non-grippli have become skilled in the art of leaping and martial combat.

In order to join the Lodge of the Lilypad and receive training, one must demonstrate potential. They must wear heavy armor (or burden themselves with a great number of rocks) and navigate a hallway filled with many jumping puzzles. Only a proud few survive and none come out without a scratch or two, as veteran frog knights (referred to as "old toads") await the trainees at key points to soften up anyone who is too full of themselves. After the physical challenge, candidates are interviewed and a decision is rendered based on the number of spots available.

Frog knights generally attract gallant martial characters such as paladins, lawful fighters, and monks. Rarely do characters who tend not to associate themselves strongly with society and its laws (rangers, rogues, and barbarians) find their way to the doors of the Lodge of the Lilypad.

HIT DIE: D10

ROLE:

Frog knights have a command of battlefield control, being able to leap from one side of the field to the other in a single bound. They are martial characters who bring the fight to their enemy and can spring to an ally's aid in the blink of an eye. During combat, frog knights will often employ a weapon in their hands while retaining the ability to unleash powerful kicks. While no weapon is standard, they occasionally use off-hand whips or flails to ensnare unwary opponents and keep more dangerous ones at arm's reach.

ALIGNMENT: TYPICALLY LAWFUL

As mercenaries one would expect members of the Lodge of the Lilypad to be unscrupulous sell-swords, but that couldn't be farther from the truth. They have a proud history and only accept candidates who show exemplary ethical fortitude and have a stringent code of honor. They only accept commissions that the lodge as a whole feels is in line with this sense of nobility, and once they accept a contract they would sooner die than fail. A frog knight never betrays his patron and many a tale have been written about their legendary will to succeed even when things look their bleakest.

REQUIREMENTS

To qualify to become a frog knight, a character must fulfill all the following criteria.

- *Special:* The applicant must either have 5 ranks of Acrobatics or be a grippli AND must have been accepted by the Lodge of the Lilypad
- *Skill:* Knowledge (nobility) 5 ranks
- *Base Attack Bonus:* +5

TABLE 5-1: FROG KNIGHT

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+1	+1	Frog hop, nimble leaper
2nd	+2	+1	+1	+1	Rabbit Kick, ribbit
3rd	+3	+1	+2	+2	Toad technique
4th	+4	+1	+2	+2	Powerful Legs
5th	+5	+2	+3	+3	Toad technique
6th	+6	+2	+3	+3	Legs of steel
7th	+7	+2	+4	+4	Toad technique
8th	+8	+3	+4	+4	Rabbit Kick
9th	+9	+3	+5	+5	Toad technique
10th	+10	+3	+5	+5	Old toad

CLASS SKILLS

The Frog Knight's class skills are Acrobatics (Dex), Climb (Str), and Swim (Str)

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the frog knight prestige class.

Weapon and Armor Proficiency

A frog knight is proficient with all simple and martial weapons and all armor and shields (except tower shields).

Nimble Leaper (Ex):

A frog knight reduces any armor penalty to Acrobatics checks by his frog knight level (minimum 0).

Furthermore, frog knights are always considered to have a running start when making Acrobatics checks to jump.

Frog Hop (Ex):

At 1st level, a frog knight gains the ability to leap great distances. At 1st level a frog knight may always take 10 on acrobatics checks made to jump, even if stress and distractions would normally prevent him from doing so. At 5th level he reduces the DC of Acrobatics skill checks made to jump by 50%, and at 9th level he reduces the DC by 75%.

Rabbit Kick (Ex):

At 2nd level, the frog knight gains the Improved Unarmed Strike bonus feat, but only if they make the attack with their leg(s)*. When delivering unarmed strikes with their legs they increase the damage dice for their unarmed strike damage (see Table: Small or Large Monk Unarmed Damage). For a medium creature it causes them to deal 1d8 damage rather than 1d6. At 8th level, this bonus to damage improves by a second dice size (medium creatures deal 1d10 rather than 1d8).

If a character has class levels in monk, they count levels in frog knight level as levels in monk for the purpose of determining the damage dealt by their unarmed strikes, provided they make the attack with their legs. This replaces the normal increase to unarmed strikes dealt by their legs provided by the frog knight's rabbit kick class feature.

*KICKING:

This is something of a game abstraction as limb encumbrance is fuzzy at best in Pathfinder. Monks are noted to be able to make attacks with any part of their bodies (allowing them to make unarmed strikes even while their hands are full) and it is our intent to allow the frog knight to do the same. However, in order to gain the benefit of the rabbit kick class feature a character must expressly state that the attack they are making is with their legs and their legs must not otherwise be expressly occupied (stuck in mud, shackled, etc). Alternate rules for unarmed strikes, presented in Little Red Goblin Games' Dragon Tiger Ox kung fu / wuxia supplement, offer a more in depth look at striking with different parts of the body and may be useful for this class.

Ribbit:

At 2nd level, a frog knight is made privy to the croaking secret language of the Lodge of the Lilypad known as "ribbit". This throaty croaking language sounds like a bullfrog and is often mistaken by unsuspecting enemies as such. Though the language is similar to grippli, it uses an entirely different set of phonetics. Frog knights are forbidden from teaching this proprietary language to others. Ribbit has no written form and thus can only be spoken.

Toad Technique (Ex):

At 3rd level a frog knight begins to unearth some of the techniques associated with their lodge. Only shared with veterans by word of mouth, it can be very difficult to learn such techniques without guidance. He gains a toad technique at 3rd level and an additional toad technique every odd level thereafter.

- **CROAKING CHARGE (Ex):** The frog knight may make an Acrobatics check as part of a charge attack. The DC for this check is equal to the CMD of the target. Should the frog knight succeed, this attack gains a bonus to damage equal to his frog knight level. He must have moved at least 15 feet as part of the charge.
- **AMPHIBIAN WARFARE (Ex):** Attacks made with melee weapons underwater do not suffer damage reduction or penalties on attack rolls (they are treated as if they were made on land). Furthermore, the frog knight reduces any armor check penalty on Swim checks by his frog knight level.
- **TOAD COMPANION (Ex):** Often times a frog knight will gain the service of a frog or toad who has some martial potential. These creatures, referred to as battletoads, are bred by the order to be used in times of war. This functions as the nature's bond class feature of the druid (see Chapter 3 of the Pathfinder Core Rulebook), though the frog knight may only select a giant frog (Pathfinder Bestiary 1) or giant toad (Pathfinder Bestiary 2) as their animal companion. If the frog knight already possesses an animal companion from another source, these level-stack with those levels so long as the companion is a giant toad or frog. The frog knight's effective druid level is equal to his frog knight level x2, though this may never surpass his total character level.
- **LEAPS AND BOUNDS (Ex):** Adopting a light-footed bounding gait, a frog knight gains a +10 ft. bonus to their movement speed. Furthermore, if a frog knight takes a full-round move action he may ignore any penalties from non-magical difficult terrain.

- **FLY BANE (EX):** By mimicking the ancient whip techniques taught by the old toads of the lodge, a frog knight can turn a length of cord into a lethal weapon. Whips wielded by a frog knight in his off-hand are treated as light weapons for the purpose of two-weapon fighting. Additionally, whips gain the grapple special quality and may deal lethal damage even against armored targets.
- **MOMENTUM (EX):** On the turn after you make an Acrobatics check to leap with your frog hop class feature, you retain that bonus for another round (you do not need to use a swift action). Additionally, the first successful attack the frog knight makes on the round after using his frog hop gains a +2 circumstance bonus on its damage roll.
- **AMBUSH SOLDIER (EX):** Lying in ambush is a key tactic employed by the frog knights. They have developed numerous techniques and drills for remaining unobserved. The frog knight always acts in the surprise round.
- **COMBAT FEAT:** A frog knight may select a combat feat in place of a toad technique. If he does so he may treat his levels in frog knight as levels in fighter for the purpose of qualifying for combat feats, provided he has at least 1 level of fighter.
- **NOBLE MERCENARY MERCHANT (EX):** Being a mercenary, money is always a factor for a frog knight. Having learned the ways of haggling and bartering for services, a frog knight gains a +4 bonus on all Appraise, Diplomacy, and Profession checks made to negotiate over the price of his services or to hire other mercenaries. Furthermore, a frog knight who spends at least 24 hours in a town or city can always find information on any sell-swords, assassins, or mercenaries if he makes a DC 15 Knowledge (nobility) check.

This provides him with information about such organizations, which constitutes their leadership, what to expect in terms of their fees, and the means of contacting them if they learned the legitimate organizations. This does not give him any information on illicit or otherwise clandestine organizations, though he may be aware that they exist with this check ("You are aware of rumors that an assassin's guild operates the city of Bellcrest").

Powerful Legs (Ex):

By 4th level, the legs of a frog knight have become powerful, sturdy, and strong. They gain a +4 bonus to their CMD against bull-rush and trip attempts.

SIDEBAR: PHYSICAL CHANGES

As an optional rule, the physical appearance of a frog knight's legs may slightly change as they progress in level. They may grow longer, thicker, or simply excessively muscular in a way uncommon to their race- though always in a graceful fashion.

Legs of Steel (Ex):

By 6th level, the legs of a frog knight have been conditioned to weather any damage. Unarmed strikes made with a frog's legs gain a +4 bonus on sunder attempts.

Old Toad (Su):

At 10th level a frog knight is considered a veteran amongst even the most veteran of frog knights. He always confirms any critical threats made on the same round he has made a frog hop. In addition, anytime he rolls a natural 20 on a jump check he may double the distance he moves. He may travel any distance less than this, but has the option to jump that far; and the distance he may jump is no longer limited by his maximum move speed.

Gladiator

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

In his heart a gladiator fights to survive. At least part of a gladiator's life has to have been in a gladiator pit, or another sort of bloodsport with spectators. Their style of fighting is not only dirty and ferocious, but theatrical. Oftentimes they are trained with sub-optimal weapon combinations that they find hidden tricks to using.

Gladiators often attract the attention of gods of war and conflict who tend to enjoy watching them fight. The bloodsport so enamors the gods that they pay special attention whenever a gladiator is fighting.

HIT DICE: D10.

ROLE:

Gladiators are martial combatants that have a secondary focus on debilitating their enemies. They specialize in psyching themselves up while demoralizing their opponents.

ALIGNMENT: ANY

STARTING WEALTH:

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

CLASS SKILLS

The gladiator's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perform (Cha), Survival (Wis), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the gladiator.

SIDEBAR: REQUIRED READING

It is advisable that before you read this class, you familiarize yourself with the performance combat rules in Paizo's Ultimate Combat.

Weapon and Armor Proficiencies

The gladiator is proficient with all simple weapons and the gladius, as well as light and medium armor. He gains additional proficiencies from his school of combat class feature.

Gladiatorial Points (Ex):

At 1st level, the gladiator gains a gladiatorial point each time he does something that would afford him the ability to make a performance combat check (in place of a performance combat check). Upon gaining one, he must decide how he wishes to use it. He may immediately spend it as a free action to attempt a performance combat check to improve his standing with a crowd at a +2 bonus. Alternately, he may keep it in reserve to be used for one of his other class features. Using a gladiatorial point is a swift action (unless he is using it to make a combat maneuver check) that does not provoke an attack of opportunity. Unspent gladiatorial points vanish at the end of combat. A gladiator cannot gain more than 1 gladiatorial point per round.



Bloodsport (Ex or Su):

Even with no crowd, a gladiator turns every fight into a performance combat. This might represent the favor or scorn of a god of war or the sheer bravado of the gladiator himself.

If there is no real crowd, it is assumed to be a small crowd and a small battle (regardless of the actual number of combatants) for the purpose of determining increases to the DC of performance combat checks. Non-real crowds always start as indifferent. If there is a real crowd, this ability is an Ex ability. If there is no real crowd (just the favor of a god of war) this ability is a Su ability.

This also allows for other creatures (including enemies) to influence the crowd's (real or imagined) behavior if they catch on to what is happening. A drawback to this class is that a gladiator must to turn a fight into a performance combat (he cannot choose not to).

School of Combat (Ex):

At 1st level a gladiator selects the school of combat that he was trained in. He gains new proficiencies, a bonus feat, and an additional bonus referred to as his specialty that grows in strength as he gains in level.

TABLE 6-1: THE GLADIATOR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+2	+2	Bloodsport, gladiatorial points, school of combat
2nd	+2	+0	+3	+3	Crowd pleaser
3rd	+3	+1	+3	+3	Pit-fighter
4th	+4	+1	+4	+4	Favor of the gods
5th	+5	+1	+4	+4	Pollice verso
6th	+6/+1	+2	+5	+5	Pit-fighter
7th	+7/+2	+2	+5	+5	Violent retort (+1)
8th	+8/+3	+2	+6	+6	Rush (+1)
9th	+9/+4	+3	+6	+6	Pit-fighter
10th	+10/+5	+3	+7	+7	Crowd favorite, violent retort (+2)
11th	+11/+6/+1	+3	+7	+7	Rush (+2)
12th	+12/+7/+2	+4	+8	+8	Pit-fighter
13th	+13/+8/+3	+4	+8	+8	Violent retort (+3)
14th	+14/+9/+4	+4	+9	+9	Rush (+3)
15th	+15/+10/+5	+5	+9	+9	Pit-fighter
16th	+16/+11/+6/+1	+5	+10	+10	Violent retort (+4)
17th	+17/+12/+7/+2	+5	+10	+10	Rush (+4)
18th	+18/+13/+8/+3	+6	+11	+11	Pit-fighter
19th	+19/+14/+9/+4	+6	+11	+11	Violent retort (+5)
20th	+20/+15/+10/+5	+6	+12	+12	Rush (+5), rudiarius

CESTUS

A cestus gladiator fights up close and personal. He cracks skulls and breaks bones with his fists or other punching weapons.

- **Weapon Proficiency:** A cestus gladiator is proficient with brass knuckles, cestus, and spiked gauntlets. These weapons are henceforth known as the cestus weapon group. They gain no new armor or shield proficiency.
- **Bonus Feat:** At 1st level a cestus gains the Improved Unarmed Strike bonus feat.
- **Specialty:** A cestus gladiator deals damage with his unarmed strikes as if he were a monk of equal level. This extra damage also applies when using one the weapons list in the cestus' weapon proficiency. Finally, a cestus gladiator can make one additional attack at his highest BAB when using one or more of the aforementioned weapons.

CRUPELLARII

Stomping onto the battlefield, a crupellarii is a dreadnaught -- armed to the teeth and well defended to boot.

- **Weapon Proficiency:** A crupellarii is proficient with heavy armor and all shields (including tower shields). They gain no new weapon proficiencies.
- **Bonus Feat:** At 1st level a crupellarii gains the Dodge feat even if he does not meet the prerequisites.
- **Specialty:** Whenever he is wearing armor, a crupellarii reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (5th, 9th, 14th, 18th), these bonuses increase by +1 each time, to a maximum -5 reduction of the armor check penalty and a +5 increase to the maximum Dexterity bonus allowed.
- In addition, a crupellarii can also move at his normal speed while wearing medium armor. At 5th level, a crupellarii can move at his normal speed while wearing heavy armor.

BLOODPIT FIGHTER

A bloodpit fighter is a slave combatant who grasps at anything. Bred to die, few bloodpit fighters survive past their first match -- let alone long enough to taste freedom.

- **Weapon Proficiency:** She gains no new proficiencies but gains the Catch Off-Guard feat as a bonus feat at 1st level.
- **Bonus Feat:** At 1st level a bloodpit fighter gains the Improvised Weapon Mastery bonus feat.
- **Specialty:** A bloodpit fighter gains the sneak attack class feature. If a bloodpit fighter can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The bloodpit fighter's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the bloodpit

fighter flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 4 bloodpit fighter levels thereafter. Should the bloodpit fighter score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a bloodpit fighter can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The bloodpit fighter must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A bloodpit fighter cannot sneak attack while striking a creature with concealment.

DIMACHAERUS

Dimachaerus are cunning two-weapon fighters who used blades to carve up their opponents.

- **Weapon Proficiency:** A dimachaerus is proficient with all non-exotic one-handed swords or sword-like weapons. They gain no new armor or shield proficiency.
- **Bonus Feat:** At 1st level a dimachaerus gains the Two-Weapon Fighting bonus feat.
- **Specialty:** At 1st level and every 4 levels thereafter a dimachaerus selects one of the following benefits.
 - Reduce the penalty from Two-Weapon Fighting by 2 to a minimum of 0.
 - Gain a +1 bonus on damage rolls when employing Two-Weapon Fighting.

EQUES

Meant to represent noble cavalry men, eques command their horse as well as the attention of the crowd.

- **Weapon Proficiency:** An eques is proficient with all weapons in the fighter's spear weapon group. Additionally, they become proficient in all shields (except tower shields) but gain no new armor proficiency.
- **Bonus Feat:** At 1st level an eques gains the Mounted Combat bonus feat.
- **Specialty:** A eques gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the eques' level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium eques can select a camel or a horse. A Small eques can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

An eques does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. An eques' mount does not gain the share spells special ability.

An eques' bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should an eques' mount die, the eques may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the eques gains a level.

HOPLOMACHUS

As strong and versatile combatants, hoplomachus were famous for being as deadly at a range as they were up close.

- **Weapon Proficiency:** A hoplomachus is proficient with javelins, heavy armor, and all shields (except the tower shield).
- **Bonus Feat:** At 1st level a hoplomachus gains Weapon Focus (hoplomachus) as a bonus feat. This special version of Weapon Focus applies to both javelins and one melee weapon of the hoplomachus' choosing. Once this choice has been made, it cannot be changed. A hoplomachus may take subsequent feats that list Weapon Focus as a prerequisite and have it apply to both javelins and his chosen melee weapon. (Example: Weapon Specialization (hoplomachus) would grant a bonus on damage rolls to both javelins and one melee weapon of the hoplomachus' choosing.)

Furthermore, his hoplomachus levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites of combat feats.

- **Specialty:** A hoplomachus gains an insight bonus to hit and damage rolls equal to 1/4th his gladiator level (minimum +1). He must select if this is with ranged or melee attacks and may switch what this bonus is as a swift action.

MURMILLO

Short, muscular, and fierce beyond words, murmillio gladiators were often paired up with other fighters due to their shields. All-around solid combatants, they had a strong defense to help augment their even stronger offense.

- **Weapon Proficiency:** A murmillio is proficient with all shields (including tower shields).
- **Bonus Feat:** At 1st level a murmillio may select any combat feat. A murmillio counts his gladiator level as his fighter level for the purpose of qualifying for combat feats.
- **Specialty:** A murmillio gains bonus combat feat at 2nd level and every 4 levels thereafter.

RETIARIUS

Representative of fishermen, retiarius were armed with a net and trident. They would entangle or bind their opponent with their net and deliver the killing blow from a safe distance with their trident.

- **Weapon Proficiency:** A retiarius is proficient with tridents and nets.
- **Bonus Feat:** At 1st level a retiarius gains the Net Adept bonus feat.
- **Specialty:** A retiarius may wield a net as a one-handed weapon. If wielding a net with a trident, they suffer no two-weapon fighting penalty. The DC to escape a retiarius' net is DC 20 + 1/2 gladiator level. Finally, when wielding a trident a retiarius gains an insight bonus on damage rolls equal to 1/4th his gladiator level (minimum +1).

SAGITTARIUS

Archers who survive the pit are often some of the more cunning combatants the world has ever seen.

- **Weapon Proficiency:** A sagittarius is proficient with all non-exotic bows, but not any crossbows.
- **Bonus Feat:** At 1st level a sagittarius gains the Shot on the Run bonus feat.
- **Specialty:** A sagittarius gains an insight bonus on damage rolls with bows equal to 1/4th their gladiator level. In addition a sagittarius gains a 5 foot bonus to their movement speed at 4th level and every 4 levels thereafter.

SCISSOR

Quick with a blade, daring of disposition, and a master of the scizore, the scissor was a deadly gladiator who could finish a fight as quickly as it started.

- **Weapon Proficiency:** A scissor is proficient with the scizore and all non-exotic light martial blades.
- **Bonus Feat:** At 1st level a scissor gains the Weapon Focus (scizore) bonus feat.

- **Specialty:** A scissor gains an insight bonus on damage rolls with scizores equal to 1/4th their gladiator level. Furthermore, his scissor levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specify the scizore, such as Weapon Specialization. Finally, wielding a light bladed weapon, gladius, or second scizore in the offhand while wielding a scizore in the main hand imposes no two-weapon fighting penalty for a scissor.

VENATOR

Trained to hunt the beasts that hunt men, venators are masters of their craft and slayers of beasts.

- **Weapon Proficiency:** A venator is proficient with one martial melee and one martial ranged weapon of his choice.
- **Bonus Feat:** At 1st level a venator gains Skill Focus (Stealth) and Skill Focus (Survival) as bonus feats.
- **Specialty:** A venator may move at his full speed while in Stealth. In addition, at 10th level he can use the Stealth skill to hide in any natural (non-urban) terrain, even if the terrain doesn't grant cover or concealment. Finally, a venator gains an insight bonus on damage rolls against animals and magical beasts equal to 1/4th his gladiator level.

Crowd Pleaser (Ex):

At 2nd level, any weapon wielded by the gladiator is considered to have the performance quality.

In addition, a gladiator can attempt to make a performance combat check; they may add their full gladiator level in place of their ranks in Perform (it is now Charisma + BAB + gladiator level rather than Charisma + BAB + ranks in Perform).

Pit-Fighter (Ex):

At 3rd level, a gladiator selects one of the following combat maneuvers to become exceptionally proficient in. At 6th level and every 3 levels thereafter he may select another. Bonuses provided by an “advanced” ability stack with the bonus provided in the basic version of the feat.

- **BULL RUSH:** The gladiator gains the Improved Bull Rush bonus feat. In addition, he may spend 1 gladiatorial point to bull rush opponents larger than him at no penalty (and they gain no bonus for their size) for the remainder of the combat.
- **ADVANCED BULL RUSH:** The gladiator gains the Greater Bull Rush bonus feat. A gladiator must be at least 6th level and have the bull rush pit-fighter ability in order to qualify for this. Creatures so bullrushed take 1 damage per level of gladiator and can only move at half speed until the start of the gladiator’s next turn.
- **DIRTY TRICK:** The gladiator gains the Improved Dirty Trick bonus feat. In addition, as an immediate action after gains a gladiatorial point he may spend it to perform a dirty trick combat maneuver at his highest BAB.
- **ADVANCED DIRTY TRICK:** The gladiator gains the Greater Dirty Trick bonus feat. A gladiator must be at least 6th level and have the dirty trick pit-fighter ability in order to qualify for this. In addition you may inflict 1 bleed damage for every 4 gladiator levels that lasts as long as the penalty applied from the dirty trick maneuver.
- **DISARM:** The gladiator gains the Improved Disarm bonus feat. In addition, as an immediate action after he gains a gladiatorial point he may spend it to perform a disarm combat maneuver at his highest BAB.
- **ADVANCED DISARM:** The gladiator gains the Greater Disarm bonus feat. A gladiator must be at least 6th level and have the disarm pit-fighter ability in order to qualify for this. In addition if you have a free hand you may throw the weapon you disarmed as though you had the Throw Anything feat at your highest BAB.
- **DRAG:** The gladiator gains the Improved Drag bonus feat. In addition, he may spend 1 gladiatorial point to make a free attack at his highest BAB against a target he dragged at least 5 feet. This attack deals the gladiator’s unarmed damage and he must have at least 1 hand free.
- **ADVANCED DRAG:** The gladiator gains the Greater Drag bonus feat. A gladiator must be at least 6th level and have the drag pit-fighter ability in order to qualify for this. Creatures so dragged take 1 damage per level of gladiator and can only move at half speed until the start of the gladiator’s next turn.
- **GRAPPLE:** The gladiator gains the Improved Grapple bonus feat. In addition, he may spend 1 gladiatorial point to grapple opponents larger than him at no penalty (and they gain no bonus for their size) for the remainder of the combat.
- **ADVANCED GRAPPLE:** The gladiator gains the Greater Grapple bonus feat. A gladiator must be at least 6th level and have the grapple pit-fighter ability in order to qualify for this. In addition you may make one attack with a light or one handed weapon at your highest BAB as a free action after successfully grappling your target.
- **OVERRUN:** The gladiator gains the Improved Overrun bonus feat. In addition, he may spend 1 gladiatorial point to overrun opponents larger than him at no penalty (and they gain no bonus for their size) for the remainder of the combat.

- **ADVANCED OVERRUN:** The gladiator gains the Greater Overrun bonus feat. A gladiator must be at least 6th level and have the overrun pit-fighter ability in order to qualify for this. A creature so overrun takes bludgeoning damage equal to the gladiator's level and is knocked prone if the gladiator exceeds his CMD by 3 or more, rather than 5.
- **REPOSITION:** The gladiator gains the Improved Reposition bonus feat. In addition, he may spend 1 gladiatorial point to perform a reposition combat maneuvers as a swift actions (rather than a standard) for the remainder of combat.
- **ADVANCED REPOSITION:** The gladiator gains the Greater Reposition bonus feat. A gladiator must be at least 6th level and have the reposition pit-fighter ability in order to qualify for this. A creature so repositioned takes bludgeoning damage equal to the gladiator's level and moves at half-speed until the start of the gladiator's next turn.
- **STEAL:** The gladiator gains the Improved Steal bonus feat. In addition, he may spend 1 gladiatorial point to gain the ability to steal two items at a time. He suffers a -2 penalty on the check to attempt this.
- **ADVANCED STEAL:** The gladiator gains the Greater Steal bonus feat. A gladiator must be at least 6th level and have the steal pit-fighter ability in order to qualify for this. If the creature attempts to use the stolen item(s) the gladiator gain 1 gladiatorial point and the creature is flat-footed against him until the end of the gladiator's next turn.
- **SUNDER:** The gladiator gains the Improved Sunder bonus feat. In addition, the gladiator can spend 1 gladiatorial point as part of a sunder maneuver to deal double damage to objects.
- **ADVANCED SUNDER:** The gladiator gains the Greater Sunder bonus feat. A gladiator must be at least 6th level and have the sunder pit-fighter ability in order to qualify for this. In addition the gladiator reduces the hardness of objects he sunders by $\frac{1}{2}$ his gladiator level.
- **TRIP:** The gladiator gains the Improved Trip bonus feat. In addition, he may spend 1 gladiatorial point to trip opponents larger than him at no penalty (and they gain no bonus for their size) for the remainder of the combat.
- **ADVANCED TRIP:** The gladiator gains the Greater Trip bonus feat. A gladiator must be at least 6th level and have the trip pit-fighter ability in order to qualify for this. The gladiator gains a +1 bonus on damage rolls against prone opponents, this bonus increases by +1 for every 4 levels of gladiator he has.

Favor of the Gods (Su):

At 4th level, a gladiator can spend his party's unused victory points at the end of combat in a number of ways. A gladiator may only select one benefit. If there are multiple gladiators in a party, there may be differing or similar effects but they all draw from the same pool of victory points. For more information on victory points refer to the section on performance combat in Paizo's Ultimate Combat book.

- **GLORY TO THE VICTOR:** All party members are healed a number of hp equal to the number of victory points spent x $\frac{1}{2}$ gladiator's level.
- **CARRY OVER:** The next combat the gladiator enters into a combat, the crowd's starting attitude is raised by 1 level (what would normally be indifferent starts as friendly for example). This costs 2 victory points. If multiple gladiators select this or a single gladiator selects this multiple times combats per day, the effects do not stack.

Pollice Verso (Su):

At 5th level, a gladiator who renders a creature unconscious may flip a coin (or roll a dice). This indicates the will of the gods. If the result is tails (or an odd number) the creature has not performed adequately and the gladiator may spend a gladiatorial point as a free action to deliver a free coup de grace attack on the unconscious creature using his highest BAB. Should this attack kill it, the creature's body turns to dust and blows away.

If the coin lands heads (or the dice rolls even) the gladiator gains 2 gladiatorial points and this is given as a sign that the gods do not wish this creature to be killed at this time. A gladiator should not attack said creature further if he presents no threat and should advise his comrades of the situation. Further acts of overt hostility from the spared creature allow the gladiator (or his allies) to kill him without penalty.

Should a gladiator himself kill a creature (or encourage the killing of a creature) the gods of war asked him to spare or fail to finish off a creature he was asked to kill in a timely fashion, he loses access to all supernatural abilities other than bloodsport, and any fight begins with the crowd being hostile towards his side until he spends 2 unspent victory points to redeem himself.

Violent Retort (Ex):

At 7th level, a gladiator gains the ability to deliver a telling blow against a creature who has struck him. Critical threats against creatures that attacked the gladiator during their last turn have a +1 morale bonus on the confirmation roll. This bonus improves by +1 at 10th level and every 3 levels thereafter to a maximum of +5 at 20th level.

Rush (Ex):

"Finish it quickly and you'll survive. Finish it slowly and you'll die a favorite of the crowd... but you'll still be dead."

At 8th level, a gladiator gains a +1 morale bonus on Initiative checks and on damage rolls made during the first two rounds of combat. At 11th level every 3 levels thereafter the bonus this class feature provides improved by 1 to a maximum of +5 at 20th level.

Crowd Favorite (Ex):

At 10th level, a gladiator's mere presence is enough to whip crowds into a frenzy. Any morale bonuses imparted by a crowd's attitude in favor of his side are doubled (a +2 becomes a +4) and any penalty against an opposing side is doubled as well (a -2 becomes a -4). This does not apply to morale penalties against his side or to morale bonuses to his enemies. If two gladiators with this class feature are on the same sides of a combat the effects do not stack.

Rudarius:

At 20th level, when a gladiator takes the field even the gods cannot help but cheer. A crowd's attitude automatically starts out as being helpful towards the gladiator's side. In addition, a gladiator automatically gains a gladiatorial point at the start of every even numbered round.

Sidebar: Similar Classes

As introduced in the beginning of this book, some exotic classes fill roles that would normally be the purview of other classes. A gladiator fills a role similar to a fighter or monk and as such multiclassing into one of these classes is discouraged.

Guardian

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAING GAME

Self-preservation is something that comes naturally to humanity. Guardians are martial characters who must learn to overcome that most basic, animalistic instinct, and throw themselves before an enemy's blow in order to protect their charge. Many guardians are bodyguards, knightly guardians, or other sorts of armed escorts. They can be professionals providing protective services for a fee or even members of organizations whose leadership requires round-the-clock surveillance. Guardians are experts in mitigating threats and excel in outright preventing them.

HIT DICE: D10.

ROLE:

Guardians are defensive characters, able to protect their allies, but beyond that they are still martial characters in the extreme. Capable fighters in their own right, guardians forgo the excessively aggressive stances that most other martial characters gain, in favor of performing a role more suited to damage mitigation.

TRAPPINGS:

A guardian will almost universally choose a shield to be his trapping, though in rare cases he will choose a different protective item.

ALIGNMENT: ANY

Guardians tend to be of the good or neutral alignments, as the concept of selflessness is often foreign to the minds of the wicked. More guardians are lawful than chaotic, though the act of throwing yourself between a friend and an enemy's blade can be seen as a chaotic action.



TABLE 7-1: THE GUARDIAN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Bodyguard, guardian charge, reliability (1/day), shield trick
2nd	+2	+3	+0	+3	Toughness
3rd	+3	+3	+1	+3	Living shield, dampening strike, reliability (2/day)
4th	+4	+4	+1	+4	Shield trick
5th	+5	+4	+1	+4	Reliability (3/day), self-sacrifice
6th	+6/+1	+5	+2	+5	Bonus feat, line-fighter (+1)
7th	+7/+2	+5	+2	+5	Reliability (4/day), shield trick
8th	+8/+3	+6	+2	+6	Improved guardian charge
9th	+9/+4	+6	+3	+6	Reliability (5/day)
10th	+10/+5	+7	+3	+7	Bonus feat, shield trick
11th	+11/+6/+1	+7	+3	+7	Reliability (6/day)
12th	+12/+7/+2	+8	+4	+8	Line-fighter (+2)
13th	+13/+8/+3	+8	+4	+8	Living shield, reliability (7/day), shield trick
14th	+14/+9/+4	+9	+4	+9	Bonus feat, Galant guardian charge
15th	+15/+10/+5	+9	+5	+9	Reliability (8/day)
16th	+16/+11/+6/+1	+10	+5	+10	Enveloping shield, shield trick
17th	+17/+12/+7/+2	+10	+5	+10	Reliability (9/day)
18th	+18/+13/+8/+3	+11	+6	+11	Bonus feat, Line-fighter (+3)
19th	+19/+14/+9/+4	+11	+6	+11	Reliability (10/day), shield trick
20th	+20/+15/+10/+5	+12	+6	+12	Bonus feat, last line of defence

STARTING WEALTH:

5d6 × 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The guardian's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

The following are the class features of the guardian.

Weapon and Armor Proficiencies

The guardian is proficient with all simple and martial weapons, with all armor (heavy, light, and medium), and all shields (including tower shields).

Bodyguard (Ex):

At 1st level when an adjacent ally is successfully hit by something requiring an attack roll, a guardian may attempt to interpose himself in the way of the attack by expending an attack of opportunity so long as he is wielding a shield. The guardian makes an attack roll as if he were making an attack of opportunity using his Dexterity in place of his Strength and adds his shield's bonus to AC to this attack roll. If successful, the guardian becomes the target of the creature's attack, rather than the original target. The attack resolves against the guardian's AC, as normal, which may cause the attack to miss. This is known as a bodyguard roll. If a guardian is out of attacks of opportunity, he may expend an immediate action instead.

Guardian Charge (Ex):

Mustering all his might, a guardian can hurtle at great speeds or even hurl himself to come to the aid of an ally. As a move action, a guardian can move up to twice his movement speed to provide aid to an ally.

This aid must either come in the form of a necessary Heal check (to stabilize a dying ally via first aid, to treat a poison, etc) or to provide a bonus via the guardian's reliability class feature. Other justifications may be approved by the GM on a case-by-case basis provided it is done to provide healing or alleviate some sort of dire condition (example: using a guardian charge to bring a critically injured ally a potion of cure critical wounds would be acceptable). If the guardian uses this class feature for any other reason, his turn ends immediately after he moves.

The guardian must have a clear path towards his ally, and nothing can hinder his movement (such as difficult terrain or obstacles). He must move to the closest space from which he can provide aid to his ally. If this space is occupied or otherwise blocked, the guardian can't use this class feature. If any line from his starting space to the ending space passes through a square that blocks movement, slows movement, or

contains a creature other than an ally (a guardian can guardian charge through allies), then he can't charge. Helpless creatures don't stop a guardian charge. If the guardian doesn't have line of sight to the ally he is trying to aid at the start of his turn, he can't use guardian's charge that ally. A guardian can't take a 5-foot step in the same round as he uses a guardian's charge.

Reliability (Ex):

A guardian eventually develops a knack for being reliable in a pinch. He can use this ability once per day at 1st level, plus one additional time per day for every odd guardian level beyond 1st.

A guardian can expend one use of his reliability class feature as a swift action on an adjacent and willing ally.

- The bonus the guardian provides to his ally's AC with an aid another action is equal to $2 + 1/3$ guardian level rather than simply +2.
- The guardian provides his ally with amount of DR equal to $1/3$ his guardian level (minimum DR 1/-).
- The guardian provides his ally with a bonus on all saves equal to $+1/4$ his guardian level (minimum +1).

Shield Tricks (Ex):

At 1st level and every 3 levels thereafter a guardian learns a new trick with his defensive equipment that allows him to utilize it more effectively.

- **HEAVY ARMOR STUDY:** You lessen the armor check penalty on heavy armor by 2. This may be selected multiple times and its effects stack.
- **MOBILITY TRAINING:** You reduce any movement speed penalty imposed by equipment by 10 feet. This may be selected multiple times and its effects stack.

- **TOWER SHIELD TRAINING:** When employing a tower shield in combat, you no longer take a -2 penalty on attack rolls because of the shield's encumbrance.
- **TOWER OF WAR:** You may shield bash with a tower shield if you wield it in both hands while you do so. It has the following profile:
Damage: 1d6 (small) 1d8 (medium)
Critical: 19-20 x2
Damage Type: B
Special: None
- **TURTLE GUARD:** You expose less of yourself when using a shield, increasing the shield bonus granted by your shield by 2. This bonus only applies to one type of shield (buckler/light shields (base +1 bonus), heavy shields (base +2 bonus), or tower shield). This ability may be selected multiple times. Each time, choose a different type of shield to gain the bonus with.
- **AGGRESSIVE SHIELD:** You gain a +1 on attack and damage rolls on attacks made with your shield. This ability may be selected multiple times and its effects stack.
- **WARD TRAINING:** When wielding a shield, apply your shield bonus to your touch AC.
- **SHIELD BRACE:** While wielding a shield, other than a tower shield, a character can wield a two-handed weapon in one hand. However, while doing so, a guardian cannot make more than one attack with that two-handed weapon as part of a full attack action. A guardian must be at least 4th level before selecting this shield trick.
- **TWIN WALLS:** You may equip two shields (one in each hand). This feat allows your off-hand shield to provide 1/2 its shield bonus (minimum 1) to your AC (a buckler would provide +1 while a tower shield would provide a +2). This does not take into account the bonus provided by magical enhancements or the like which would not stack. A guardian must have the Two-Weapon Fighting feat and be at least 9th level to be able to select this shield trick.
- **QUICK DEPLOYMENT:** When using a tower shield you can deploy it to grant you total cover as a move action rather than a standard action.
- **PERSPECTIVE BODYGUARD:** You gain a +2 insight bonus on rolls made using your bodyguard class feature while wielding a shield.
- **SHIELDMAN'S CHARGE:** You never take a penalty to your AC for charging while you have a shield equipped. Instead, you gain a +2 morale bonus to your AC until the start of your next turn after a charge.
- **HUNKER DOWN:** The bonus AC you provide adjacent allies via your line-fighter class feature improves by 1 if you are taking a total defense action. In addition, while taking a total defence action you, and any creature benefiting from your line-fighter class feature gain a circumstance bonus to AC against critical hits equal to the bonus to AC you gain from your total defence action.
- **GUARDED COMBATANT:** When you fight defensively while wielding a shield you take no penalty on attack rolls and gain a +2 bonus on rolls made using your bodyguard class feature until the start of your next turn. In addition, the bonus AC you provide adjacent allies via your line-fighter class improves by 1 if you are fighting defensively.

- **CITADEL CHARGE:** While wielding a shield and making a guardian charge, the first 10 feet of movement you make does not provoke attacks of opportunities.
- **WARRY SENTINEL:** While wielding a shield you cannot be flanked while fighting defensively

Alternatively, a guardian can select a bonus feat from the list below in place of a shield trick. The only prerequisites the guardian needs to meet to qualify for these feats are the feat prerequisites if the feat(s) are on their list of bonus feats or racial requirements.

At 4th level he may select from:

- Combat Expertise, Combat Patrol, Create Reliquary Arms and Shields, Dodge, Fortified Armor Training, Gang Up, Improved Bull Rush, Improved Shield Bash, Ironhide, Lightning Reflexes, Lookout, Low Profile, Missile Shield, Mobility, Mounted Shield, Old Reliable*, Ray Shield, Saving Shield, Shield Focus, Shield Specialization, Shield Wall, Toughness, Two-Weapon Defense, Two-Weapon Fighting

At 7th level he adds the following feats to the list of those he may take:

- Covering Defense, Greater Shield Focus, Hindering Strike*, Shield Slam, Team Up

At 10th level he adds the following feats to the list of those he may take:

- Bashing Finish, Enduring Hindering Strike*, Greater Shield Specialization, Improved Hindering Strike*, Shield Master

*Feats found in this book.

Toughness:

A guardian gains Toughness as a bonus feat at 2nd level.

Dampening Strike (Ex):

At 3rd level, a guardian's blows are designed not to incapacitate but to debilitate in order to provide a de-escalation of violence. The guardian deals non-lethal damage when making a dampening strike and takes no penalty for doing so. He cannot make a dampening strike with a weapon that cannot deal non-lethal damage. When making a dampening strike a guardian deals additional damage equal to $1/2$ his guardian level (minimum +2). This extra damage is not multiplied on a critical hit. A dampening strike can be made in place of any melee attack and functions as a typical melee attack (can utilize feats like Power Attack for example).

Living Shield (Sp):

At 3rd level, a guardian can cast *shield other* on an ally as a swift action a number of times per day equal to his Charisma modifier. At 13th level a guardian can cast *shield other* at will.

Self-Sacrifice (Ex):

At 5th level, any time an ally within 10 feet fails a saving throw that the guardian has successfully saved against, he may treat himself as having failed, but his ally is treated as having succeeded. The guardian must have a line of effect to his target and have suffered from the same effect in order to benefit from this. A guardian may only use this ability once per round.

Bonus Feats:

At 6th level and every 4 levels thereafter, a guardian may select one of the bonus feats available to him through his shield trick class feature.

Line-Fighter (Ex):

At 6th level, allies adjacent to the guardian gain a +1 shield bonus to their AC. At 12th level this improves to a +2 and at 18th level it becomes a +3. The bonus provided cannot exceed the base shield bonus to AC your shield provides (a buckler could provide a +1 but only a tower shield could provide a +3).

Improved Guardian Charge (Ex):

At 8th level, when a guardian makes a guardian charge he does not reduce his speed due to armor or encumbrance. In addition, while making a guardian charge he gains a +2 morale bonus to his AC against attacks of opportunity.

Galant Guardian Charge (Ex):

At 14th level, when making a guardian charge a guardian multiplies his movement speed by 2.5 (rather than by 2). In addition, creatures who receive aid from his guardian charge receive a +2 morale bonus to their AC until the end of their next turn.

Enveloping Shield (Ex):

At 16th level, when a guardian uses his living shield ability he may target a number of creatures equal to his Charisma modifier who are within the range of the spell.

Last Line of Defence (Ex):

At 20th level, a guardian doubles the base bonus to AC shields provide him. In addition, any creature who benefits from his line-fighter class feature also gains a +4 bonus to their CMD to resist bull rush attempts.

Sidebar: Similar Classes

As introduced in the beginning of this book, some exotic classes fill roles that would normally be the purview of other classes. A guardian fills a role similar to a fighter or paladin and as such multiclassing into one of these classes is discouraged.

Inheritor

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Within some of us, lays the blood of heroes who have long since passed. An inheritor can awaken the genetic memory of a martial hero into their own body and gains skill not through hours of physical practice but through communion with his ancestor's memories. Genetic memory, locked within the DNA of an inheritor, allows him to tap into information and skills he could not hope to master on his own.

Initially, inheritors may need the aid of a spiritual entity, ancient texts, magical rituals, or mind altering drugs to call forth the memories his ancestry hides. Once he crosses that threshold, his ancestor's presence lingers in his mind, just out of the mental reach of the inheritor. As the inheritor becomes stronger, he can tap into the strengths and memories of his ancestor on a deeper and deeper level.

Inheritors are prevalent in societies where ancestor worship is prominent. In such cultures, an inheritor may serve as an interpreter of divine will or fill other duties related to the worship of ancestors. Strong bloodlines are required for an inheritor to call forth an ancestor to live in his memory and noble blood often proves easier to awaken than others.

Inheritors, in addition to their ancestor's influence, often grow into powerful fighters and political figures in their own right. They are often simultaneously aided and overshadowed by their connection to the past and must forge their own destiny or forever walk in the footsteps of the giant who came before them.

HIT DICE: D10.

ROLE:

Inheritors are martial characters with the ability to destroy their enemies with skills learned from the legendary figures in their ancestry.

NATURAL GIFT:

An inheritor must be able to claim an unbroken lineage to a great martial hero of old. This legendary ancestors should be drawn from the world's lore ("I am Nowe, son of Daeron, son of Ecthelion- the first king of the elves, unifier of the Lost Lands and Warden of the Southern Isles.") and should be recognizable to any historian. This connects the character to a very specific individual who they can channel. An inheritor must be no more than three or four generations removed from their ancestor and be able to draw a direct connection to them.

Many characters enter into the class upon the revelation of their ancestors if it was previously unknown to them. Others are born into it, having the full benefit of being raised in an environment where people know his lineage. This may afford them boons such as noble titles, great wealth, positions of power, family trappings, or other such things that come with a prominent ancestor.

TRAPPING:

Most commonly an inheritor selects a weapon with a connection to his ancestor. If this is not literally a weapon that was used by his ancestor, an inheritor is often drawn to weapons (or armor) similar in design to those used by his ancestor. Other times symbols office or an iconic item their ancestor used is selected by an inheritor.

TABLE 8-1: THE INHERITOR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Boon, lineage, influence
2nd	+2	+3	+0	+3	Weapon of legacy
3rd	+3	+3	+1	+3	Legacy style (AC), vessel (+2)
4th	+4	+4	+1	+4	Boon
5th	+5	+4	+1	+4	Weapon of legacy (+1)
6th	+6/+1	+5	+2	+5	Commune, vessel (+4)
7th	+7/+2	+5	+2	+5	Boon
8th	+8/+3	+6	+2	+6	Weapon of legacy (+2)
9th	+9/+4	+6	+3	+6	Legacy style, vessel (+6)
10th	+10/+5	+7	+3	+7	Boon, improved connection
11th	+11/+6/+1	+7	+3	+7	Weapon of legacy (+3)
12th	+12/+7/+2	+8	+4	+8	Commune, vessel (+8)
13th	+13/+8/+3	+8	+4	+8	Boon
14th	+14/+9/+4	+9	+4	+9	Weapon of legacy (+4)
15th	+15/+10/+5	+9	+5	+9	Improved connection, legacy style, vessel (+10)
16th	+16/+11/+6/+1	+10	+5	+10	Boon
17th	+17/+12/+7/+2	+10	+5	+10	Weapon of legacy (+5)
18th	+18/+13/+8/+3	+11	+6	+11	Vessel (+12)
19th	+19/+14/+9/+4	+11	+6	+11	Boon
20th	+20/+15/+10/+5	+12	+6	+12	New legacy, weapon of legacy (+6)

CONNECTION TO SORCERERS

Like a sorcerer, an inheritor draws his strength from a connection to his ancestors. While a sorcerer's bloodline literally manifests as magic abilities and physical changes, an inheritor's skill comes from genetic memory. In simple terms, mechanically an inheritor is a martial sorcerer.

ALIGNMENT: ANY

Inheritors are subtly influenced by their ancestors to conform to the alignment they had in life. If an inheritor's bloodline is one filled with woe and tyrants they will likely fall to an evil alignment. An inheritor that channels a benevolent warrior-king may find himself pushed towards a lawful good alignment. An inheritor may resist this change, but doing so may hamper their ability to connect with their ancestors.

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The inheritor's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), and Swim (Str).

They are further defined by their ancestor's boon.

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the inheritor.

Weapon and Armor Proficiencies:

The inheritor is proficient with all simple weapons, with light armor, and shields (excluding tower shields).

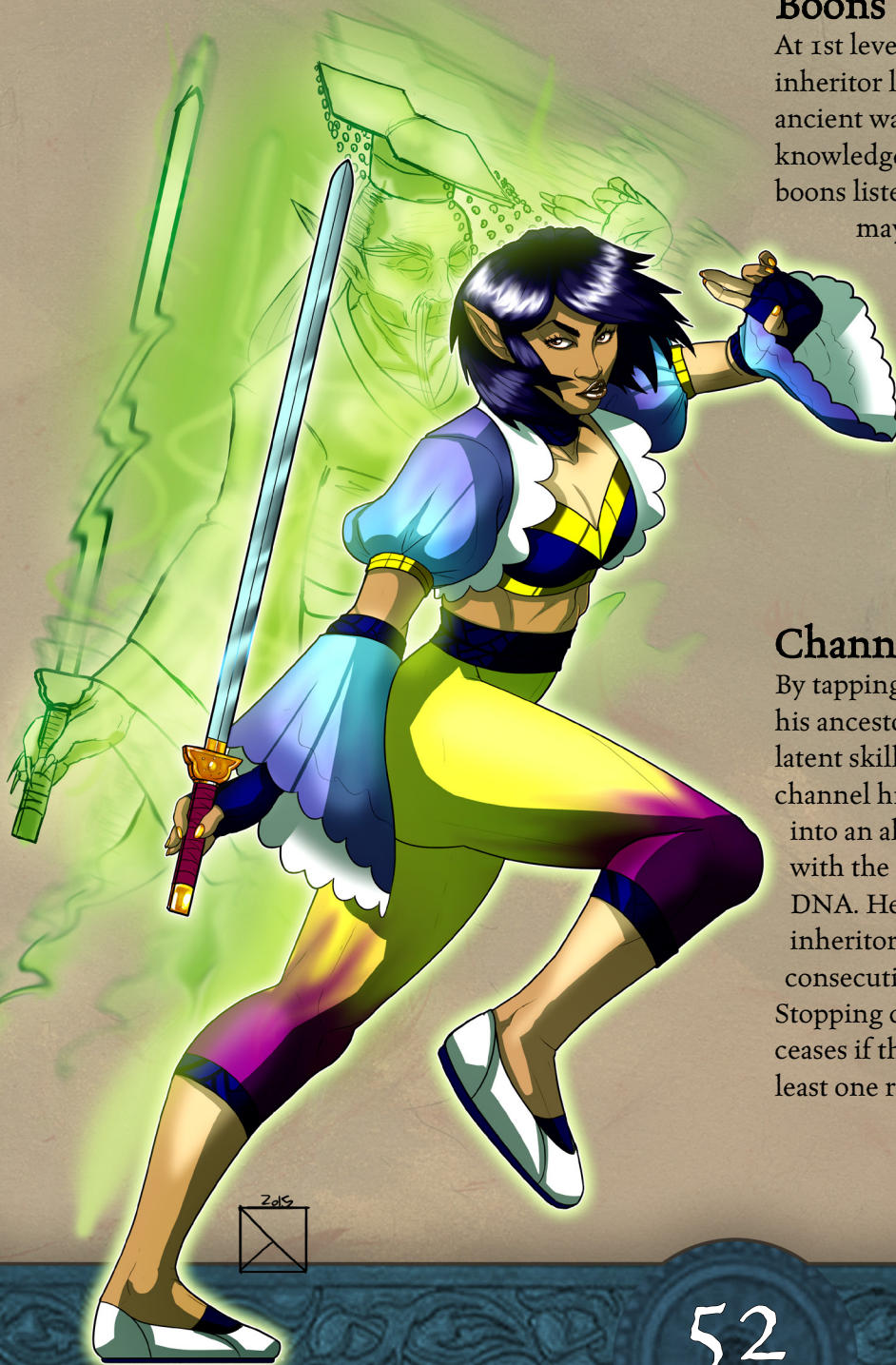
Boons (Ex):

At 1st level and every 3 levels thereafter, the inheritor learns from the genetic memory of the ancient warrior from his bloodline and gains sacred knowledge from them. This grants him one of the boons listed in his lineage class feature. A given boon may only be taken once. Alternatively an inheritor can gain a combat feat using his inheritor level as his effective fighter level for the purpose of meeting prerequisite. He must otherwise meet all prerequisites of the feat.

An inheritor only gains this boon or combat feat while channeling their ancestor.

Channel Ancestor (Ex):

By tapping into his genetic memory of a hero from his ancestors, an inheritor can manifest some of the latent skill and ability of this great warrior. He may channel his ancestor as a swift action. This enters him into an altered mental state where he is communing with the memories and abilities locked away in his DNA. He may remain in this state for 1 minute per inheritor level per day. These minutes need not be consecutive but must be spent in 1 minute intervals. Stopping channeling is a free action and automatically ceases if the inheritor has been unconscious for at least one round.



While channeling his ancestor, several changes may come over the inheritor. His demeanor and expression may change, his voice may alter, and his body language may even shift. This does not alter the physical appearance, only change the way it is utilized (you don't change the puppet, just the man pulling the strings). While aspects of the ancestor's personality emerge, they add no memories or other facets of the original mind.

Lineage:

At 1st level, an inheritor selects 2 qualities that best describe their ancestor from the list below. In addition, he treats the two skills listed in his quality's entry as class skills.

BENEVOLENT

A benevolent ancestor is someone who acted with kindness and sought to better the lives of others. Their influence pushes an inheritor to better himself and strive to commit great acts of kindness. Benevolent ancestors were generally of a good alignment.

CLASS SKILLS: Heal and Diplomacy

BOONS

- **KINDNESS:** The inheritor gains an insight bonus on Heal checks equal to $1/2$ his inheritor level (minimum +1).
- **PEACEMAKER:** The inheritor gains an insight bonus on Diplomacy checks equal to $1/2$ his inheritor level (minimum +1).
- **KNOW THY OWN:** The inheritor gains the ability to mimic the effects of *detect good* at will as a mundane effect.

WICKED

A wicked ancestor is one who acted with cruelty and maleficence and sought to cause pain in the lives of others. They influence their descendants to commit debauched acts of cruelty and inflict pain whenever they go. Wicked ancestors were generally of an evil alignment.

CLASS SKILLS: Intimidate and Bluff

BOONS

- **WICKED WAYS:** The inheritor gains an insight bonus on Intimidate checks equal to $1/2$ his inheritor level (minimum +1) and treats Intimidate as a class skill.
- **KNOW THY OWN:** The inheritor gains the ability to mimic the effects of *detect evil* at will as a mundane effect.
- **BLOODSHED:** Add 1 round to the duration of any bleed effect and 1 damage to any amount of bleed damage you cause.
- **READY FOR WAR:** The inheritor becomes proficient with all martial weapons, with all armor (heavy, light, and medium) and tower shields as well as 3 exotic weapons of his choice.
- **CRUELTY:** The inheritor can choose before he rolls his attack roll, to take 1 point of damage to add $1/4$ th his inheritor level to the amount of damage he deals with melee weapons. He may elect to take this damage each time he makes an attack to gain the bonus to damage on that attack. This damage is multiplied on a critical hit.
- **WOLF AMONG SHEEP:** The inheritor is constantly under the effect of an *undetected alignment* spell, though it is mundane in origin. For the purpose of this spell the inheritor's effective caster level is equal to his inheritor level.

FAIR

A fair ancestor was concerned with the fair application of the law, non-discriminatory policies, and equality of all things. A fair ancestor will caution his inheritor to temper his actions and not act rashly. They expect them to keep things fair and just. Fair ancestors generally were of the neutral (often true neutral) and/or lawful alignments.

HEREDITARY ABILITY SCORE: Charisma

CLASS SKILLS: Knowledge (local) and Sense Motive

BOONS

- **LAW OF THE LAND:** The inheritor gains an insight bonus on Knowledge (local) and Sense Motive checks equal to $\frac{1}{4}$ th his inheritor level (minimum +1).
- **WISEMAN:** The inheritor gains a +2 to his Wisdom score.
- **TRUTH DETECTOR:** The inheritor may cast *discern lies* as a mundane effect a number of times per day equal to his hereditary modifier. For the purpose of this spell, the inheritor's effective caster level is equal to his inheritor level.

AMBITIOUS

An ambitious ancestor was concerned with the accumulation of personal/familial/dynastic power and achieved it during his lifetime. This is often an ancient emperor who founded a monarchy, a warlord who climbed to power on the backs of others, or even a man who established a powerful institute or organization (bank, guild, army, order, etc). An inheritor with an ambitious ancestor is pushed at every turn to seize power for himself.

HEREDITARY ABILITY SCORE: Charisma

CLASS SKILLS: Knowledge (nobility) and Knowledge (local)

BOONS

- **POLITICAL POWER:** The inheritor gains an insight bonus on Knowledge (nobility) and Knowledge (local) checks equal to $\frac{1}{4}$ th his inheritor level (minimum +1).

- **WILD AMBITION:** The inheritor gains a +2 to his Charisma score.
- **FRONT OF THE PACK:** The inheritor adds 2 + $\frac{1}{4}$ th his level on Initiative checks. This does not stack with any other bonuses to the inheritor's Initiative.
- **AMBITIOUS OPPORTUNIST:** Attacks made against flanked creatures cause an extra 2 damage on a successful hit. This damage is multiplied on a critical hit.
- **AMBITIOUS INSTINCTS:** The inheritor's ancestor's instinct for opportunities alerts the inheritor to unseen weaknesses in his own defenses. The inheritor gains the Uncanny Dodge class feature of the barbarian while he is channeling his ancestor.

BELOVED

A beloved ancestor is favorably remembered for their charm, force of personality, and/or political savvy. Many had cults of personality, fans, admirers, held celebrity status, and/or were icons of their day. The descendants of those who were beloved often inherit a bit of their charm and celebrity status.

HEREDITARY ABILITY SCORE: Charisma

CLASS SKILLS: Diplomacy and Perform

BOONS

- **WHEELER AND DEALER:** The inheritor gains an insight bonus on Diplomacy and Perform checks equal to $\frac{1}{4}$ th his inheritor level (minimum +1).
- **SOCIAL ACUMEN:** Treat all Charisma based skills as class skills for the inheritor.
- **LOVED BY ALL:** The inheritor gains a +2 to his Charisma score. An inheritor may select this twice.
- **SPIRIT RAISER:** Any morale bonuses to attack rolls, damage rolls, or skill checks provided by an ally to your allies within 30 feet of the inheritor increase their value by $\frac{1}{4}$ th the inheritor's level (minimum +1).

- **CAPTIVATE THE MASSES:** As a full round action you can captivate creatures in a fashion of your choosing by augmenting it with the demeanor of your ancestor. Creatures who fail a Will save (DC 10 + 1/2 inheritor level + Charisma modifier) are fascinated until the end of their next turn. This is a mind-affecting effect. A creature who is affected by this effect cannot be affected again by it (or any other inheritor's captivate the masses) for 24 hours.
- **CULT OF PERSONALITY:** Creatures who regard the inheritor indifferently (see the Diplomacy skill) treat him as if they were friendly toward him. In the same fashion creatures who are friendly towards him treat him in a helpful fashion. The Diplomacy DC, for changing the creature's attitude, is still the same though they may react more friendly towards the inheritor. This does not extend to the inheritor's allies and usually results in special treatment due to some *je ne sais quoi* that the inheritor possess.

UNIFIER

A unifier is an ancestor who, through their actions, brought about unity from chaos. Sometimes they were warlords who conquered many tribes, a monarch who unified a broken kingdom or even a soother of a bloody rivalry that resulted in a union at the end. Their descendants are expected to preserve the unity brokered by their ancestor and act as a stabilizing influence. Unifiers shift generally of a lawful alignment.

CLASS SKILLS: Diplomacy and Sense Motive
BOONS

- **TEAMWORK FEAT:** The inheritor gains a teamwork feat. He must otherwise meet all prerequisites of the feat. This boon may be selected as many times as he wishes.
- **ALLIANCE LEADER:** All allies within 30 feet of the inheritor gain an insight bonus on Initiative checks equal to 1/4th his inheritor level. The inheritor gains this bonus himself as well, so long as he has at least 3 allies within 30 feet of him.
- **PEACEMAKER:** The inheritor gains an insight bonus on Diplomacy and Sense Motive checks equal to 1/4th his inheritor level (minimum +1).
- **EVEN-HANDED:** The inheritor gains a +2 to his Charisma score. An inheritor may select this twice.
- **PACIFYING PRESENCE:** The inheritor reduces morale bonuses provided to enemies within a 30 foot radius by 1/4th (to a minimum of 0). This applies on bonuses to attack rolls, damage rolls, and skill checks.

LIBERATOR

A liberator as freed a great number of people, been instrumental in a revolution, or caused a paradigm shift to improve the way an oppressed group is treated. They urge their inheritor to free the chained and stand up for the oppressed. Liberators were generally of a chaotic and/or good alignment.

CLASS SKILLS: Escape Artist and Disable Device
BOONS

- **BONDSSHATTER:** Channelling the force of her libertine ancestor, the inheritor gains a bonus on Strength checks to burst bonds equal to her inheritor level. At 10th level she may instead deal bonds holding her 1d6 damage for every 2 levels of inheritor ignoring hardness. She may deal this damage to a grappling creature as a standard action, this damage is treated as bludgeoning, piercing and slashing.
- **KNOW NO CHAIN:** The inheritor gains an insight bonus on Escape Artist and Disable Device checks equal to 1/4th his inheritor level (minimum +1) and treats Escape Artist and Disable Device.
- **KNOW THY OWN:** The inheritor gains the ability to mimic the effects of *detect chaos* at will as a mundane effect.

- **LIBERATOR OF MEN:** The inheritor gains a bonus equal to 1/4th his inheritor level on all attacks against lawfully-aligned outsiders and creatures who willingly and dutifully engage in slavery or oppression of a minority group. This includes slavers, officials of a police state, kidnappers, etc.

MILITARISTIC

Ancestors who are militaristic were often great generals, renown warrior-kings, successful marauders, and/or the most brilliant military minds of their day. They earned their legendary status through military conquest and an unmatched history of success. They guide their inheritors to victory in battles, hoping to spare their descendant a gruesome fate. Militaristic ancestors generally had high physical and mental ability scores.

CLASS SKILLS: Perception and Heal

BOONS

- **MILITARY MIND:** The inheritor gains a +1 to one physical ability score (Str, Dex, Con) and +1 to one mental ability score (Int, Wis, Cha). This boon may be selected up to three times, but he may never use this to improve the ability score more than once.
- **READY FOR WAR:** The inheritor becomes proficient with all martial weapons, with all armor (heavy, light, and medium) and tower shields as well as 3 exotic weapons of his choice.
- **MILITARY ACUMEN:** The first time per day the inheritor fails to confirm a critical hit, it is instead automatically confirmed.

SAVAGE

Most savage ancestors were barbaric warlords, influential tribal chiefs, or just bloodthirsty conquerors. They push their descendants to take rash, barbaric, actions that show off their pride and power. Savage ancestors were generally of an evil and/or chaotic alignment and had high Strength and/or Constitution scores.

HEREDITARY ABILITY SCORE: Charisma

CLASS SKILLS: Intimidate and Survival

BOONS

- **SAVAGERY:** The inheritor gains an insight bonus on Intimidate and Survival checks equal to 1/4 his inheritor level (minimum +1) and treats Intimidate and Survival as a class skill.
- **SAVAGE STRENGTH:** The inheritor gains a +2 to his Strength score.
- **SAVAGE CONSTITUTION:** The inheritor gains a +2 to his Constitution score.
- **SAVAGE SPEED:** The inheritor gains a +10 foot bonus to his base movement speed. This bonus improves to +20 when in combat.
- **READY FOR WAR:** The inheritor becomes proficient with all martial weapons, with all armor (heavy, light, and medium) and tower shields as well as 3 exotic weapons of his choice.

MARTYR

A martyr is a famous ancestor who gave their lives for the greater good. They often ignite fervor and zeal in those who loved them. Their death is often symbolic of their cause and they expect those who carry their blood to continue their struggle. Martyrs were generally of a good alignment.

HEREDITARY ABILITY SCORE: Wisdom

CLASS SKILLS: Knowledge (religion) and Knowledge (history)

BOONS

- **HISTORY OF THE CAUSE:** The inheritor gains an insight bonus on all Knowledge (history) and Knowledge (religion) checks equal to 1/4 his inheritor level (minimum +1).

- **DEATH AND REBIRTH:** The inheritor automatically stabilizes on the round after they are dropped below 0 HP. In addition, they gain a +4 insight bonus on all saves against death effects.
- **IGNITE ZEAL (SU):** If the inheritor is reduced below 0 HP by an enemy all allies gain a morale bonus equal to 1/4th his inheritor level (minimum +1) on attack and damage rolls for 1d4 rounds.
- **SERENE SPIRIT:** The inheritor gains a +2 to his Wisdom score.

CHALLENGER

A legend went on a quest and came back a hero. This is often something imposed upon them by fate, the gods, or other powerful forces that they have no hope against. A challenger often pushes those of their bloodline to take overt heroic action over meek or subtle actions. They are particularly fond of quests and will always encourage their inheritors to partake in them. They were generally of good or neutral alignment.

CLASS SKILLS: Knowledge (dungeoneering) and Use Magic Device

BOONS

- **CHALLENGE THE GODS:** Compare the CR of the creature the inheritor attacks to his own character level. If the CR is higher, he gains twice the difference as a morale bonus to attack and damage rolls. The GM may modify the effective CR of the creature if the situation is either much harder (adding to the CR) or easier (lowering the CR) than is typical of the creature.
- **READY FOR WAR:** The inheritor becomes proficient with all martial weapons, with all armor (heavy, light, and medium) and tower shields as well as 3 exotic weapons of his choice.
- **DUNGEON TRAINED:** The inheritor gains darkvision 60 feet and low-light vision.
- **MEDDLER:** The inheritor gains a +4 insight bonus on UMD checks to activating magic devices blindly.

- **TRAP FAMILIARITY:** The inheritor gains a +2 insight bonus on Reflex saves against traps and on Perception checks to spot traps. In addition, he gains a +2 insight bonus when attempting to craft traps.
- **SECOND CHANCES:** The inheritor can choose to roll twice for a saving throw and takes the better result. He may do this a number of times per day equal to 1 + 1/4th his inheritor level.
- **EVASION:** The inheritor gains the evasion class feature of the Rogue (see the rogue's entry in Chapter 3 of the Pathfinder Core Rulebook).

BOLD

A bold ancestor is one who explored unknown areas despite great danger, took great risks that paid off wonderfully, or someone who knowingly exposed themselves to great danger for personal profit or power. A bold ancestor teaches their inheritor the value of risks and rewards while compelling them to act in a bold/proud manner in all things. Bold ancestors were often of chaotic alignments.

CLASS SKILLS: Knowledge (geography) and Knowledge (local)

BOONS

- **UNCHECKED PRIDE:** The inheritor gains a +2 to his Wisdom score.
- **UNCHECKED INTELLECT:** The inheritor gains a +2 to his Intelligence score.
- **IMPROVED INITIATIVE:** The inheritor gains Improved Initiative as a bonus feat.
- **EXPLORER:** The inheritor gains an insight bonus on Knowledge (geography) checks equal to 1/2 inheritor his level and treats Knowledge (geography) as a class skill.
- **LIMITS OF SCIENCE:** The inheritor gains an insight bonus on Craft and Profession checks equal to 1/4th his inheritor level.

- **WANDERER:** The inheritor gains Endurance as a bonus feat and adds 10 feet to his base land speed.
- **TOO STUBBORN TO DIE:** The inheritor gains an insight bonus on saves against death effects equal to $\frac{1}{4}$ th his inheritor level.

Influence (Pn):

Even not while channeling them, an inheritor's personality, alignment, and actions are shaped by the influence of his ancestor. An inheritor must make a Will save (DC 10 + inheritor level) in order to take an action in contradiction to the kind of actions their ancestor favors. While channeling his ancestor an inheritor simply cannot take actions opposed to the nature of his ancestor. The GM is the final arbiter of what constitutes an opposed action, though even simple things may be complicated by their ancestor's influence.

Weapon of Legacy (Ex):

Certain weapons just feel "right" to use. At 2nd level the inheritor selects a weapon (kukri, longsword, etc) that the inheritor's ancestor was famous for using (or if none was famous, select one they utilized or best represents them) and becomes proficient in it's use if they are not already. At 5th level, the inheritor gains a +1 insight bonus on attack and damage rolls with it. At 8th level and every 3 levels thereafter the inheritor gains a further +1 bonus to a maximum of +6 at 20th level.

Legacy Style (Su):

While an inheritor is a skilled martial fighter in his own right, his ancestor guides his actions. To that effect, at 3rd level the inheritor designates one of his mental ability scores (Int, Wis, or Cha) as his "Hereditary Ability Score". This choice is suggested by the legacy class feature in some instances in the form of a bonus, but the choice is ultimately up to the player.

An inheritor adds $\frac{1}{2}$ his hereditary ability score's modifier to his AC as an insight bonus. This bonus to AC may not exceed $\frac{1}{2}$ his inheritor level but provides a minimum of a +1 bonus.

At 9th level, the inheritor can substitute his hereditary ability score for his Strength score on melee attacks or his hereditary ability score for his Dexterity score on ranged attacks. This applies on attack rolls but not damage rolls.

At 15th level, rather than substitute his hereditary ability score for Strength and/or Dexterity he adds it in addition. This means a melee attack would add both his Strength and hereditary ability score's modifiers to his attack rolls.

This ability functions at all times (both while the inheritor is channeling his ancestor and when he is not).

Vessel (Ex):

Starting at 3rd level, an inheritor learns to purge negative mental influences due to his mind being filled with the locked memories of his ancestor. The inheritor gains a +2 insight bonus on Will saves against mind-affecting effects, possession attempts, and other sorts of mental domination/control. This bonus improves by 2 at 6th levels and every 3 levels thereafter to a maximum of +12 at 18th level.

Commune (Su):

At 6th level, an inheritor can literally commune with his deceased ancestor. This functions as per the spell *commune* except that the inheritor contacts their ancestor rather than a deity. The inheritor's effective caster level for this ability is equal to his inheritor level.

At 12th level, the information is more exact and can reflect any sort of special knowledge the ancestor might know. This allows this class feature to function as per *divination* with a 100% chance of being accurate to the best of the knowledge of the inheritor's ancestor.

Improved Connection:

At 10th level, an inheritor's ability to maintain a connection with his ancestor improves. He may sustain his ancestor for 10 minutes per inheritor level rather than 1 minute per inheritor level. At 15th level, an inheritor can sustain it for 1 hour per per inheritor level.

SIDEBAR: WHY NOT STAY CONNECTED?

By 10th level, an inheritor can remain connected for a very long time. This time limit is very likely to outnumber the amount of time you will find yourself in combat so why can an inheritor remain connected for so long? An inheritor of 10th level is assumed to always have the capacity to channel his ancestor during combat but a number of his boons are non-combat related and may require prolonged use.

New Legacy:

At 20th level, an inheritor becomes the very legend he channels. He can indefinitely channel his ancestor and may do so as a free action (rather than a swift). In addition, he automatically confirms any critical threats with his weapon of legacy.

Lone Wolf

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Lone wolves forsake companionship and focus instead on a sworn oath of protection or the task at hand. A lone wolf must forsake all allegiances, personal relationships, and earthly attachments to achieve his goal. Often times this goal is something that cannot simply be completed in one lifetime or even by a single person (guard the king's road from bandits, rid the south from undead, eliminate all dragons in the Western Kingdoms). They harden themselves, pushing fear, emotion, and all connections to free themselves of connections. This allows them to free their mind, entering a hyper-acute mental state of detachment where they are able to achieve seemingly impossible feats.

HIT DIE: D10.

ROLE:

Lone wolves are martial characters of the highest order and their ability to function independent of other characters is their greatest strength.

ALIGNMENT: ANY

Lone wolves are generally of a neutral alignment though this is not always the case. They have a sole focus that consumes them and as such they often do not have time for personal relationships. This, coupled with their steely dedication to a single task, makes it difficult for a truly Chaotic character to become a lone wolf.

REQUIREMENTS

To qualify to become a lone wolf, a character must fulfill all the following criteria.

- *Feat:* Lone Wolf
- *Class Feature:* Hunter's Bond
- *Special:* Must make a formal vow to forsake all allegiances, personal relationships, and earthly attachments to achieve your goal.

CLASS SKILLS

The lone wolf gains no new skills.
Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are class features of the lone wolf prestige class.

Weapon and Armor Proficiency

A lone wolf is proficient with all simple and martial weapons and all armor and shields (except tower shields).

Ice Cold (Ex/Pn):

At 1st level a lone wolf displays no emotion, feels no fear, and suffers not at the hands of his enemy's jeers and jibes. He becomes immune to fear effects, spells with the emotional descriptor, and never takes a morale penalty. However, a lone wolf can never benefit from a morale bonus.

Forlorn (Pn):

At 1st level, a lone wolf must swear off any companionship. This causes him to lose access to his hunter's bond class feature. However, this strengthens his dedication to his cause. A lone wolf may choose to retain his hunter's bond class feature, but if he does so, he does not gain the detachment class feature of the lone wolf.

Savage Soldier (Ex):

At 1st level, a lone wolf gains a bonus combat feat that he meets the prerequisites for. In addition, he counts each level in the lone wolf prestige class as 2 levels in fighter, to a maximum of his character level, for the purpose of qualifying for combat feats. At 4th level and every 3 levels thereafter the lone wolf gains an additional bonus combat feat that he meets the prerequisites for.

Detachment (Ex):

At 2nd level, a lone wolf's utter detachment from the world around him grants him the ability to slip into a semi-lucid state where his mind works faster than would normally be allowed. For a number of rounds equal to his ranger level + his lone wolf level he gains the ability to enter his detached state.

He may enter this state as a swift action and end it with the same kind of action. Rounds spent in his forlorn state do not need to be contiguous.

While in this forlorn state, he selects one of the following benefits to gain at the start of his turn. These benefits last until the start of his next turn.

- The lone wolf gains a +4 bonus to his Wisdom score.
- The lone wolf becomes proficient with whatever weapon he is holding and is treated as if he had the Weapon Focus feat for that weapon (if he did not already).
- The lone wolf gains a +10 foot bonus to his movement speed and he does not provoke attacks of opportunity from movement.
- The lone wolf add 2 to the damage of attacks he makes.

However, while in his detached state a lone wolf may not:

- Speak (or otherwise communicate)
- Cast spells
- Intentionally provide aid to any ally
- Maintain a concentration check

Solitary Hunter (Ex):

At 1st level, a lone wolf who has no ally within 30 feet of him gains an insight bonus on attack rolls and to his AC. At 1st level this bonus is a +2 bonus and replaces the bonus from the Lone Wolf feat. At 4th level and every 3 levels thereafter this bonus improves by +1 to a maximum of +5 at 10th level.

Wolf Talents (Ex):

At 3rd level and every 3 levels thereafter, a lone wolf gains a talent from the following list.

- **PARTIAL DETACHMENT:** A lone wolf regains the ability to cast spells and speak (though only in monosyllabic grunts) while in his detached state.
- **MORTAL DETACHMENT:** A lone wolf no longer needs to eat more than once per week and needs only to sleep 8 hours per week.
- **HARDEN:** A lone wolf hardens their mind further, making them immune to all mind affecting abilities.
- **THE HARD CHOICE:** The lone wolf can choose what alignment they count as for incoming spells that work off alignments. This can be done as an immediate action.
- **SHADOW HUNTER:** While in his detached state the lone wolf gains a +4 bonus on Stealth checks and may move at his full speed while utilizing the Stealth skill.
- **LAST PROTECTOR:** While a lone wolf has no ally within 30 feet of him gains a +2 insight bonus to his AC against attacks of opportunity and he automatically stabilizes when reduced to 0 HP or below.

- **VICIOUS PREDATOR:** If the lone wolf confirms a critical hit he gains a +2 insight bonus on attack and damage rolls against that creature for 4 rounds. This extra damage is not added to the damage dealt by the critical hit that initiated this effect.
- **DEFENDER OF THE REALM:** While in his detached state, if the lone wolf confirms a critical against an outsider, they are subject to a *banishment* spell using the lone wolf's full character level as his caster level.

Forsaken Fangs (Ex):

At 5th level, A lone wolf may now apply his bonus from his solitary hunter class feature to damage rolls he makes as well.

Fade to Grey (Ex):

At 10th level, the lone wolf's soul turns grey. He becomes a wispy shell of a man, hardly making an impact on the world as he goes. While in his detached state attacks against him have a 50% chance to miss unless they can strike incorporeal creatures (in which case they may strike him without miss chance). Furthermore, as he essentially becomes a translucent shadow, granting him a +4 profane bonus on any Stealth checks.

TABLE 9-1: THE LONE WOLF

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+1	+0	+1	Ice cold, forlorn, savage soldier, solitary hunter (+2)
2nd	+2	+1	+1	+1	Detachment
3rd	+3	+2	+1	+2	Wolf talent
4th	+4	+2	+1	+2	Combat feat, solitary hunter (+3)
5th	+5	+3	+2	+3	Forlorn (2), forsaken fangs
6th	+6	+3	+2	+3	Wolf talent
7th	+7	+4	+2	+4	Combat feat, solitary hunter (+4)
8th	+8	+4	+3	+4	Forlorn (3)
9th	+9	+5	+3	+5	Wolf talent
10th	+10	+5	+3	+5	Fade to grey, combat feat, solitary hunter (+5)

Mystic Seeker

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Life is full of those who would deceive us; con men, charlatans, and political pretenders. Even the world seems to reward deception, encouraging creatures to mimic the strength of others or to hide behind a disguise. Those who seek to move beyond the lies of life must learn to see beyond these meager illusions. Unable to trust what their eyes tell them, these warriors often blind themselves and train to perceive the world through their 'mystic eye', an ancient technique to perceive the world without the burden of common sight. These mystic seekers, named after their method of seeing the world, are soldiers of truth, and travel to seek out perfect visions of the world.

HIT DIE: D10.

ROLE:

As a martial character, the mystic seeker can hold his own in a fight, but excels at combating those that rely on deception and trickery in a fight, powering through illusions and tracking hidden enemies with ease. Outside of combat, mystic seekers make extraordinary scouts, using their power of vision to see great distances and predict future events.

REQUIREMENTS

To qualify to become a mystic seeker, a character must fulfill all the following criteria.

- *Base Attack Bonus:* +6 or monk level 6
- *Feats:* Blind-fight
- *Special:* Must be blind

CLASS SKILLS

The mystic seeker's class skills are: Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the mystic seeker prestige class.

Weapon and Armor Proficiency:

Mystic seekers don't gain any new weapon or armor proficiency.

Armor of Insight (Su):

When wearing light or no armor, the mystic seeker adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a mystic seeker gains a +1 bonus to AC and CMD at 2th level. This bonus increases by 1 for every two levels thereafter, up to a maximum of +5 at 10th level.

These bonuses to AC apply even against touch attacks or when the mystic seeker is flat-footed. He loses these bonuses when he is immobilized or helpless; when he wears medium or heavier armor; when he carries a shield; or when he carries a medium or heavy load.

This ability does not stack with similar abilities, such as the AC bonus provided by the monk class. In such cases, use the class ability that provides the higher bonus.

TABLE 10-1: THE MYSTIC SEEKER

LEVEL	BASE ATTACK BONUS	FORTITUDE SAVE	REFLEX SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+1	+1	Armor of insight, blind warrior, othersight (blindsense)
2nd	+2	+1	+1	+1	Future strike 1/day, truthseeker
3rd	+3	+1	+2	+2	Bonus feat, prediction
4th	+4	+1	+2	+2	Future strike 2/day
5th	+5	+2	+3	+3	Othersight (blindsight)
6th	+6	+2	+3	+3	Bonus feat, future strike 3/day
7th	+7	+2	+4	+4	Guide the deceived, pierce the veil
8th	+8	+3	+4	+4	Far sight, future strike 4/day
9th	+9	+3	+5	+5	Bonus feat, vision of tomorrow
10th	+10	+3	+5	+5	Future strike 5/day, master of the mystic eye

Blind Warrior (Pn):

In order to seek the true vision of the world, it is required to forever forsake mortal vision. Anyone who follows the path of the mystic seeker becomes permanently blind. While they are able to 'see' the world through their mystic eyes, certain things are forsaken. Mystic seekers cannot read or see colors. Spells such as *heal* or *remove blindness/deafness* do not restore a mystic seeker's sight. Spell such as *wish* or *miracle* can restore the vision of a mystic seeker, but it is a taboo to seek such aid. Mystic seekers who have their vision restored by such magic lose access to their othersight class feature and are encouraged to ritually blind themselves once more to regain the clarity of their mystic vision. Mystic seekers cannot use magic items that rely on the eye slot.

Othersight (Su):

The true strength of a mystic seeker is in seeing the world in ways others cannot. By reaching out with his "mental eye," a warrior can glimpse the true state of the world. At 1st level, the mystic seeker gains blindsense at 30 feet. This allows a mystic seeker to avoid the penalties for being blind, although creatures beyond the range of their othersight are still treated as having total concealment. This range is cut in half in areas of low or suppressed magic, such as an antimagic field.

At 5th level, the range doubles to 60 feet. At 10th level, the range doubles again, to a total of 120 feet. At 5th level, the Mystic seeker's blindsense becomes blindsight at the same range.

Truthseeker (Ex):

Seeking the true vision of the world, a mystic seeker is prepared to deal with deception on his journey. At 2nd level, a mystic seeker receives an insight bonus equal to half his mystic seeker level on saves against spells and spell-like abilities from the illusion school of spells. This insight bonus also applies to all Sense Motive checks he attempts.

Future Strike (Su):

By pushing his senses to the limit, the mystic seeker can catch glimpses of the near future, giving him an edge in combat by predicting the movements of his foe. At 2nd level, the mystic seeker can declare an attack will be a future strike. The mystic seeker gains the benefits of *true strike* for the attack. The mystic seeker can use future strike once a day at 2nd level and gains an additional use every even level after 2nd, to a maximum of 5 times a day at 10th level.

Bonus Feat:

At 3rd level, the mystic seeker receives a bonus feat. The feat must be a combat feat, and the mystic seeker counts as a fighter of his mystic seeker level in regards to qualifying for feats. These levels stack with existing levels of fighter. The mystic seeker receives additional bonus feats at 6th level and 9th level.

Prediction (Sp):

Pushing their mystic sight to the limit, a mystic seeker can gain a limited glimpse of what the future might hold. At 3rd level, the mystic seeker can use *augury* as a spell-like ability, using his mystic seeker level as his caster level. The mystic seeker can use *prediction* a number of times per day equal to 3 + the mystic seeker's Wisdom modifier.

Guide the Deceived (Su):

Deception falters in the face of the mystic seeker's watchful gaze. At 7th level, the mystic seeker grants all allies within 10 feet the insight bonus from his truthseeker class ability. This ability only functions while the mystic seeker is conscious, and not if he is unconscious or dead.

Pierce the Veil (Su):

Seeing beyond the veil of the mortal plain is one thing; striking the denizens within is another. At 7th level, the mystic seeker can make a single attack against an ethereal (or otherwise insubstantial) target as a standard action. The attack is treated as though it was made using a *ghost touch* weapon. If the attack hits, the target is forced into corporeal form, losing the incorporeal subtype, for a number of rounds equal to the mystic seeker's level. The mystic seeker must be aware and have line of sight to the target in order to use pierce the veil.

Far Sight (Su):

By projecting their mystic eye far from their body, a mystic seeker can see the world far beyond their standing. At this point, the world opens up to the mystic seeker, and nothing is hidden from his gaze. At 8th level, the mystic seeker can enter a meditative trance once a day. The trance requires 1 minute of uninterrupted time, during which the mystic seeker is considered helpless. At the end of the trance, the mystic seeker gains the effects of a scrying spell, using his mystic seeker level as his caster level. Only the mystic seeker is able to see what the scrying sensor sees, as he is literally projecting his othersight to the target of the scrying. As such, the mystic seeker is considered blind to his immediate surroundings as long as he maintains the scrying.

Vision of Tomorrow (Su):

The mystic seeker has broken a crucial barrier in his training, allowing him to fully comprehend the future that lies before him. Armed with this knowledge, the mystic seeker can aim to change what fate has in store. At 9th level, once per day, the mystic seeker may restart his turn as a free action and retain full knowledge of the events that transpired though everything else returns to the way it was at the beginning of his turn. No other creature retains knowledge of what transpired. Once the turn is restarted he may act normally, though he gains a +2 insight bonus on attack rolls and to his AC against attacks of opportunity until the end of his restarted turn. The mystic seeker doesn't have to be alive to use this ability, as long as he was alive at the start of his turn.

Master of the Mystic Eye (Su):

The mystic seeker has learned to pierce all the lies of the world and see through to the truth. At 10th level, the mystic seeker is immune to spells and spell-like abilities of the illusions school of magic, and gains the benefits of a constant *true seeing* effect. He is aware of the presence of any illusion spells or effects he has line of sight with using his othersight class ability, but is treated as having successfully saved against the effect.

Storm Envoy

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Forged in the fires of war, the brothers and sisters of the Enclave of the Storm have been acting as couriers of sensitive material for a hundred years. They act as neutral messengers, protecting each package with their lives if necessary. Armed with the speed to traverse great distances and the skill to defend their packages, storm envoys are first-class transporters of goods. While not a formal military unit, the Enclave of the Storm has fielded units in major conflicts if their services are creatively procured ("We would like to engage your services to deliver this letter to the enemy's general. He is located behind enemy lines.").

Storm envoys operate independently with a grant from the Enclave, who take a small (10%) percent of any courier deals the envoy partakes in. In return, the Enclave trains them, provides logistic support, finds them jobs, maintains Enclave houses, and provides them with supplies and equipment.

Most major cities have a small Enclave house where a postmaster conducts business and envoys can find a bunk, a fire, and some food. Often times the enclave will run a city's local mail services though they will subcontract the actual delivery work to local workers and initiate envoys. They reserve their most skilled envoys for long, dangerous deliveries where their abilities can command exorbitant prices.

Others describe storm envoys as jittery, fast-talking and impatient. Envoys practice a clandestine training regimen which requires them to have a diet rich in concentrated ginseng.

HIT DIE: D8.

ROLE:

Storm envoys are fast in a way that few other beings are. Their speed is considerable - even when compared to most creatures (magical or mundane). They are quite difficult to hit and are considered very skilled with scythes, kama, and other hooked weapons they trail behind them on deliveries.

ALIGNMENT: ANY

Storm envoys tend towards lawful alignments as they are famed for being reliable. Occasionally a chaotic storm envoy joins up seeking the freedom that the job offers. Unscrupulous storm envoys (those of evil alignment) tend to quickly find themselves out of a job if they violate the sanctity of a client's parcel.

REQUIREMENTS

To qualify to become a storm envoy, a character must fulfill all the following criteria.

- *Feats:* Run, Endurance
- *Skills:* Profession (courier) 5 ranks
- *Base Attack Bonus:* +5

CLASS SKILLS

The storm envoy's class skills are Climb (Str), Perception (Wis), Profession (courier) (Wis), Stealth (Dex), and Swim (Str)

Skill Ranks per Level: 4 + Int modifier.

TABLE 11-1: THE STORM ENVOY

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+1	+0	Bonus feat, speed of the wind, spirit of the storm
2nd	+1	+1	+1	+1	Envoy training +1, storm stepping
3rd	+2	+1	+2	+1	Blurred movement, infinite endurance
4th	+3	+1	+2	+1	Bonus feat, lightning sprint
5th	+3	+2	+3	+2	Lightning barrage, thundercrack
6th	+4	+2	+3	+2	Envoy training +2, improved blurred movement
7th	+5	+2	+4	+2	Twisted sprint
8th	+6	+3	+4	+3	Bonus feat, storm unbound
9th	+6	+3	+5	+3	Greater blurred movement
10th	+7	+3	+5	+3	Envoy training +3, stormcaller

CODE OF CONDUCT:

Once she accepts a job and parcel a storm envoy may never open the parcel, fail to deliver it, or renege on her deal (without the express approval of the Enclave). Should she fail any of these, she must seek pardon from his patron and the Enclave before she can gain any new levels in storm envoy. This may include reparations, garnished wages, taking on less desirable jobs or other penalties. A storm envoy who is expelled from the Enclave cannot progress in this class.

In addition, a storm envoy must partake in ginseng with each meal. She must take an extra 10 minutes to prepare the ginseng in a ritualistic way each time he consumes it. The ginseng for his meal costs 1 sp per meal. Should she go without ginseng for 1 week she loses access to all his class features except weapon proficiencies until she partakes of it again.

Class Features

The following are class features of the storm envoy prestige class.

Weapon and Armor Proficiency

A storm envoy is proficient with all simple and martial weapons and all armor and shields (except tower shields).

Bonus Feats (Ex):

At 1st, 4th and 8th level a storm envoy gains a bonus feat from the following list in addition to those gained from normal advancement.

Acrobatic, Alertness, Combat Reflexes, Dodge, Fleet, Lightning Reflexes, Mobility, Shot On The Run, Skill Focus (any class skill), Spring Attack, Toughness, Weapon Finesse

Speed of the Wind (Su):

A storm envoy gains a 5 foot enhancement bonus to her base land speed at 2nd level and every level thereafter this bonus increases by an additional 5 feet. In addition, a storm envoy automatically passes all Constitution checks made to continue running and Constitution checks made to avoid nonlethal damage from a forced march.

Spirit of the Storm (Su):

At 1st level the storm envoy may, as a free action enter a magical trance that allows her to move with mind numbing speed. She may maintain this state for 5 rounds per day, at 2nd level and every level thereafter she may maintain this state for an additional 2 rounds per day. While in this state she gains the following benefits:

- The bonus from her speed of the wind ability doubles
- She gains the evasion ability, and at 5th level this becomes improved evasion. Anytime she would make an attack she may make one extra attack at her highest BAB as a swift action. This effect stacks with *haste* and similar effects.

Additionally the bonus to damage rolls from her envoy training class feature applies to all attacks she makes, not just those made after she has moved 10 feet. The total number of rounds of this ability may be used per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

Envoy Training (Ex):

Storm envoys have a unique approach to martial combat, allowing their weapons to follow behind their body so that they can reap their enemy using the full momentum of their speed. They favor scythes but a few have used kama or similar weapons. At 2nd level, a storm envoy gains a +1 competence bonus to attack rolls with scythes and kamas*. At 6th level and every 4 levels thereafter a storm envoy gains a further +1 to this bonus to a maximum of +3 at 10th level. This bonus applies to damage rolls with such weapons if the storm envoy has moved at least 10 feet prior to making an attack.

*The traditional weapons of a storm envoy are scythes and kama. Other weapons may be used at your GM's discretion. In some settings these weapons may not be appropriate and may be replaced by one two-handed and one one-handed weapon of the GM's choice.

Storm Stepping (Su):

At 2nd level, the storm envoy may move at full speed when attempting Acrobatics checks to avoid provoking attacks of opportunity, when using her spirit of the storm class feature she only provokes attacks of opportunity for the first square of an opponent's threatened area that that she moves through.

Additionally, a storm envoy can move without actually touching the ground. So long as she is moving the storm envoy runs above (always around 4 inches above) any roughly horizontal surface. This means that he can cross non-solid or unstable surfaces such as water and that she can move without leaving tracks on any sort of ground. If she stops moving, this benefit ceases. As this does not place the storm envoy in contact with damaging surfaces he takes no damage from moving atop such, unless a near proximity will cause damage such as with lava.

Blurred Movement (Sp):

At 3rd level, a storm envoy may spend two rounds of her spirit of the storm class feature as a swift action, if she does so then she gains the effect of the *blur* spell (20% miss chance due to concealment) until the start of her next turn, if the storm envoy has moved at least 50 feet in the round then she need only spend one round of her spirit of the storm class feature.

Lightning Sprint (Su):

At 4th level, by spending uses of her spirit of the storm class feature as a standard action, a storm envoy can transform into lightning and move in a straight line, re-materializing at the far end of the lightning bolt. For every round of her spirit of the storm class feature she spends she may move 10 feet per storm envoy level, she may not spend more uses of her spirit of the storm class feature than her class level in this manner. Creatures in the path of the lightning takes 1d6 points of electricity damage per character level. A Reflex save (DC 10 + 1/2 character level + Dexterity modifier) halves this damage. If the lightning strikes an object or barrier and fails to burst through it, the storm envoy appears next to the impacted object and is staggered for 1 round. Movement while in lightning form does not provoke attacks of opportunity.

Lightning Quick (Su):

At 5th level, the storm envoy gains a +2 bonus on attack rolls, Reflex saves and as a dodge bonus to AC when using her spirit of the storm class feature. At 6th level and every two levels thereafter this bonus increases by +1.

Thundercrack (Sp):

At 5th level, a storm envoy gains the ability to teleport herself a great distance once every 3 days. By practicing an ancient ritual know only to the Enclave of the Storm he may cast *teleport* as a spell-like ability using his character level as his caster level. This ritual must be performed outside and takes 1 minute. During this time the sky darkens within 3 miles of the storm envoy and sudden, angry, storm clouds billow up out of nowhere over the storm envoy's location.

This ability may only teleport the storm envoy herself and objects he possesses (not other creatures). He treats any Enclave house as being a very familiar location, even if he has not been there though he must know of it's approximate location ("The Enclave house

in Whitespire" is good enough). The closest Enclave house is always able to be teleported to without mishap. A storm envoy may use this to travel to non-Enclave house locations, though he incurs the same penalty. He counts his character level as his caster level for the purpose of this class feature.

Improved Blurred Movement (Sp):

At 6th level, the storm envoy may activate her blurred movement class feature as a free action. Alternatively if she spends a swift action and two rounds of her spirit of the storm class feature she may improve the effect to a *displacement* spell until the start of her next turn, if she moves at least 80 feet in a round then the cost is reduced to a swift action and one round of her spirit of the storm class feature.

Twisted Sprint (Su):

At 7th level, when using her lightning sprint class feature, the storm envoy may make a number of 90 degree turns at any point during her movement equal to 1/2 her storm envoy level. For every round of her spirit of the storm class feature that she spends on her lightning sprint ability above one, she may make an additional turn in this manner. Creatures only take damage from her lightning sprint class feature once, regardless of how many times she passes through them.

Storm Unbound (Sp):

At 8th level when using her spirit of the storm class feature, the storm envoy gains the effects of a *freedom of movement* spell.

Greater Blurred Movement (Sp):

At 9th level, the storm envoy may activate her improved blurred movement class feature as a free action.

Alternatively if she spends a swift action and two rounds of her spirit of the storm class feature she may improve the effect to a *mirror image* spell, using twice her storm envoy level as her caster level. until the start of her next turn, if she moves at least 100 feet in a round then the cost is reduced to a swift action and one round of her spirit of the storm class feature.

Stormcaller (Sp):

When a storm envoy reaches 10th level, she may perform her thundercrack once per day. A storm envoy may cause this ability to function as per *greater teleportation*.

Tataued Warrior

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Ritual, ceremony, and tradition are vital parts of life for a tataued warrior. In a world where death stalks every man and survival is not taken for granted, the wisdom of past generations is often all that separates the living from the unlucky. Tataued warriors are so deeply ingrained in their culture's tribal traditions and ceremonies that they draw shamanistic power from the spiritual connection it affords them. Fiercely protective of their home-grown ideals and hesitant to trust outsiders, tataued warriors are paragons of the tribal lifestyle and defenders of their people.

Often times a tataued warrior is part of the spiritual center of a warrior culture and has some role to perform outside their martial endeavors. This can be political and/or religious in nature- though they tend to not hold the highest positions within a tribe (those are reserved for chieftains and priests).

Most often tataued warriors are found in isolated cultures outside of established empires or at the very least not in constant contact with other major political entities. Small island nations, those separated by inhospitable environments (savage savannas, deep jungles, high peaks, etc) or even adverse climates are havens for such cultures.

The most prominent feature of a tataued warrior is their numerous and extremely elaborate tribal tatau that adorn their bodies. While some cultures focus primarily on full body tatau (see Maori *ta moko*), other cultures concentrate on a specific area of importance (see yakuza tatau or Samoan *pe'a*). These tatau can take weeks or even months to apply and are seen as great symbols of status within their respective communities. Receiving one is a great privilege as they require dozens of man hours of labor and represent an investment by the community in the recipient.

These tataus, which are as sacred as the rituals they perform, are mystic in nature and grant them powerful boons. These tataus, which might have been initially crafted by earthly artisans, take on a life of their own as a tataued warrior gains in level. They grow, become more complex, and evolve to reflect the status and powers the wearer possesses.

HIT DICE: D10.

ROLE:

Tataued warriors are granted supernatural abilities as a result of their unique connection to the spirit world. This power, stemming from their sacred tataus and strict adherence to ceremonial tribal magics, grants them unique martial powers that other characters cannot achieve. As their tataus continue to grow, so does their power.

SIDEBAR: "TATAU" VS "TATTOO"

The term "tattoo" is believed to have been derived from the polynesian word "*tatau*". It is pronounced "ta-tau" (the 2nd syllable rhymes with "now").

NATURAL GIFT:

A tataued warrior is assumed to be from an isolated culture and have some natural status within the tribe, as tataued warriors are not drawn from the lower ranks of society. A tataued warrior is often the second or third son of a chieftain; the child of a spiritual leader with no real political power; or even a rising artisan's child who was granted the tataus as a boon to his father.

TRAPPINGS:

Tataued warriors almost universally select their ritual weapon as their trapping. If not, they tend to select trinkets. A tataued warrior generally does not select clothing or armor as a trapping as they tend to wear little in order to show off their tataus.

ALIGNMENT: ANY LAWFUL

Tataued warriors are innately respectful of their community and its rituals. By the very nature of the profession, they are required to be sticklers for details, honor the social contract, and work for the betterment of their tribe. Tataued warriors tend to follow the general alignment of their respective cultures for that reason. A savage jungle goblin tataued warrior might be evil as the majority of his barbaric goblinoid brethren are evil. A tataued warrior of a peaceful island tribe of fishermen (where people are predominantly of good or neutral alignment) would be of generally good alignment.



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12-1: THE TATAUED WARRIOR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Rites of battle, tatau, ritual weapon (+1)
2nd	+2	+3	+0	+3	Rites of battle
3rd	+3	+3	+1	+3	Tatau
4th	+4	+4	+1	+4	Ritual weapon (form change), spells
5th	+5	+4	+1	+4	Blood casting, tatau
6th	+6/+1	+5	+2	+5	Rites of battle, battle chant (1/day)
7th	+7/+2	+5	+2	+5	Tatau
8th	+8/+3	+6	+2	+6	Ritual weapon (+2)
9th	+9/+4	+6	+3	+6	Tatau
10th	+10/+5	+7	+3	+7	Rites of battle, battle chant (2/day)
11th	+11/+6/+1	+7	+3	+7	Tatau
12th	+12/+7/+2	+8	+4	+8	Ritual weapon (+3)
13th	+13/+8/+3	+8	+4	+8	Tatau
14th	+14/+9/+4	+9	+4	+9	Battle chant (3/day)
15th	+15/+10/+5	+9	+5	+9	Tatau
16th	+16/+11/+6/+1	+10	+5	+10	Ritual weapon (+4)
17th	+17/+12/+7/+2	+10	+5	+10	Tatau
18th	+18/+13/+8/+3	+11	+6	+11	Battle chant (4/day)
19th	+19/+14/+9/+4	+11	+6	+11	Tatau
20th	+20/+15/+10/+5	+12	+6	+12	Masterwork tatau, ritual weapon (+5)

Falling out of favor with your tribe or having your alignment shift away from lawful causes a painful gap to form in your ability to contact the spirit world. They may cause your tatau to burn painfully as if they were crawling with fire ants, your dreams to be plagued by horrific and vivid nightmares, or you may even come down with a horrific magical disease. Furthermore, if this gap should occur, a tataued warrior loses access to all his tataued warrior class features and cannot progress in the class until the break has been repaired. This may involve begging for forgiveness, partaking in a daring quest, seeking pardon from your tribe's deities, or even an act of

ritual self-sacrifice (cutting off a sacred lock of hair, putting your son to death, giving up all your worldly possessions, etc). If your alignment changes, you must also rectify that before your favor with the tribe may be restored.

STARTING WEALTH:

2d6 × 10 gp (average 70 gp). In addition, each character begins play with an outfit worth 10 gp or less. Finally, a tataued warrior begins play with a series of intricate body tatau that have religious, societal, and political significance.

TABLE 12-2: TATAUED WARRIOR
SPELLS PER DAY

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

CLASS SKILLS

The tataued warrior's class skills are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (local) (Int), (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str)
Skill Ranks per Level: 2 + Int modifier

Class Features

The following are the class features of the tataued warrior.

Weapon and Armor Proficiencies

The tataued warrior is proficient with all simple weapons, light armor, and all shields (except tower shields).

Rites of Battle (Su):

Before blood is spilled, before angry words stir angry blood to action, before the dice of life and death are rolled ... one must observe ceremony. A tataued warrior is polite, orderly, and respectful of his opponent- most importantly when they are not in return. On his first turn, a tataued warrior must take a swift action to offer a sign of respect. This might be a deep bow, a respectful salute, or even offer a traditional war dance. Should he remember to offer this he gains the blessing of the spirits. These boons manifest themselves in the following fashion:

- **2ND LEVEL:** When wearing light armor (or unarmored) and unencumbered, the tataued warrior gains a sacred bonus to his AC and CMD equal to his Charisma modifier. In addition, a tataued warrior gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 tataued warrior levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the tataued warrior is flat-footed. He loses these bonuses when he wears heavier than light armor.
- **6TH LEVEL:** A tataued warrior may choose to add his Charisma modifier to damage rolls in place of his Strength modifier with his ritual weapon.
- **10TH LEVEL:** A tataued warrior adds his to Charisma modifier to damage rolls (in addition to his Strength) with his ritual weapon. This replaces the 6th level benefit from rites of battle.

SIDEBAR: SACRED BONUSES

Certain abilities in this class specifies that they provide a sacred bonus. This is only true for good-aligned tataued warrior. Evil aligned tataued warriors provide a profane bonus in place of a sacred bonus and a neutral aligned tataued warrior must choose to provide sacred or profane bonuses. Once this choice has been made, it cannot be changed.

Ritual Weapon (Su):

Weapons are instruments, meant to be played in a certain succession designed to invoke a specific effect. A tataued warrior cares only for the spiritual and metaphorical significance of his weapon, not the physical creation of it. As such a tataued warrior only uses ceremonial weapons. These are often mundane things like ornately carved sticks, spears crafted from a sacred wood or even things like palm fronds or thickly braided rope. However, in the hands of a tataued warrior, they light up with spiritual energy and become deadly weapons. A shimmering aura of greenish St. Elmo's fire sheaths a walking stick making it as sharp as a blade crafted by the finest smith. A braid becomes taut and strong as steel as a blazing purple fire gives it the weight and balance necessary to be wielded as a club. What once was a boat oar now has spiritually sharpened edges in the hands of a master tataued warrior.

At 1st level, a tataued warrior selects a ritual object and a weapon they are proficient in whose form the object can emulate. They must be the same approximate size (and handedness). The weapon selected must be a melee weapon and a ritual weapon's form, once selected, cannot be changed. As a swift action, he can cause the otherwise mundane object to become a +1 version of that weapon (statistically) as it enters its empowered form.

The unpowered form of his ritual weapon must be crafted from natural materials and no metal may be used in its construction (most are crafted from wood or plant fibers). A ritual weapon may exist in its empowered state for a number of rounds per day equal to the tataued warrior's level plus his Constitution modifier. He may revert his weapon to its unassuming form as a free action. Once it is depowered, he is fatigued for a number of rounds it was active for.

Should his ritual object be destroyed, broken, or stolen the tataued warrior may designate a new object as his ritual object after 1 week. A ritual weapon that leaves the grasp the tataued warrior ceases to function and he becomes fatigued. At 1st level, his ritual weapon is treated as if it was made of iron for the purpose of determining his hardness and HP. A broken ritual weapon no longer functions and reverts to its depowered form (the object is broken as well).

As his power grows, so does the strength of his ritual weapon.

- **4TH LEVEL:** The tataued warrior may select a 2nd weapon form for their weapon. They may switch between weapon forms as a swift action. Additionally, a tataued warrior may perform a ritual that takes 2 hours to change the forms of their weapon to other weapons they are proficient with (the object's size must still be similar to the weapon chosen).
- **8TH LEVEL:** The tataued warrior's ritual weapon function as a +2 weapon. The weapon is treated as if were made of adamantite for the purpose of determining its hardness and HP.
- **12TH LEVEL:** The tataued warrior's ritual weapon function as a +3 weapon. A tataued warrior may select a 3rd weapon form for their weapon.

- **16TH LEVEL:** The tataued warrior's ritual weapon function as a +4 weapon. A tataued warrior may select a 4th weapon form for their weapon.
- **20TH LEVEL:** The tataued warrior's ritual weapon function as a +5 weapon. A tataued warrior may select a 5th weapon form for their weapon.

Tatau (Su):

A tataued warrior's tatau are sacred in nature and ever growing. They represent not only his place in his society, the history of his people, but also his spiritual connection. At 1st level and every even level thereafter, he may take a tatau from the list below. As he selects his new tatau, his body gains a complex tribal tatau that represents this. Should he ever lose this physical representation or cover them with more than light armor, he loses the benefit it provides. A tatau will regrow itself in 1d20 hours if removed. Another tataued warrior can attempt to identify the meaning of a tatau with a Knowledge (religion) or (local) check (DC 10 + the level of the tataued warrior you are trying to read the tatau of).

Each tatau has an indicated level where it may be selected. A tataued warrior may select a tatau before they normally would be allowed to do so, but they trigger a flaw. This flaw has a dramatic downside, but that vanishes once the character gains the required level. A tataued warriors may only select a tatau of 4 levels higher than their current level.

1st Level Tataus

TATAU OF THE DOLPHIN (1ST)

You gain a +5 foot bonus to your land speed and a +10 foot bonus to your swim speed (if you have or gain one). In addition, you gain a +2 bonus on Acrobatics checks and this bonus improves to a +4 bonus if you are in the water.

- **DRAWBACK:** None

TATAU OF GRAIN (1ST)

You are constantly full, as if you always had a meal. In addition, once per day as a full round action, you can supernaturally produce enough rations to feed a number of additional medium creatures equal to 1/4th your tataued warrior level. This food, if not eaten, becomes dust in 4 hours. The food is hearty and simple, sprouting from the earth at your command.

- **DRAWBACK:** None

TATAU OF THE HUNTER (1ST):

You become proficient in all martial ranged weapons and gain the Weapon Focus feat in one of those weapons. If you have this tatau, your ritual weapon's form may be that of a ranged weapon. This weapon still requires ammunition normally utilized by the weapon.

- **DRAWBACK:** None

TATAU OF THE IBEX (1ST):

You gain Alertness as a bonus feat and you always count as having a running start for the purpose of Acrobatics checks made to jump.

- **DRAWBACK:** None

TATAU OF THE JELLYFISH (1ST):

You gain Stunning Fist as a bonus feat and may perform it through your ritual weapon.

- **DRAWBACK:** None

TATAU OF THE MARLIN (1ST):

You suffer no penalty on their attack or damage rolls made underwater (treat them as if they were being swung on land). In addition, you reduce all DR by 3 and hardness by 1/2 on confirmed critical hits with piercing weapons.

- **DRAWBACK:** None

TATAU OF THE MOUNTAIN (1ST):

You treat non-magical difficult terrain as if it were normal terrain for the purpose of movement.

- **DRAWBACK:** None

TATAU OF THE OARSMEN (1ST):

You gain the ability to walk on water as if it were land. This functions as per water walk, though only for water (saltwater or freshwater). In addition you treat oars as if they were ritual weapons with the profile of a greatclub rather than an improvised weapon.

- **DRAWBACK:** None

TATAU OF THE OXEN (1ST):

You gain Toughness as a bonus feat and gain a +4 bonus to your CMD against bull rush attempts.

- **DRAWBACK:** None

TATAU OF THE PEBBLE (1ST):

As a free action you may produce ammunition from thin air. You gain enough ammunition to make all of your attacks in a round; any unused ammunition disappears at the end of your turn. This ammunition fits whichever ranged weapon you are using, or is a throwing weapon. Throwing weapons deal 1d8 damage, ammunition does damage based on the weapon it is fired from. Throwing weapons count as if they were your ritual weapon. When producing ammunition the tataued warrior may select the type of damage from bludgeoning, piercing, slashing, or non-lethal. You may do this once per day per tatau warrior level.

- **DRAWBACK:** None

TATAU OF STORMS (1ST):

When in an area of storms, rain, or other form of severe weather you gain a +2 morale bonus on attack and damage rolls with ritual weapons.

- **DRAWBACK:** None

3rd Level Tataus

TATAU OF THE FERN (3RD):

Once per day you may cause a 30 foot area to spring to life with thick underbrush as a full round action. This area is difficult terrain and provides partial cover for those in that area. In addition, you gain the ability to speak with plants (as per the spell) at will.

- **DRAWBACK:** Plants treat you as hostile. While this mostly applies to plant creatures this also causes plants to act inconvenient towards you. They will not grow for you, you may find thorns in your shoe, and a plant may even atrophy fruit rather than let you eat it.

TATAU OF THE FISH (3RD):

You gain a 30 feet swim speed though you cannot breathe underwater.

- **DRAWBACK:** You are required to submerge yourself in water for at least 1 hour every day.

TATAU OF THE GOAT (3RD):

You gain a 1d6 gore attack. If you already have a gore attack from a different source you increase the dice size for that attack by 1 dice size.

- **DRAWBACK:** You must add a random goat noise to the end of sentences frequently.

TATAU OF THE OCTOPUS (3RD):

You gain Improved Grapple as a bonus feat and a +4 insight bonus on Stealth checks.

- **DRAWBACK:** When you are in the water, any squid or octopus within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE OSTRICH (3RD):

You gain Run as a bonus feat and a +4 insight bonus on Intimidate checks.

- **DRAWBACK:** Anytime you fail a fear check or are demoralized by someone (and sometimes when you are just stressed) you find a place to shove your head to hide it. If possible, you will attempt to hide your head in the sand. This causes you to be compelled to take a move action to hide your head before you can recover.

TATAU OF THE PARROT (3RD):

You gain the constant benefit of comprehend language and tongues. In addition, you gain a +4 insight bonus on Fly checks.

- **DRAWBACK:** Everything you say comes out kind of garbled or with an extremely heavy accent. You take a -4 penalty on all Diplomacy checks.

TATAU OF PRISON (3RD):

At will, you can use detect chaos, as the spell. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is chaotic, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you cannot detect chaos in any other object or individual within range.

- **DRAWBACK:** You unduly attract the attention of the criminal element, finding yourself in trouble more frequently than you should.

TATAU OF THE RAT (3RD):

You gain the Scent ability and are constantly under the effects of squeeze ARG. Furthermore you gain a +2 bonus on attack and damage rolls against vermin and automatically bypass any resistances, immunities, and DR they may possess.

- **DRAWBACK:** You develop kleptomania (a very unlawful thing) and must make a Will save (DC 15) to resist attempting to swipe any unattended food or pilfer any unattended valuables.

TATAU OF THE SHARK (3RD):

You gain a bite attack appropriate to your size. If you already have a bite attack from a different source you increase the dice size for that attack by 1 dice size.

- **DRAWBACK:** When you are in the water, any shark or shark-like creature within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE SMITH (3RD):

You become proficient with all martial weapons and 3 exotic weapons of your choice. In addition, all manufactured weapons are treated as if they were ritual weapons for the purpose of tataued warrior class features.

- **DRAWBACK:** Any non-simple weapon you wield gains the fragile weapon quality.

TATAU OF THE TORCH (3RD):

At will you may shed light from an object you are holding as if it were a touch. You can activate or suppress this as a free action. In addition, you gain a +2 bonus on attack and damage rolls against creature of the fire subtype.

- **DRAWBACK:** You cannot suppress your light and it tends to shine extra bright when you are trying to hide as if to point you out.

TATAU OF THE TURTLE (3RD):

You gain a +2 natural armor bonus to your AC, this bonus stacks with other natural armor bonuses. When taking the total defense action this natural armor bonus increases to +4.

- **DRAWBACK:** You take a -2 penalty to Dexterity, and rising from the prone position takes a full round action.

TATAU OF THE WARRIOR (3RD):

You count your levels in tataued warrior as levels in fighter for the purpose of qualifying for combat feats. In addition, you gain Weapon Focus in a simple weapon of your choice (this weapon is stylistically represented in the tatau). If you have or ever gain the Weapon Focus feat you gain Weapon Specialization as a bonus feat in that weapon instead. Likewise if you have that feat you instead gain Greater Weapon Focus and if you have Greater Weapon Focus you gain Greater Weapon Specialization in that weapon.

- **DRAWBACK:** You have a 25% chance each time you draw a weapon to accidentally draw the wrong weapon. If you have no other weapon, you may draw a mundane piece of equipment or simply drop your current weapon.

TATAU OF THE WAVE CREST (3RD):

You gain Improved Bull Rush as a bonus feat and a +2 bonus on attack and damage rolls against creature of the water subtype.

- **DRAWBACK:** The ocean becomes rough and agitated in a radius of 1 mile around you and you cause an unnatural disturbance in the area you walk. This may attract creatures with a strong connection to the element of water (such as water elementals, kami, or druids native to the area).

5th Level Tataus

TATAU OF THE BUTTERFLY (5TH):

You are constantly under the effects of *featherfall*. You may suppress or reactivate this as a swift action.

- **DRAWBACK:** There is a 10% chance per round that you are using featherfall that it will fail for 2 rounds.

TATAU OF THE CHAMELEON (5TH LEVEL):

As a free action, you gain the ability to magically blend in with your surroundings. This provides a +8 competence bonus on her Stealth checks. As a standard action, you can also use the spell disguise self a number of times per day equal to your Charisma modifier.

- **DRAWBACK:** You may only disguise yourself an anthropomorphic chameleon of horrific proportions and you only gain a +4 on Stealth checks.

TATAU OF THE CHIEF (5TH):

You gain Leadership as a bonus feat. In addition, all allies within 30 feet of you gain a +4 morale bonus against fear effects.

- **DRAWBACK:** People whisper and spread derogatory rumors about you. How dare you wear the tatau of the chief without earning it? You take a -4 penalty on all Diplomacy rolls and you risk your standing in your community.

TATAU OF THE DEEP SEA (5TH):

You gain the ability to breathe underwater and darkvision 60 feet (or it improves your darkvision by 30 feet).

- **DRAWBACK:** When you are in the water, any large schools of fish within 1 mile are aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE HEALER (5TH):

A number of times per day equal to your Charisma modifier you can heal a creature you can touch for 1d8 points per 4 levels of tataued warrior as a standard action. You may not benefit from this yourself.

- **DRAWBACK:** Any amount of healing you grant an ally is deducted from your current HP.

TATAU OF THE HERON (5TH):

While flying you gain a +2 bonus on all attack and damage rolls with melee weapons against non-flying creatures.

- **DRAWBACK:** You take twice as much fall damage and a -2 penalty on Acrobatics checks to jump.

TATAU OF ILLNESS (5TH):

You become immune to non-magical diseases.

- **DRAWBACK:** Allies who spend time around you frequently come down with mundane diseases. Each week roll a d% and if you get higher than 75% a party member comes down with a random disease or illness.

TATAU OF THE KIWI (5TH):

When casting a spell that requires a material component you may elect to pay that cost at a later date. This material component must be offered up in sacrifice within 2 days or the tataued warrior is turned into a kiwi bird until he can offer up the material components or someone else offers them on his behalf. A tataued warrior may elect to do this for an ally when they are within 30 feet of an ally who is casting a spell that normally requires a material component but does not have one. A kiwi uses the statistics of a hawk, but without a flight speed or talons and a 10 foot land speed. However, you retain your mental ability scores.

- **DRAWBACK:** You permanently turn into a kiwi until you

TATAU OF THE MERCHANT (5TH):

- You can cast detect magic at will. In addition, you gain a +4 bonus on Appraise checks made to evaluate the price of non-magical good.
- **DRAWBACK:** You must pay 5 gp per use of this ability.

TATAU OF THE MINNOW (5TH):

You gain the evasion class feature of the monk and Lightning Reflexes as a bonus feat.

- Cats and fish, large and small, find your scent delectable and any are prone to attack you should you attract their attention.

TATAU OF THE MOON (5TH):

You gain the ability to damage incorporeal and/or ethereal creatures normally with weapons you wield or natural attacks you make. In addition you gain a +2 insight bonus on Knowledge (planes) and Knowledge (religion) to identify creatures.

- **DRAWBACK:** Any undead within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE PLATYPUS (5TH):

You develop electrolocation while underwater, gaining lifesense 30 feet (see universal monsters rules for more information on lifesense). In addition your nails becomes mildly poisoned. This causes your unarmed strikes and claw attacks to poison creatures.

- **TATAUED WARRIOR POISON;** save Fort DC 5 + tataued warrior level; frequency 1/round for 4 rounds; effect 1 nonlethal damage; cure 1 save.
- **DRAWBACK:** You develop the unusual physical features that resemble a platypus. You gain a rubbery bill, an awkward beaver-like tail, brown fur, etc. While in this anthropomorphised form you exhibit many unintentional animal habits, compulsions, and mannerisms that are rather unsightly and uncivilized. You take a -4 penalty on all rolls involving social interactions and a -4 penalty on Acrobatics checks when not in the water for your awkward proportions.

TATAU OF THE POISON FROG (5TH):

Once per day as a move action you can cover you body in a layer of poison. Creatures who grapple with you or otherwise come into excessive bodily contact with you (an unarmed strike or natural attack is not generally enough to constitute this) suffer the effects of the poison listed below. Once it has been applied to a creature or 1 minute per tataued warrior passes the poison is rendered inert.

- **POISON:** Contact; save Fort DC 10 + 1/2 tataued warrior level + Charisma modifier; frequency 1/round for 6 rounds; effect stunned; cure 1 save
- **DRAWBACK:** Any venomous or poisonous creature within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE PREDATOR (5TH):

You gain a +2 bonus on attack and damage rolls against animals and magic beasts. Additionally you automatically bypass any resistances, immunities, and DR they may possess. Finally, you gain a +2 insight bonus on Survival checks to find food.

- **DRAWBACK:** Any apex predator who has the animal of magical beast creature type within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE PRIEST (5TH):

Your caster level is equal to your character level for your tataued warrior spells. In addition, select three 1st or 2nd level cleric spells and add them to your list of known of tataued warrior spells. You must be able to cast tataued warrior spells in order to benefit from this tatau.

DRAWBACK: Each time you cast a spell you have a 25% chance of summoning an unfriendly outsider who opposes your alignment who has a CR equal to your level -1 + 1d4. The exact nature of the creature is at the discretion of the GM but it should be hostile towards the offending tataued warrior and incensed at his audacity.

TATAU OF RAIN (5TH):

Once per day, after performing a rain dance for 10 minute, you may change the local weather to that of light rain for 1d6 hours. The changes take effect in 10 minutes after the completion of your rain dance. You gain Wind Stance as a bonus feat.

- **DRAWBACK:** Any time you sleep a localized rainshower drenches your camp. In addition, you only have a 10% miss chance from your Wind Stance bonus feat.

TATAU OF THE SPIDER (5TH):

You gain a 30 foot climb speed and a +2 sacred bonus on Craft (alchemy) checks.

- **DRAWBACK:** There is a 25% chance per round that, while climbing, your climb speed will cease to function.

TATAU OF THE TIKI (5TH):

You gain a +2 luck bonus to your armor class and all saving throws.

- **DRAWBACK:** You take half again as much damage from all sources.

7th Level Tataus:

TATAU OF THE BAT (7TH):

You gain Blindsight 20 feet and a +2 insight bonus on fly checks.

- **DRAWBACK:** You become blind.

TATAU OF THE ELEMENTS (7TH):

You gain a +2 bonus on attack and damage rolls against elementals and automatically bypass any resistances, immunities, and DR they may possess.

- **DRAWBACK:** Any elementals within 1 mile is aware of your presence and will become attracted to you as if you were a threat to nature.

TATAU OF THE GALE (7TH):

You ignore range penalties up to the third range increment (though they they return in full on the fourth). In addition, you gain a +2 sacred bonus to your AC against ranged attacks.

- **DRAWBACK:** Chaotic gusts of wind blow around your ranged attack giving them a 20% chance to miss.

TATAU OF THE KANGAROO (7TH):

You gain the cast *jump* as a supernatural ability at will. In addition, unarmed strikes made with your feet deal damage as if you were one size category larger.

- **DRAWBACK:** Creatures making attacks of opportunity against you gain a +4 bonus on attack rolls.

TATAU OF THE MURDERER (7TH):

Creatures you reduce below 0 hp lose two hp per failed stabilization roll. Furthermore, a creature you cause damage to cannot benefit from healing (though they may benefit from temporary hp) until their next turn.

- **DRAWBACK:** You take a -2 penalty on all stabilization rolls.

TATAU OF THE SNAKE (7TH):

You become immune to poisons (magical and mundane).

- **DRAWBACK:** All allies within 30 feet of you take a -4 penalty on saves against poisons.

TATAU OF THE STARFISH (7TH):

You gain the ability to regenerate lost limbs and heal yourself. Once per day as a full round action you can regrow severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads if you are a multi-headed tataued warrior), broken bones, and ruined organs grow back. The physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. At the time of using this ability the tataued warrior is also restored 1d8 hp per 4 levels of tataued warrior (minimum 1d8).

- **DRAWBACK:** After 2d10 minutes, any limb you regrew falls off and atrophies. In addition, you are not healed by this tatau.

TATAU OF THE SUN (7TH):

This tatau around your eyes grants you darkvision 60 feet. If you already have darkvision this ability grants you the capacity to see though even deeper darkness or other magical darkness effects. Creatures with light vulnerability cannot take this tatau.

- **DRAWBACK:** When you are in areas of light you take a -8 penalty to Perception checks.

TATAU OF THUNDER (7TH):

You gain electricity resistance 15 and once per day when you successfully deliver an attack with a simple melee weapon you can cause a thunderbolt to strike your target. This can be chosen after you have successfully hit but before you roll damage. It deals 1d6 points of electricity per 2 levels of tataued warrior in addition to your normal weapon damage.

- **DRAWBACK:** Anytime natural (non-magical) lightning strikes would strike within 1 mile of you, it instead strikes you. In addition, attacks that deal electricity damage gain a +2 bonus to hit you and your resistance is reduce to 5 (each bolt causes 4d8 points of electricity damage).

9th Level Tataus:

TATAU OF THE CRAB (9TH):

Once per round on a successful attack with a natural weapon or unarmed strike, you may make a free grapple attempt with your off-hand (provided it is free).

- **DRAWBACK:** You gain a -4 on all grapple combat maneuvers and count as if you were one size category smaller for the purpose of determining of who you can grapple one-handed.

TATAU OF THE GECKO (9TH):

You gain all-around vision.

- **DRAWBACK:** There is a 20% chance that each time you attempt an action to move that you will remain motionless (though this does not waste the action, just prevents you from moving).

TATAU OF THE WHALE (9TH):

You count as if you were one size category larger for the purpose of wielding ritual weapons.

- **DRAWBACK:** Reduce your base land speed by 20 feet to a minimum of 10 feet.

Spells:

Beginning at 4th level, a tataued warrior gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list*. A tataued warrior must choose and prepare his spells in advance.

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

Like other spellcasters, a tataued warrior can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Tataued Warrior. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Tataued Warrior indicates that the tataued warrior gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A tataued warrior refers to his spells as ceremonies and must spend 1 hour per day performing ritualistic dancing, chanting, and making offerings to nature to regain his daily allotment of spells. The materials required for his spells may be found in the surrounding area at no cost to him. A tataued warrior may prepare and cast any spell on the tataued warrior spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

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

Ranger Spell List Modification for the Tataued Warrior*

A tataued warrior does not gain the following ranger spells:

- 1ST: *Bowstaff, Gravity Bow, Hunter's Howl, Longshot*
- 2ND: *Reloading Hands, Ricochet Shot*
- 3RD: *Companion Mind Link, Instant Enemy, Named Bullet*
- 4TH: *Bow Spirit, Greater Named Bullet, Raise Animal Companion, Terrain Bond*

In exchange, the tataued warriors adds the following spells to his spell list:

- 1ST: *Cause Fear, Enlarge Person, Magic Weapon, Remove Fear*
- 2ND: *Aid, Touch of the Sea*
- 3RD: *Heroism, Pain Strike, Rage, Ride the Waves, Fly*
- 4TH: *Fear, Mass Enlarge Person*

SIDEBAR: SPELLS FROM OTHER SOURCES

Generically, a tataued warrior does not gain any spells that expressly deal with the ranger's class feature (such as their animal companion, favored enemy, favored terrain, etc) or spells that pertain to making ranged attacks/the use of a bow. They instead gain fear spells, spells that grant the ability to resist fear, pain effects, enlarge person, and spells that grant a swim speed.

Blood Casting (Ex):

At 5th level, as a swift action a tataued warrior can prick himself and make an offering of blood to sacrifice a prepared spells in order to spontaneously cast any other spell on his spell list that he knows of the same level. This offering of blood deals 1 point of non-lethal damage to himself per level of the spell sacrificed. (Example: If he had heroism prepared as a 3rd level spell he could take a swift action to deal 3 points of damage to himself to switch his prepared spell to pain strike.)

Battle Chant (Ex):

At 6th level, the tataued warrior gains the ability to ritualistically chant while fighting. This allows him to augment his weapon's powers by awaking the spirits around him. This is often quite intimidating to enemies, though not overt enough to cause an Intimidate check. This grants him an ability to enter into a ritualistic trance, awakening the spirits of war and battle. This grants him one additional attack at

his highest BAB per turn as part of a full attack action. This effect stacks with haste and similar effects.

A battle chant lasts for a number of rounds equal to his Constitution modifier per use. While chanting he gains a +2 morale bonus on Intimidate checks. Entering this state is a swift action and, at 6th level, he may do this once per day. At 10th and every 4 levels thereafter he may do this one additional time per day.

CULTURAL EXAMPLES OF THE BATTLE

CHANT:

Haka (Maori), *Cibi* (Fiji), *Manu Siva Tau* (Samoa), *Baris* (Bali), *Eisa* (Okinawa), *Sama* (Sufis), War Dance (Lakota Sioux), *Indlamu* (Zulu), Highland Sword Dances (Scotland)

Masterwork Tatau (Su):

At 20th level, a tataued warrior's individual tatau merge into a cohesive tapestry and take on a new meaning entirely. They are woven together by a larger mural that gives context to the rest of the pieces. This tatau covers the tataued warrior's entire body. These tatau cannot be taken until 20th level.

This tatau can take one of the following forms:

TATAU OF DIVINITY

The first time you die in a 24 hour period you are resurrected as if by true resurrection at the start of your next turn. In addition, you gain SR equal to 10 + 1/2 your tataued warrior level + your Charisma modifier against divine spells.

TATAU OF DEATH

Any creature reduced below zero hit points by damage you deal has their remains turned to dust as if destroyed by disintegrate. Furthermore, you are immune to death effects and gain gain SR equal to 10 + 1/2 your tataued warrior level + your Charisma modifier against necromancy spells.

TATAU OF SUPREME GRACE

You may cast *dominate monster* as a supernatural ability at will. In addition, you become immune to mind affecting effects.

TATAU OF THE BEAST

You grow two size categories and grow one natural attack of your choosing from the following list: bite, a single claw, gore, slam, or talon. You cannot chose a natural attack you already possess.

This grants you a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), a -2 penalty on attack rolls and AC, and a -4 size penalty on Stealth and Fly checks due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. A humanoid creature whose size increases to Huge has a space of 15 feet and a natural reach of 15 feet.

TATAU OF THE WARRIOR KING

You automatically confirm all critical hits with your ritual weapon.

SIDEBAR: SIMILAR CLASSES

As introduced in the beginning of this book, some exotic classes fill roles that would normally be the purview of other classes. A tataued warrior fills a role similar to a m

Thane

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

You are the manifestation of strength and sheer physicality. You fear no mere mortal who would dare stand before you. You know that when the chips are down, might makes right; and you strive to be the strongest. Blessed with a natural gift of great size and strength, you know you were meant to rule, to conquer, or simply kill the hell out of whoever would stop you on your way to your goal.

HIT DICE: D10.

ROLE:

Thanes are not subtle about what they do. They are not master planners or strategists. They are not flashy or even particularly creative, but they are good at one thing -- killing. Be it on the battlefield with a wrought iron axe fending off the insignificant gnats who try in vain to challenge his might, or in a life-or-death struggle against a savage grizzly bear armed only with a man-sized club, a thane is a king of brutality. While thanes can be gentle giants, their gift predisposes them towards a violent lifestyle where their talents can truly shine. They excel at dealing obscene amounts of melee damage with two handed weapons and battering the enemy around. Their damage is comparable to a raging barbarian or a two-handed fighter who invests heavily in their Strength. Their targets are creatures of smaller size categories than themselves and when they grow (at 5th and 20th level) this becomes an easier task. While a thane is well versed in the art of offense, they lack defense. They possess no proficiency with armor or shield and often rely on their Hit Dice, Constitution score, and several of their defensive talents to see them through fights. Many invest in armor proficiency feats as they level up to counteract this but others simply kill their opponent before they have a chance to injure the thane.

NATURAL GIFT:

A thane must be born with considerable size and physicality. On average a thane is 10-25% larger and heavier than the typical range for a member of their race. While this does not grant them a size category bonus, they eventually gain one as they progress in level.

A thane is strong, physically fit, and domineering. Players are required to have at least 14 Strength and Constitution to qualify for this class.

TRAPPINGS:

Thanes often select two-handed weapons as their trappings, though they are hardly bound to this choice. Many have gruesome trophies or even family heirlooms as their trinkets.

ALIGNMENT: ANY

STARTING WEALTH:

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

CLASS SKILLS

The thane's class skills are Craft (Int), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

TABLE 13-1: THE THANE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Domination (+1), the bigger they are, oversized
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Domination (+2)
4th	+4	+4	+1	+1	Savage strokes
5th	+5	+4	+1	+1	Mountainous growth, thane talent
6th	+6/+1	+5	+2	+2	Bonus feat, rampage
7th	+7/+2	+5	+2	+2	Domination (+3)
8th	+8/+3	+6	+2	+2	Savage strokes
9th	+9/+4	+6	+3	+3	Thane talent
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	Domination (+4)
12th	+12/+7/+2	+8	+4	+4	Rampage, savage strokes
13th	+13/+8/+3	+8	+4	+4	Thane talent
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Domination (+5)
16th	+16/+11/+6/+1	+10	+5	+5	Savage strokes
17th	+17/+12/+7/+2	+10	+5	+5	Thane talent
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat, rampage
19th	+19/+14/+9/+4	+11	+6	+6	Domination (+6)
20th	+20/+15/+10/+5	+12	+6	+6	Mighty Mountain

Class Features

The following are the class features of the thane.

Weapon and Armor Proficiencies

The thane is proficient with all simple weapons as well as the great club and but with no armor or shields.

Domination (Ex):

All his life, a thane will have had to fight lesser men. He will have naturally developed tactics to dominate and crush them. At 1st level a thane gains a +1 circumstance bonus on all melee attacks and damage rolls against creatures of a smaller size category than him. At 3rd level and every 4 levels thereafter this bonus improves by 1 to a maximum of +6 at 19th level.

The Bigger They Are (Pn):

A flaw common to giants is their inability to comprehend the frailty of their own mortality and the danger their size possesses. Thanes takes a -2 penalty to their CMD against trip and dirty trick combat maneuvers for each size category greater than medium they possess.

Oversized (Pn):

Despite his size, a thane's frame is larger than nature intended. A thane reduces the number of attacks of opportunity he can make per round by 2 (minimum 1) for every size category larger than that of his base race.

Bonus Feats:

At 2nd level, and at every 4 levels thereafter, a thane gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. For the purpose of qualifying for combat feats a thane counts his level as his fighter level -2 (minimum 1). These levels stack with fighter levels for the purpose of qualifying for combat feats.

Savage Strokes (Ex):

At 4th level a thane can throw some serious weight behind his strikes. Once per round, after making a successful attack with a two-handed weapon, the thane may make a sunder or a bull-rush attempt as a free action against the target of his successful attack. The creature targeted with this ability must be of a smaller size category than the thane. This does not additionally provoke an attack of opportunity when he makes the combat maneuver. Savage strokes only applies on attacks made during your turn (not on attacks of opportunity).

At 8th level, this may be used on a creature of an equal size category or smaller. At 12th level a thane can make both a sunder and bull rush combat maneuver with savage strokes. At 16th level a thane can use this ability against a creature of any size category.

Mountainous Growth (Ex):

At 5th level a thane's size increases by one size category as they truly begin to understand how to fully utilize their weight and size. In some cases this might mean they begin a special diet, an intense exercise routine to put on even more muscle mass, or even a growth spurt.

This grants them a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), a -1 penalty on attack rolls and AC, and a -2 size penalty on Stealth and Fly checks due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet.

Thane Talent (Ex):

While all thanes share a few things in common, each is cut from a different sort of cloth. They say power is telling -- as it is applied differently by diverse folks. At 5th level and every 4 levels thereafter a thane gains a thane talent from the list below:

- **SAVVY THANE:** A thane who is cautious is a rare sight indeed, and he may ignore the penalty imposed by his the bigger they are class feature.
- **MAN OR MONSTER:** A thane adds his domination bonus on Intimidate checks against all creatures (regardless of size).
- **DOMINAR:** A thane may use his domination class feature against creatures of his size category.

- **GIANT-FELLER:** A thane may use his domination class feature against creatures at a size category larger than his own, but he only apply half the bonus (minimum +1). A thane must have the dominar talent to select this one.
- **HARDWOOD:** A thane is made of tougher stuff. He gains DR/magic equal to the bonus provided by his domination class feature (regardless of the size of the attacker).
- **INSURMOUNTABLE:** A thane fears no man and no sword. His chest, a mess of scars and muscle, cares little for the blows of mere bugs. He gains a natural armor bonus equal to the bonus provided by his domination class feature against attacks made by creatures he can affect with his domination class feature (smaller creatures by default) while wearing no armor.
- **GREAT STRIDES:** A thane with this talent gains a +10 foot bonus to it's move speed and treats non-magical difficult terrain like normal terrain.
- **SAVAGE SOLDIER:** A thane may use his savage strokes class feature with any melee or natural weapon, regardless of handedness.
- **HIGHGROUND:** Creatures no longer gain a bonus on attack rolls from holding the high ground. In addition, the thane gains +2 circumstance bonus on attack rolls against creatures who have the high ground.
- **HIGH PERCH:** Smaller creatures attacking a thane do not gain the bonus to hit normally granted for flanking. In addition, when a critical hit or sneak attack is scored on the thane, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

- **GIANT WRESTLER:** A thane retains his Dexterity bonus to AC when pinning an opponent or when grappled, and gains the benefit of the Improved Grapple feat. In addition a creature larger than the thane never gets bonuses due to its size on grapple maneuvers when grappling with a thane.



- **SHADOW OF THE THANE:** The bonus for flanking for a thane with this talent is increased to a +4 bonus (rather than a +2). In addition, a character can flank with a thane against any creature the thane threatens, provided that the creature in question that the thane threatens is of a smaller size category than the thane.
- **PILE OF SWORDS:** A thane becomes proficient with all martial weapons and 3 exotic weapons of his choice.
- **BULL IN A CHINA SHOP:** A thane ignores 5 points of hardness and deals double damage to objects. This bonus only applies if the weapon he is using deals bludgeoning damage or are natural attacks.
- **CRUSHING STROKE:** If the thane uses Power Attack while employing his savage strokes class feature, his target is also knocked prone if they fail a Reflex save (DC 10 + 1/2 thane level + Strength modifier). This is done in addition to any other effects from the thane's savage strokes. The thane must have the Power Attack feat before selecting this thane talent.
- **TROUNCING TRAMPLE:** The thane gains the trample universal monster ability. When he deals damage with this trample, it is based on his unarmed damage if he does not have a slam attack (or if it is higher). The thane must have the Improved Overrun feat before selecting this thane talent.
- **BIG BULLY:** If the thane successfully steals from a creature of a smaller size category than himself, he may additionally make a free Intimidate check to demoralize that creature. The thane must have the Improved Steal feat before selecting this thane talent.

Rampage (Ex):

At 6th level, a thane who confirms a critical hit with a two-handed weapon may select one of the following benefits: he may make an extra attack at the same base attack bonus, make an additional 5 foot step during the round (even if he has already moved or utilized his 5 foot step this round), or gain a +2 bonus to attack and damage rolls on all subsequent attacks he makes before the end of his turn. At 12th level and 16th level this bonus to attack and damage rolls increases to +4. A thane may only use this ability once per round.

Mighty Mountain (Ex):

At 20th level, a thane grows one additional size category. This grants them a further +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), a -1 penalty on attack rolls and AC, and a -2 size penalty on Stealth and Fly checks due to its increased size.

Additionally, when a he confirms a critical with his rampage class feature he may instead choose to lop the head off a creature, emulating the decapitating effect of a vorpal weapon. This works on any confirmed critical with his rampage class feature, not just on a 20.

SIDEBAR: SIMILAR CLASSES

As introduced in the beginning of this book, some exotic classes fill roles that would normally be within the purview of other classes. A thane fills a role similar to a fighter or barbarian and as such multiclassing into one of these classes is discouraged.

Undying

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The undying utilize a mysterious school of techniques collectively known as the “phoenix arts”, named after the resurrecting fire-bird. The practice of such arts is a jealously guarded secret that helps them blur the line between life and death. In the hands of a master of the phoenix arts, death is a malleable thing.

The undying are warriors who achieve an understanding of its intricacies, and find themselves neither truly alive nor dead – instead caught in a constant battle to remain in one state or the other. The techniques that they learn require years to perfect. Once mastered, they allow legions of undying to throw themselves in devastating human wave attacks, fight pitched battles, and take on assignments deemed too dangerous for anyone else.

The training to be an undying wipes both fear and individuality from the trainees, making them unquestioningly loyal and generally more subdued than other soldiers. They live to be commanded and sometimes have problems finding their own solutions if the answer exists outside the purview of their orders.

Though there are various military organizations that employ undying soldiers they all follow similar training programs. The funding of such schools, that must often train a large number of soldiers at a time, come from local political and religious organizations. For this reason, undying are often heavily affiliated with such institutions. Undying units are large and they accept people from all walks of life.



Sometimes slaves or convicts are allowed to join such units as a way to work towards freedom. The allure of potential immortality is too good for many people to pass up, though the harsh training and lifestyle weeds out all but the best. Many undying organizations have identifying marks (brands, masks, tattoos, etc.) that mark the individual as belonging to said organization. Furthermore, some societies often impart social, legal, or political restrictions on members of these units (some example: undying may not marry, may not hold office, may not own property, etc).

HIT DICE: D8.

ROLE:

In spite of their tragically frail forms, drained by the powers they wield, the undying make excellent front line fighters. Counterintuitively, their greatest strength comes when they die. Able to self-resurrect, an undying can trigger enemy traps, temporarily distract the most dangerous foe for a while, or even fight a war of attrition that they know they will win.

ADVENTURES:

Many circumstances lead undying to become adventurers. Undying, who have died a certain number of times in battle, are often allowed to leave the military if they wish (the exact number varies but many times it is in the hundreds). Many stay with undying legions, finding it hard to adjust to civilian life after seeing so much combat. Occasionally a unit will actually be decimated or their civilization/organization destroyed -- leaving them the chance to see the world.

ALIGNMENT: ANY LAWFUL

Undying training removes all fear and doubt but also much of a trainee's individuality. They are conditioned to respond to orders and operate as a unit. While most are neutral on the good and evil axis, there are always variances in the kind of person the units attract.

INSPIRATION:

Undying draw from a number of disparate sources. They are monastic, unquestioning death commandos who have low standing. Part of their inspiration came from the concept of kamikaze squads, sohei, death commandos, gladiators, Persian Immortals, and even fictional sources such as the Unsullied from Game of Thrones and Fedaykin death commandos from Dune. On the other hand, resurrection is a common theme throughout many religions. Outside the Abrahamic traditions, religions like Chan Buddhism, Hinduism, and even Haitian Vodou have resurrection stories. It is quintessential to our nature as frail living beings to want to cheat death, and the undying exemplify this.

STARTING WEALTH:

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

CLASS SKILLS

The undying's class skills are Climb (Str), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Ride (Dex), Survival (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

TABLE 14-1: THE UNDYING

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+2	Brainwashing, self-resurrection (1/day), undeath
2nd	+2	+0	+0	+3	Toughness
3rd	+3	+1	+1	+3	Self-resurrection (2/day)
4th	+4	+1	+1	+4	Phoenix arts
5th	+5	+1	+1	+4	Fast healing (3), self-resurrection (3/day)
6th	+6/+1	+2	+2	+5	Bonus feat, Unyielding
7th	+7/+2	+2	+2	+5	Self-resurrection (4/day)
8th	+8/+3	+2	+2	+6	Phoenix arts
9th	+9/+4	+3	+3	+6	Self-resurrection (5/day)
10th	+10/+5	+3	+3	+7	Bonus feat, surging rebirth, fast healing (5), unfeeling
11th	+11/+6/+1	+3	+3	+7	Self-resurrection (6/day)
12th	+12/+7/+2	+4	+4	+8	Phoenix arts
13th	+13/+8/+3	+4	+4	+8	Self-resurrection (7/day)
14th	+14/+9/+4	+4	+4	+9	Bonus feat, unthinking
15th	+15/+10/+5	+5	+5	+9	Surging rebirth, fast healing (7), self-resurrection (8/day)
16th	+16/+11/+6/+1	+5	+5	+10	Phoenix arts
17th	+17/+12/+7/+2	+5	+5	+10	Self-resurrection (9/day)
18th	+18/+13/+8/+3	+6	+6	+11	Bonus feat
19th	+19/+14/+9/+4	+6	+6	+11	Self-resurrection (10/day)
20th	+20/+15/+10/+5	+6	+6	+12	Surging rebirth, phoenix talent, fast healing (10), unending

Class Features

The following are the class features of the undying.

Weapon and Armor Proficiencies

The undying is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

SIDEBAR: PLAYING AN UNDYING

An undying is very counterintuitive to play- you want to die. When playing an undying there are two main schools of thought. The first is to rely on your phoenix arts, abilities that trigger when you resurrect, and the second is to make yourself into a undying defender. In the first case you will likely want to drop your AC a bit after you get to about 5th level (and thus have a few resurrections per day).

This will allow you to trigger your phoenix arts more often because you will die more often. In the second instance, you will want to armor yourself as much as possible and take feats like Dodge to augment your AC and make up for your d8 HD.

Brainwashing (Pn/Ex):

An undying feels no pain, experiences no fear, and questions no orders. They gain a bonus against fear effects, pain effects, effects that results in ability score damage, and effects that result in exhaustion or fatigue. This bonus is equal to $1/2$ their undying level (minimum +1). However, a undying must follow all orders from a legitimate source they are assigned to respect without question (even if it means their death). In addition, an undying has a penalty against all (non fear) mind-affecting effects as well as Sense Motive, and Bluff checks equal to $1/2$ their undying level (minimum -1).

This has an impact on how a undying should be roleplayed. They do not see options outside of their assigned task, are indoctrinated to follow orders unquestioningly, and respond well to powerful authority figures.

Self-Resurrection (Su):

At 1st level, the first time per day a undying is killed he is resurrected (as per *true resurrection*) at the start of their next turn. During the turn when he is resurrected, he may take actions as per normal (though he is prone in most instances). At 3rd level and every odd level thereafter, he may do this one additional time per day. His uses of this ability reset every 24 hours. In order to regain uses of this ability he must have rested at least 8 hours. An undying cannot choose to not self-resurrect.

SIDEBAR: HOW TO KILL THE UNDYING

Undying are difficult, but not impossible, to kill. The trick is that they need to be put in a situation where coming back to life still results in death. Burning one alive (or dead), bathing the corpse in acid, or just having a few guys with spears is generally sufficient to take out a lone undying. The difficulty comes when undying attack en masse. It is easy to keep track of one but miss a few and things get messy.

Undeath (Pn):

At 1st level, a undying who is reduced to 0 hp is killed rather than rendered unconscious. This is due to the constant tug towards the grave that results from tampering the energies of life and death.

Toughness (Ex):

At 2nd level, a undying gains Toughness as a bonus feat.

Phoenix Arts (Ex):

Like a phoenix rising from the ashes, an undying gains new and unique benefits as his mastery over his own mortality expands. At 4th level and every 4 levels thereafter, an undying gains a talent from the following list. Any spell-like ability uses the character's undying level as their caster level. Talents marked with * are referred to as burst talents, and an undying can only utilize one of them per time he is resurrected. He may select which he wants to use at the time of his resurrection. An undying may also elect to benefit from no phoenix talent. Statistic bonuses provided by these abilities end upon a undying's death.

- **FIERY REBIRTH***: You produce a ring of fire around you as you are restored back to life. This deals 1d6 fire damage per level of undying and has a radius of 10 feet. Creatures in the area can attempt a Reflex save (DC 10 + 1/2 undying level + Dexterity modifier) for 1/2 damage.
- **ON YOUR FEET**: When you resurrect, you are standing rather than being prone. This does not provoke attacks of opportunity. In addition, any attacks made on during your first round of combat you have a +2 competence bonus for attack rolls. An undying must be at least 8th level to select this talent.
- **LIGHT OF HEAVEN***: Your resurrection is accompanied by a flash of divine light. All creatures within 30 feet must make a Reflex save (DC 10 + 1/2 undying level + Dexterity modifier) or be dazzled for 1d4 rounds + 1 round per 4 undying level (minimum 1d4 + 1).
- **BROKEN EARTH***: Your return to life cracks the earth around you, creating a 10-foot area of difficult terrain around you. This only functions if the surface you are on has 10 or less hardness.
- **DELAYED RETURN**: An undying can delay his return the world of the living until he is ready. After he dies he may delay his resurrection for up to 10 rounds. The undying determines how long he will stay dead for at the time of his demise.
- **CLEAN SPIRIT (Sp)**: Upon your resurrection you may chose one of the following benefits: Remove 1d4 negative levels, remove up to 4 points of ability score damage, or benefit from regeneration. An undying must be at least 8th level to select this talent.
- **EMPOWERING RESURRECTION**: After resurrecting the undying gains a +2 bonus to their Strength score and increases their movement speed by 10 feet for 1d4 rounds + 1 per 4 levels of undying. Should an undying die this effect prematurely ends.
- **DELAY TAIN (Sp)***: Upon resurrecting, all allies within 30 feet of the undying gain one of the following benefit: delay disease, delay poison, delay pain. This is chosen by the undying and may be selected on a per character basis.
- **VITALITY BURST***: All allies within 30 feet of the undying are restored a number of hit points equal to x2 undying level. An undying must have selected purge taint before selecting this talent.
- **SYMPATHETIC RESURRECTION***: One creature within 30 feet of the undying is restored as per the undying self-resurrection class feature when the undying resurrects. A creature affected by this talent cannot be affected by it again for 48 hours after being resurrected by it. An undying must have selected vitality burst before selecting this talent.
- **HARDY SPIRIT**: You gain one additional use of your self-resurrection class feature per day. This may be selected up to 3 times. A undying must be at least 12th level to select this talent.
- **NECROTIC PUNISHMENT**: When you resurrect, you may deal 1d6 points per 2 levels of undying of positive energy damage to all undead within 30 feet of the site of your death. Creatures in the area can attempt a Reflex save (DC 10 + 1/2 undying level + Dexterity modifier) for 1/2 damage.

- **DEATH PACT (SP):** By swearing a mystical oath and sealing the pact with a skill gained from your study of the phoenix arts, you bind your soul to another willing creature's. The ritual takes 10 minutes and involves an exchange of blood and the undying's oath of loyalty to the other creature (henceforth referred to as their "charge"). So long as the undying is within 30 feet of his charge they are treated as if you had cast *shield other* on them. In addition, should the undying's charge be killed the undying is also reduced to 0 HP (the undying may resurrect however). Death does not break a death pact, but an undying or his charge may dissolve a death pact by taking a full round action. Should a death pact be broken by either party within 24 hours of it being made, the undying takes 1 negative level for 6 hours. If the death pact is broken after the initial 24 hours there is no penalty.

Fast Healing (Ex):

At 5th level, an undying is granted fast healing 3 for 1d4 rounds after they resurrect. At 10th level this improves to fast healing 5. At 15th level this is fast healing 7 and at 20th level this is fast healing 10.

Bonus Feat (Ex):

At 6th level and every 4 levels thereafter, an undying gains a teamwork feat or combat feat. A undying has an effective fighter level for the purpose of qualifying for feats equal to his undying level -4.

Unyielding (Ex):

The brainwashing an undying undergoes is both a blessing and a curse. At 6th level an undying is immune to fear effects.

Surging Rebirth (Ex):

At 10th level, an undying can select 2 burst talents (those talents marked with *) to benefit from when he self-resurrects. At 15th level he may select 3, and at 20th he may select up to 4.

Unfeeling (Ex):

At 10th level, an undying has moved beyond pain and distress. He can shut out pain as easily as he breathes. The undying is immune to pain effects; physical ability score damage; and exhaustion/fatigue.

Unthinking (Pn/Ex):

At 14th level, an undying becomes a machine of war. He becomes immune to mind-affecting effects and morale bonuses and penalties.

Unending (Ex):

At 20th level, an undying can self-resurrect a number of times per day equal to his undying level. This replaces the number of times per day specified in the self-resurrection class feature.

Wrath

AN INQUISITOR / ROGUE HYBRID CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Chosen by circumstance, the desire for vengeance, or faith, wraths are divinely gifted killers of both individuals and ideals. Surviving against impossible odds by utilizing selective engagement and then striking against crucial targets, a wrath embodies the very concept of war at its most brutal. Infiltration is often used to allow wraths to get closer to their victims, though they can hold their own in a fight as well. A wrath's role and existence are often kept concealed by their respective faiths, though some wraths begin serving a faith without its knowledge, preventing even sensitive information on them from existing. Wraths also function as weapons against opposing religions, thwarting dark schemes and publicity campaigns by breaking down their supports.

Most wraths are close to or witness an act of great destruction. This destruction need not be quick, and may, in fact, be a number of small acts over time that build upon one another. This destruction often is not met with revenge, or any retribution falls short of satisfaction to the wrath. The wrath's faith changes into a burgeoning power, waiting until it springs one day in a sudden burst of slaughter or mayhem. After that point, the wrath is gifted with a bit of the anger of a god, granting them supernatural abilities when releasing that anger through violence. A wrath can only be called such when they are capable of focusing this divine urge onto a single target, gaining power in order to obliterate their target.

A wrath's existence is dedicated to destroying in a deity's name. They may have followers as well, often forming a more violent sect of their religion. They may also be religious leaders, but many more live away from the public eye or lead a double life in order to get to places they can hurt the most.

A wrath is (most of the time) not a lunatic screaming and wildly swinging a weapon around but they can be and that is precisely why they are so deadly. With skills to dismantle important equipment and important persons both, a wrath can carry out whatever kind of destruction appropriate to the situation.

HIT DIE: D8.

ROLE:

Wraths weaken their foe's defenses before delivering devastating damage, allowing them to take on a chosen foe in prolonged combat if necessary. They are capable of some survivability, provided they get a chance to engage with an enemy. Wraths are excellent support for front-line fighters and can supplement heavy hitters nicely while contributing a good deal of damage to a threatening opponent. They are also adept as saboteurs outside of combat, whipping crowds into a frenzy or obliterating important objects, including traps.

SIDEBAR: PLAYING A NON-OFFENSIVE WRATH

Like both the rogue and the inquisitor, wraths specialize in defense against less common sources of injury, like sneak attacks or fireballs. Thus, they can usually stand to take a few hits when they eventually come. A wrath can always fall back to a defensive strategy and grant a bit of support to the party,

ALIGNMENT: ANY.

While few wraths could be described as being truly good, save those that oppose truly despicable religions or beings, many wraths do good for the world even at the risk of themselves.

TABLE 15-1: THE WRATH

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+2	Obliteration, track
2nd	+1	+0	+3	+3	Evasion, rogue talent
3rd	+2	+1	+3	+3	Sneak attack +1d6
4th	+3	+1	+4	+4	Uncanny dodge
5th	+3	+1	+4	+4	Vengeance
6th	+4	+2	+5	+5	Rogue talent, sneak attack +2d6
7th	+5	+2	+5	+5	Merciless
8th	+6/+1	+2	+6	+6	Improved uncanny dodge
9th	+6/+1	+3	+6	+6	Sneak attack +3d6
10th	+7/+2	+3	+7	+7	Advanced talents, rogue talent
11th	+8/+3	+3	+7	+7	Relentless
12th	+9/+4	+4	+8	+8	Sneak attack +4d6
13th	+9/+4	+4	+8	+8	Enforced vengeance
14th	+10/+5	+4	+9	+9	Expose weakness, rogue talent
15th	+11/+6/+1	+5	+9	+9	Sneak attack +5d6
16th	+12/+7/+2	+5	+10	+10	Annihilate
17th	+12/+7/+2	+5	+10	+10	Herald
18th	+13/+8/+3	+6	+11	+11	Rogue talent, sneak attack +6d6
19th	+14/+9/+4	+6	+11	+11	Purify
20th	+15/+10/+5	+6	+12	+12	True obliteration

CLASS SKILLS:

The wrath's class skills are: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Intimidate (Cha), (Int), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str)
Skill ranks per level: 6 + Int modifier

HYBRID CLASS

- Base Classes: Inquisitor and rogue.

Class Features:

The following are class features of the wrath.

Weapon and Armor Proficiency:

A wrath is proficient in all simple and martial weapons, plus the hand crossbow. They are proficient with light and medium armor, and with shields.

Obliteration (Ex):

Starting at 1st level, a wrath can designate her target, her every act bringing her closer to eliminating it. She may designate a creature or an object that she can see or recognizes as being present as the target of her destruction as a swift action. The wrath gains a bonus against a target of her choice that she is aware of after she declares an attack on it, or she can instead confer a bonus to an ally within 30 feet of her that the wrath can perceive before making her attacks against her chosen target. The bonus is transferred to that ally until the end of the ally's next turn. The obliteration lasts until a new obliteration is used or until the target dies or is destroyed. The types of bonuses that can be granted are listed below:

- **ACCURACY:** The wrath's attacks strike true, ensuring her foe's demise. She gains a +1 competence bonus on attack rolls against her target. This bonus increases by +1 for every five wrath levels she possesses. At 10th level, the wrath may also grant this benefit to an ally adjacent to the recipient of the obliteration's benefit.
- **ENDURANCE:** The wrath gains fast healing 1 at the start of her next turn after each round that she attacks a creature who is the target of her obliteration. The amount of fast healing granted increases by 1 for every five levels the wrath possesses. At 5th level, the wrath heals an extra amount of hp from healing magic or effects that restore hp (other than fast healing or regeneration) equal to the amount of fast healing granted by endurance. At 10th level, this fast healing acts like regeneration instead when the wrath is reduced to -1 hp or fewer from damage dealt by the target of her obliteration.
- **EXTERMINATION:** The wrath strikes with force born of zeal and fury, to reduce her target to nothing. She gains a +1 insight bonus on damage rolls against her target. This bonus increases by +1 for every three wrath levels she possesses. At 6th level, the wrath bypasses the hardness of objects that are her target or that her target is using.
- **QUICKNESS:** The wrath gains a +1 sacred bonus to Armor Class against her target. This bonus increases by +1 for every 5 levels the wrath possesses. This can instead be a profane bonus for an evil wrath. A neutral wrath may choose either a sacred bonus or a profane bonus; once the choice is made it cannot be changed. At 5th level, the wrath gains an extra number of attacks of opportunity each round of the same value as the AC bonus granted by quickness. At 10th level, the wrath may use up one attack of opportunity to negate any damaging effect for herself or her equipment from hitting a creature with a melee weapon. This includes effects such as fire shield, unholy aura and a remorhaz's heat ability, but not from effects that result in damage for being in an effect's area (such as Strength damage from unholy aura or an effect that requires a Reflex save in an area after a creature is struck).
- **RESOLVE:** The wrath gains DR 1/magic against the target's attacks. The amount of DR provided increases by +1 for every 5 levels the wrath possesses. At 5th level, this DR is multiplied by the critical multiplier of the attacking creature's weapon if a critical hit is scored on the wrath or anyone she grants this benefit to. At 10th level, the wrath may change the type of damage that overcomes this DR to Chaotic, Evil, Lawful or Good.

- **STEADFASTNESS:** The wrath gains a bonus on saving throws against effects the target produces. This is a +1 insight bonus, and increases by +1 for every 5 levels the wrath possesses. This bonus is doubled against fear effects. At 10th level, steadfastness also doubles its bonus against Fortitude saves and Will saves with a partial effect. This cannot result in more than one doubling.
- **VALOR:** The wrath is shielded by a flickering aura, gaining 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the obliteration is declared. The protection increases by 2 for every three wrath levels she possesses. At 9th level, a successful saving throw against an attack with an energy type the obliteration protects against from the target results in no damage being taken from the effect.

Track (Ex):

A wrath adds half her level (minimum 1) on Survival checks made to follow tracks.

Evasion (Ex):

At 2nd level, the wrath takes no damage on a successful Reflex saving throw against an effect that deals half damage on a successful saving throw. Evasion can only be used if the wrath is wearing light or no armor. A helpless wrath does not gain the benefit of evasion.

Rogue Talent (Ex):

At 2nd level and every four levels thereafter, a wrath gains one rogue talent. She may select one rogue talent from those available below or one from the rogue class. She may treat her wrath level as her rogue level for the purposes of determining which rogue talents she qualifies for.

Talents marked with an asterisk add effects to a wrath's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

A wrath or a rogue may select from any of the following new rogue talents:

- **CLOSE SHAVE (EX):** As an immediate action, after missing a melee attack, you may make a feint attempt against the creature you missed. You may do so only once against a given creature during an encounter with that creature, but may do so against multiple creatures during an encounter or may even use this rogue talent against the same creature fought more than once in a day in different encounters.
- **DIVINE THIEF* (SP):** After successfully hitting a creature with a sneak attack, you may make a caster level check using your character level as your caster level after hitting a divine spellcaster or a creature subject to a divine spell with a duration, with a DC of 11 + the target's or spell's caster level. If you succeed, you may either suppress their ability to channel energy, lay on hands, and use any other ability that involves channeling positive/negative energy for 1d4 rounds. Alternately, you may gain the effect of a divine spell active on the target and dispel that effect on the target. If you take an active effect, you use its remaining duration.
- **EXTERMINATOR (EX):** You can cause a creature you attack while flanking to take a -1 penalty to AC until the start of your next turn. This penalty does not stack with itself, nor from another wrath's use of this ability. You may end this penalty as an immediate action to cause the creature to count as being flanked against your next melee attack.

- **FERVOR (EX):** You can draw upon a society's beliefs to bring down those within it. By spending 1d4 hours speaking to key members of a community, you can make a Diplomacy check to worsen the community's attitude towards another creature by 1 step. You may only do so once in a given community in a 24 hour period. Creatures with wealth, power, government position or legal authority, or who are especially benevolent or generous increase the DC to affect other creature's attitudes towards them by +5 for each category met. If the society becomes hostile to a creature as a result of this action, they will not outright attack them unless given a more solid reason to, or unless the creature is not a part of their community or ceases to be.
- **KILLER BEE (EX):** After dealing damage with a successful critical hit with a melee weapon, you may apply a dose of poison on your person to that weapon. This has the normal chance of exposure unless you have poison use.
- **SMASH AND GRAB (EX):** You may deal sneak attack damage to unattended objects or objects you hold. If you make a successful sunder attempt, you may attempt a steal maneuver at a +2 bonus as part of the same action once per round against the same creature whose equipment you sundered or pick up an unattended object from a square adjacent to an object that you sundered. This works whether or not the sunder attempt deals damage.
- **WORSHIPFUL (EX):** You gain a bonus equal to half your level on Disguise checks made to disguise yourself as a member of a religious order, and the same bonus on Knowledge (religion) checks made to identify religious orders or symbols. If you do not possess Knowledge (religion) as a class skill, you gain it as a class skill.

- **ZEALOUS (EX):** You gain a +2 bonus on damage rolls against creatures who are opposed to your alignment (Chaos and Law are opposed, Evil and Good are opposed). You may gain up to a +4 bonus on damage rolls against creatures opposed to your alignment on more than one axis. If you are true neutral, you gain a +1 bonus on damage rolls against creatures who are only partly neutral (CN, LN, NE and NG creatures), and a +2 bonus on damage rolls against creatures who have no neutral alignment component (CE, CG, LE, or LG creatures).

Sneak Attack (Ex):

At 3rd level, the wrath gains +1d6 sneak attack damage against flat-footed creatures or creatures she is flanking. This damage is precision damage, and may be negated by abilities that have a chance to negate critical hits (such as the fortification armor property). Every 3 levels thereafter, this sneak attack damage increases by +1d6.

Uncanny Dodge (Ex):

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

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

Vengeance (Ex):

At 5th level, a wrath may gain the benefit of her obliteration ability after being dealt damage by or failing a saving throw against an effect produced by a creature or object, but only against that creature or object. Doing so is not an action. Benefits from this ability begin after the damage from the attack has been resolved and may be changed when the wrath makes an attack. Obliteration and this ability can be in effect at the same time, and their benefits overlap. Vengeance can only be in effect on one target at a time and can only have an effect on the wrath as opposed to benefitting any other creature.

Merciless (Ex):

At 7th level, a wrath begins to move with such efficiency that she strikes areas thought guarded. She deals her sneak attack damage in addition to the normal damage from a critical hit, even if her attack would not normally be a sneak attack against the target. The number of sneak attack dice are multiplied by the weapon's critical multiplier -1 (a x3 critical multiplier doubles the number of sneak attack dice rolled, and a x4 critical multiplier triples the number).

Improved Uncanny Dodge (Ex):

A wrath of 8th level or higher can no longer be flanked.

This defense denies another creature the ability to sneak attack the character by flanking her, unless the attacker has at least four more levels in a class that grants uncanny dodge than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Advanced Rogue Talents (Ex):

At 10th level and higher, a wrath may select from one of the following rogue talents listed as advanced talents or from any advanced talent that would be available to the rogue. A rogue with the advanced talent class feature may also choose any of the following advanced talents.

- **BACKSTAB (EX):** Your first sneak attack in a round against a creature who is unaware of you deals double your weapon's dice in damage as well. This counts as one additional multiple of the weapon dice in case of effects like Vital Strike. The additional weapon damage dice are not multiplied on a critical hit except in the case of the merciless class feature, where they are treated the same as sneak attack dice.
- **BLOOD FOR BLOOD (EX):** After a creature damages you with a melee attack, you may make a Bluff check against that creature as an immediate action against a DC of the creature's Sense Motive + 10. If you succeed, you may either treat the Bluff attempt as a feint or make an attack of opportunity against that creature.
- **BREATHLESS (EX):** After making an attack while Stealthed, you may attempt to hide again as a move action at a -10 penalty. The penalty to your Stealth checks increases by -10 each time you perform this action with relation to the same creatures.
- **DECIMATION* (EX):** After delivering a sneak attack as part of a charge or while using Vital Strike, the wrath rolls all sneak attack dice one additional time and adds the result to the attack's damage. This does not increase the number of sneak attack dice the attack delivers for the purpose of class features or magic items.

- **GREED SEVER (EX):** When making a full attack against a flanked creature, you may make an additional steal or disarm maneuver at your highest attack bonus to lift one item from them before attacking or knock one from their grasp. This maneuver can be made at any time during your full attack.
- **HEARTLESS* (EX):** When you make an attack of opportunity against a target that is also a sneak attack, you deal +2 additional damage per weapon or sneak attack die rolled.
- **MIDNIGHT ASSASSIN* (EX):** When you make a sneak attack against an unconscious creature that is also a coup de grace, roll your sneak attack damage twice and take the higher result.
- **PROPHET (SU):** Once per week, you may speak with a group of people over the course of one hour, revealing information about questions you ask during that time as though using a *commune* spell, using your wrath level as your caster level to determine the number of questions you can choose to ask your deity during that time. Those within the group may thereafter choose to gain a +1 sacred (or profane for an evil wrath) bonus to AC and saving throws for 24 hours. The wrath also gains the ability to cast *augury* 3 times per day at its normal casting time of 1 minute as a supernatural ability that mimics a spell. Information given by these *augury* effects is always accurate.
- **SACRED EDGE* (EX):** Your sneak attack overcomes DR based on your alignment. I.E. A Lawful Good wrath's sneak attacks would overcome both DR/Lawful and DR/Good. A true neutral character's sneak attacks overcome DR/adamantine and DR/epic.
- **SCALE SHEARER* (EX):** Your sneak attacks made with a piercing or slashing weapon flay open your target's skin, rendering them vulnerable to attacks. The target's natural armor bonus to AC is reduced by 1 for each successful sneak attack you make against the target until they are healed to full hit points.
- **SOULLESS (SU):** Once per day, after failing a saving throw against a death effect, you may make a Reflex or Will save against the same DC. If you succeed, you negate the effect. After doing so, you gain a +4 competence bonus on saves against death effects for the next 24 hours.
- **SPOT HIDDEN (EX):** You gain a +10 bonus on Perception checks against creatures hiding by magical means. This increases to a +20 bonus against invisible creatures. You may sneak attack a creature you have pinpointed, even if they have concealment against you.
- **UNTRACEABLE (EX):** By meticulous effort and perfected movement, you no longer leave tracks when travelling through any environment. Creatures tracking you by scent take a -10 penalty. If you have a favored terrain, creatures who attempt to track you must make a Survival check or become lost. Increase the DC for this check by your favored terrain bonus for the terrain in question.

Relentless (Ex):

At 11th level, if a wrath fails a Fortitude, Reflex, or Will saving throw against an effect that impairs movement or action or imposes a status or effect that does either of these things, the wrath may make a new saving throw against the effect at the start of her next turn. Success results in the effect being negated for the wrath.

Enforced Vengeance (Ex):

At 13th level, after a wrath activates the vengeance ability, the wrath gains the benefit of one obliteration ability for each time that the obliteration's target damages her after the first in the same round. The wrath may spend a swift action while this ability is in effect to begin a normal obliteration granting the same number of benefits as their vengeance.

Expose Weakness (Ex):

At 14th level, when a wrath scores a critical hit, the attack ignores all of the target's DR and energy resistance. Immunity to an energy type still protects the target normally. If the attack dealt sneak attack damage, then all attacks ignore the target's DR and energy resistance and the target's fast healing and regeneration are suppressed until the start of the wrath's next turn. Creatures whose regeneration always functions do not have their regeneration suppressed by this ability.

Annihilate (Su):

At 16th level, upon confirming a critical hit, a wrath may double the bonuses that one obliteration effect grants her until the end of her next turn. This may only be in effect once for any single obliteration effect.

Herald (Su):

At 17th level, when a wrath uses an obliteration, she may select one type of obliteration the first time it grants her a bonus. She treats her level as 5 higher with respect to the bonuses granted by that obliteration. Unlike other obliterations, once this decision has been made, that type of obliteration must always be one of those chosen before an attack until the obliteration ends.

Purify (Su):

At 19th level, a wrath may choose to salvage the soul of a creature she has destroyed or slain, allowing it to be raised normally despite any other effects on it, or to destroy its soul if *annihilate* came into effect against the creature in the last 24 hours. If a creature's soul is destroyed, a *wish* or *miracle* is required to restore it to existence in addition to the normal resurrection methods.

True Obliteration (Su):

At 20th level, a wrath may make an attack against the target of her obliteration that threatens to remove them from existence. True obliteration may be used after the wrath makes a successful attack against the target of her obliteration as a free action. The save DC for this ability is $10 + \frac{1}{2}$ wrath level + Wisdom modifier. For undead, constructs and objects, the save is Will, for living creatures the save is Fortitude. A creature is utterly destroyed on a failed saving throw, and requires a wish or miracle to restore their soul's existence before any form of resurrection may be attempted. This ability may destroy any object it is used on of $10 \times$ the wrath's level in cubic feet. When destroying a creature in this way, a wrath may also destroy one held or worn object on the target with no saving throw allowed. Once a creature or object successfully saves against this ability, it is immune to that wrath's true obliteration for the next 24 hours. Creatures that fail their saving throw against this effect who have conditions that must be met before they are slain (such as the tarrasque or a lich) instead have their bodies remain behind for 24 hours, during which time they are destroyed if the condition to slay them is met. If this duration expires, they return to life (or a semblance thereof) instantly at full hit points, and do not lose spell slots for dying and being resurrected.

Creatures that fail their saving throw against this effect who have conditions that must be met before they are slain (such as the tarrasque or a lich) instead have their bodies remain behind for 24 hours, during which time they are destroyed if the condition to slay them is met. If this duration expires, they return to life (or a semblance thereof) instantly at full hit points, and do not lose spell slots for dying and being resurrected.

New Feats

Lone Wolf [Feral]

The lone wolf must work harder than the pack but at least he always eats his fill.

PREREQUISITES: Base attack bonus +5

BENEFIT: A character with this feat who has no ally within 30 feet of him gains a +1 insight bonus on attack rolls and to his AC.

Switch Hitter [Feral]

In the hands of a true warrior, a sword is much like a club in the same way that in the most general of terms a lion is like a wolf. Both can kill you if you let your guard down.

PREREQUISITES: Base attack bonus +5, Weapon Focus (any)

BENEFIT: You gain the benefit of Weapon Focus feat with any weapon you are proficient with. This only grants the bonus for the purpose of determining attack rolls, not as a prerequisite for other feats.

Lord of the Hunt

A lord of the hunt's wisdom is valuable to his allies but deadly to his foes.

PREREQUISITES: Knowledge (nature) 5, Favored Enemy

BENEFIT: You and one ally within 30 feet of you gain a +1 insight bonus on attack and damage rolls against any of your favored enemies. You may switch what ally this bonus is granted to (or deny anyone it) as a swift action.

Shadow Hunter [Feral]

Those who hide make wonderful targets for those who hunt.

PREREQUISITES: Stealth 5 ranks

BENEFIT: If you make a successful Perception check against a creature trying to hide (using the Stealth skill to gain some benefit), you gain a +1 insight bonus on attack rolls against that creature for a number of rounds equal to his Wisdom modifier. In addition, you gain a +2 insight bonus on Perception checks made spot a creature using Stealth.

Predator's Gambit [Feral]

To be slow is to die. To be quick is to survive to die another day.

PREREQUISITES: Improved Initiative, Combat Expertise

BENEFIT: You can reroll your Initiative check at a +4 bonus if you do not like your roll, but you take a -2 penalty to your AC for 1d4 rounds. This choice may be made after the roll has been made. This bonus stacks with the benefit of Improved Initiative. Alternatively, you can simply take the +4 bonus along with the -2 to AC on your first roll if you would like.

Pack Mentality [Feral]

It does you no good to get the drop on your opponent if your pack is caught sleeping.

PREREQUISITES: Base attack bonus +5, Improved Initiative

BENEFIT: All allies within 30 feet of you gain a +2 bonus on initiative checks. This bonus does not stack with Improved Initiative.

Predatory Intimidation [Feral]

With a feral snarl, reminiscent of a panther, you seek to intimidate the scared little child who lays inside every man.

PREREQUISITES: Intimidate 3 ranks

BENEFIT: When you successfully demoralize a creature with your Intimidate skill they take 1d6 + your Wisdom modifier in non-lethal damage. A creature can only be affected by this feat once per day.

SPECIAL: If the creature is your favored enemy, an animal, or a magical beast you deal 1d8 + your Wisdom modifier instead.

Side By Side [Combat]

Two swords are better than one.

PREREQUISITES: Base attack bonus +1

BENEFIT: For every 2 adjacent allies you gain a +1 competence bonus on attack rolls. You are still granted a +1 bonus if you are adjacent to at least one ally.

Follow Up Strike [Combat]

With each strike you leave a gap in your opponent's defense that you can exploit next time.

PREREQUISITES: Base attack bonus +12, proficiency in all martial weapons

BENEFIT: If you successfully hit a creature with a melee attack you gain a +2 competence bonus to attack rolls against that creature until the start of your next turn or until you make an attack roll against that creature.

Jump the Gun [Combat]

The thrill of the hunt overtakes and empowers you.

PREREQUISITES: Base attack bonus +1

BENEFIT: During the first round of combat you gain a +2 morale bonus on all saves and a +1 bonus on all skill checks against abilities against creatures who go after you in the turn order.

In-Fighting [Combat]

In close is where all the good killing happens.

PREREQUISITES: Base attack bonus +1, Dex 15

BENEFIT: You gain a +1 circumstance bonus on attack and damage rolls against creatures of the same size or smaller who shares a square with you. This does not provide a bonus if you are grappling.

Extra Shield Training [Guardian]

A guardian without his shield is no guardian at all.

PREREQUISITES: Dampening strike

BENEFIT: You gain an additional shield training from the list in the guardian's entry.

Hindering Strike [Guardian]

It takes a warrior to kill an enemy but a guardian to spare his life.

PREREQUISITES: Dampening strike, base attack bonus +7

BENEFIT: A creature successfully struck by a melee attack from a guardian takes a -1 penalty to attack rolls against all allies of the guardian who are within 60 feet of the guardian. This penalty lasts until the end of the enemy's next turn but only applies to the first attack they make in a round. This penalty does not apply to attacks made by the creature against the guardian.

At 11th level and every 4 levels thereafter the penalty to attack rolls is increased by 1 to a maximum of -4 at level 19.

Improved Hinderling Strike [Guardian]

Skill is not always measured by the body count.

PREREQUISITES: Hinderling strike, base attack bonus +8

BENEFIT: Creatures struck by your hinderling strike suffer the penalty on all attacks they make in a given turn, not just the first.

Enduring Hinderling Strike [Guardian]

When they go down, they stay down.

PREREQUISITES: Hinderling strike, base attack bonus +6

BENEFIT: The effects of your hinderling strike last for 1d4 rounds. Subsequent applications of hinderling strike do not stack but instead reset the duration.

Old Reliable [Guardian]

You are as reliable as they come.

PREREQUISITES: Reliability class feature

BENEFIT: You gain a competence bonus on all aid another checks made during combat. This bonus is equal to 1/4th your character level (minimum +1).

Combat Opportunist [Combat]

When you see an opening, you take it.

PREREQUISITES: Combat Expertise, Combat Reflexes, base attack bonus +6

BENEFIT: Creatures provoke attacks of opportunity for attempting a five foot step into or out of a square you threaten, or drawing a weapon in a square you threaten. These attacks of opportunity are resolved before the action that triggers them takes place as normal.

Normal: The above actions don't provoke attacks of opportunity.

SPECIAL: Opponents with the Quick Draw feat or some other means of drawing a weapon faster than a move action don't provoke attacks of opportunity for drawing weapons in squares you threaten.

Rival

You will never be outdone by your rival.

PREREQUISITES: Dodge or Athlete 3

BENEFIT: Once per 24 hour period, select an individual. You gain a +1 dodge bonus to your AC against attacks made by that creature, a +1 on attack or Bluff checks made to feint made against that creature, and +2 on opposed skill checks with skills based on physical ability score (Strength and/or Dexterity) against the creature you have specified. This bonus applies for the 24 hour period after declaring the creature.

Extremely Competitive [Combat Trait]

Your competitiveness gives you an edge in combat.

PREREQUISITES: Rival

BENEFIT: The benefit the Rival feat provides you on AC and Bluff checks made to feint is improved to a value equal to 1/4th your character level. The bonus on opposed skill checks against your rival improves to a value equal to 1/2 your character level.

Mounting Focus [Combat] [War]

With each missed attack, you zero in on your sweet spot.

PREREQUISITES: Base attack bonus +1

BENEFIT: For each round during combat that you fail to successfully damage a creature you gain a +1 bonus on attack rolls with melee weapons. This bonus improves by +1 per round to a maximum of +3. If you successfully deliver a melee attack during combat, this bonus resets to +0

Reinforce

You can reinforce barriers to make them combat ready.

PREREQUISITES: Knowledge (engineering) 5 ranks

BENEFIT: You may spend 1 minute to reinforce the structure of an object that provides a miss chance. Creatures that benefit from this miss chance also gain a +2 circumstance bonus to their AC against attacks that suffer from the miss chance.

Second Wind [Combat] [War]

You can recover on the fly during combat.

PREREQUISITES: Toughness

BENEFIT: Once per day, as a swift action, you may grant yourself a number of temporary hit points equal to 1.5x your character level. This temporary HP is removed in a number of rounds equal to your Constitution modifier.

Improved Second Wind [Combat] [War]

Your second wind is more powerful than that of others and you can rely on it.

PREREQUISITES: Toughness, base attack bonus +7

BENEFIT: When you use your Second Wind feat you are healed for twice your character level rather than 1.5x. In addition, you may use Second Wind a number of times per day equal to 1/2 your Constitution modifier (rounded up, minimum 2). Once you benefit from a Second Wind, you may not do so again for 1 minute.

Star Athlete

The pride and joy of his people, the athlete holds a sense of reverence from the crowd, and his renown enhances his ability to interact with a large swath of people.

PREREQUISITES: Cha 13, Athlete favored class

BENEFIT: The athlete is a crowd favorite and thus gains him a boost to draw favors from the local people. At 1st level he gains a +1 competence bonus to all Diplomacy and Intimidate checks within a localized area (GM's discretion), At 4th level, and every 4 levels after this bonus increases by +1, with a +6 at 20th Level.

Revised Feats

Weapon Focus [Combat]

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

PREREQUISITES: Proficiency with selected weapon, base attack bonus +1.

BENEFIT: You gain a +1 bonus on all attack rolls, damage rolls, and combat maneuver checks made using the selected weapon (including combat maneuver defense checks against being disarmed).

SPECIAL: If you have the weapon training class feature with the selected weapon, then you may apply the benefits of this feat for all the weapons in the same weapon group. You can gain Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization [Combat]

You are particularly skilled at wielding one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You gain extra benefits when using this weapon.

PREREQUISITES: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

BENEFIT: When wielding the selected weapon, you gain one of the following benefits;

- Increase the critical threat range of the weapon by 1 (this benefit does not stack with the benefits of keen or improved critical).
- Deal an additional type of damage (slashing, bludgeoning, or piercing).
- Increase the critical multiplier one step.
- Gain one of the the following special weapon features; blocking, brace, deadly, disarm, distracting, grapple, performance, sunder, or trip.
- Decrease the effort made to wield the weapon by one step (a two handed is wield as one handed, a one handed is wielded as light, and a light weapon no longer gains a penalty to attack rolls when two weapon fighting). The weapon you wield must be appropriately sized for you to gain these benefits.

SPECIAL: This feat may be selected more than once. However you may not select any particular benefit more than once.

Greater Weapon Focus [Combat]

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

PREREQUISITES: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +8, 8th-level fighter.

BENEFIT: Increase the benefits of your weapon focus feat by 1 +1 for every 5 character levels you possess.

SPECIAL: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Greater Weapon Specialization [Combat]

You are master at manipulating one particular weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You gain extra benefits when using this weapon.

PREREQUISITES: Greater Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th-level fighter.

BENEFIT: When wielding the selected weapon, you gain one of the following benefits (these benefits stack with those granted by Weapon Specialization.);

- Increase the selected weapons damage die one step (for example a D6 becomes a D8).
- Increase the critical hit multiplier one step.
- Ignore up to half your fighter level in damage reduction on attacks with the chosen weapon. This stacks with penetrating strike and greater penetrating strike.

SPECIAL: This feat may be selected more than once. However you may not select any particular benefit more than once.

Revised Critical Feats

The following replaces the following critical feats; bleeding, blinding, crippling, deafening, exhausting, sickening, staggering, stunning, and tiring critical as well as critical mastery.

Critical Focus (Combat)

You have honed your ability to inflict pain to a razor's edge. You also know how to avoid a similar fate to your enemy's.

PREREQUISITES: Base attack bonus +7 or 7th rogue level

BENEFIT: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits and to AC to avoid critical hits. If you have the weapon training class feature you may apply your current weapon training bonus to the total saving throw DC of any critical feats you possess.

SPECIAL: A rogue with this feat may choose to use her rogue level in place of her base attack bonus for the purpose of the qualifying for the Debilitating Critical feat and any feats with that feat as a prerequisite and calculating the save DC.

Debilitating Critical (Combat, Critical)

You have begun to master the exploitation of your opponent's weak points.

PREREQUISITES: Critical Focus, base attack bonus +9.

BENEFIT: Whenever you score a critical hit you may choose to inflict one of the following conditions.

- **Bleeding** (slashing or piercing weapons only): Your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.
- **Sickening:** Your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

SPECIAL: You can only apply one of these effects to a given critical hit unless you possess Debilitating Critical Mastery.

Improved Debilitating Critical (Combat, Critical)

PREREQUISITES: Debilitating critical, base attack bonus +11.

Tendons, eardrums, more ways to take advantage of a nasty blow to your opponent come to you.

BENEFIT: You may add the following options in addition to the ones listed for debilitating critical.

- **Crippling:** Halve your opponents speed for 1 minute. A successful Fortitude save reduces this duration to 1d4 rounds. The DC of this save is equal to 10 + $\frac{1}{2}$ your base attack bonus + the higher of your Strength or Dexterity modifier. Against creatures with multiple types of movement, you must choose which movement type to affect. In addition if a flying creature hit by this attack must make a DC 10 Fly check to remain airborne, and has its maneuverability reduced by one step.

- **Deafening:** The victim is permanently deafened. A successful Fortitude save reduces the deafness to 1 round. The DC of this Fortitude save is equal to $10 + \frac{1}{2}$ your base attack bonus + the higher of your Strength or Dexterity modifier. This feat has no effect on deaf creatures. This deafness can be cured by heal, regeneration, remove deafness, or a similar ability.
- **Staggering:** Your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to $10 + \frac{1}{2}$ your base attack bonus + the higher of your Strength or Dexterity modifier. The effects of this feat do not stack. Additional hits instead add to the duration.
- **Tiring:** Your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature.

SPECIAL: You can only apply one of these effects to a given critical hit unless you possess Debilitating Critical Mastery.

Greater Debilitating Critical (Combat, Critical)

Whether slipping past a guard or wearing your opponents defenses you are ready to take advantage or your opponents weakness

PREREQUISITES: Improved Debilitating Critical, base attack bonus +13.

BENEFIT: You may add the following options in addition to the ones listed for debilitating critical.

- **Blinding:** Your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to $10 + \frac{1}{2}$ your base attack bonus + the higher of your Strength or Dexterity modifier. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regenerate, remove blindness, or similar abilities.

- **Exhausting:** Your target immediately becomes exhausted. This feat has no effect on exhausted creatures.

SPECIAL: You can only apply one of these effects to a given critical hit unless you possess Debilitating Critical Mastery.

Debilitating Critical Mastery (Combat, Critical)

You have become a master at exploiting your enemies weakness, even to the point of stopping them dead in their tracks.

PREREQUISITES: Greater Debilitating Critical, base attack bonus +15 or fighter level 14th.

BENEFIT: When you score a critical hit, you can apply the effects of two effects from debilitating critical in addition to the damage dealt. In addition you may add the following option to the ones listed for debilitating critical.

- **Stunning:** Your opponent becomes stunned for 1d4 rounds. A successful Fortitude save reduces this to staggered for 1d4 rounds. The DC of this Fortitude save is equal to $10 + \frac{1}{2}$ your base attack bonus + the higher of your Strength or Dexterity modifier. The effects of this feat do not stack. Additional hits instead add to the duration.

SPECIAL: If you have at least 14 levels of fighter you may apply up to 3 effects from those listed for debilitating critical when you score a critical hit.

New Weapons

BATTLE CANE

One-Handed Exotic Weapon

This hooked cane resembles those used for walking but is formed from metal and possesses a small spear tip on the end opposite the handle. This weapon is often held in a fashion similar to a pistol and used to thrust. The hooked opposite end can be used to hook weapons and can be swung quite violently.

CRESCENT GUARD

Light Exotic Weapon

This small weapon resembles a rapier without the blade and with outward facing crescent shaped blades where the knuckle guard should be. Deadly, sturdy, 2 inch spikes protrude from the base of the pommel and where the blade should be. It is said that these weapons were first made from broken rapier hilts by commoners during a rebellion against nobles. Though it takes great skill to use effectively, the weapon is very versatile and deadly when employed correctly. It can be used to slash with the large crescent blades, deliver a heavy piercing blow with either spiked end, or simply augment the natural strikes of the wielder by adding weight to his blows.

DIRE KUKRI

One-Handed Exotic Weapon

A dire kukri is a normal sized kukri blade mounted on a longer handle that can accommodate two hands if needed. Though the weapon can be used one-handed, it is very difficult due to the tip-heavy weight and the unique archs required, thus it is an exotic weapon. A character can use a dire kukri two-handed as a martial weapon.

DIRE MORNINGSTAR

Two-Handed Martial Weapon

The dire morningstar is a mace with a six foot handle and weighted ball bristling with spikes. A single longer and thicker spike protrudes from the top to allow this weapon to be used as a spear as well. Because of its construction, it was designed to be used by infantry and characters who attempt to make attacks with a dire morningstar while mounted take a -2 penalty on attack rolls.

DIRE NUNCHAKU

Two-Handed Exotic Weapon

While called "nunchaku" a dire nunchaku is actually a different weapon. Two thin, hardwood or metal, 2 foot rods are connected at the tip by a 8 inch of chain. One is wielded at a time and utilized like a flail or utilized in conjunction by gripping the each near the bottom and using the chain to catch incoming attacks. The staffs are often studded with dull metal rivets or dulled spikes on the tips to make for a more concussive strike.

DOUBLE KHOPESH

Two-Handed Exotic Weapon

A double khopesh is a staff weapon with the head of a khopesh on either end, facing opposite directions. The weapon requires a great deal of skill to use but is effective at hooking weapons and shields.

A character who is proficient in khopesh and any other exotic double weapon is automatically proficient in the use of a double khopesh.

TABLE 16-1: SIMPLE WEAPONS

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special	Handedness
Pickaxe	6 gp	1d6	1d8	x4	-	6 lbs.	P	Sunder	Two
Handpick	2 gp	1d2	1d4	x4	-	3 lbs.	P	Sunder	Light

TABLE 16-2: LIGHT EXOTIC WEAPONS

Name	Cost	DMG (s)	DMG (m)	Crit.	Range	Weight	Type	Special
Saurian Katar	7 gp	1d3	1d4	x4	-	3 lbs.	P	Disarm
Crescent Guard	16 gp	1d3	1d4	x4	-	3 lbs.	B or S or P	-

TABLE 16-3: ONE-HANDED EXOTIC WEAPONS

Name	Cost	DMG (s)	DMG (m)	Crit.	Range	Weight	Type	Special
Scorpion Tail	90 gp	1d6/ 1d2	1d8/ 1d4	19-20 x2	-	10 lbs.	P	Double, disarm, trip
Heavy Rapier	45 gp	1d6	1d8	18-20 x2	-	4 lbs.	P/S	Finesse
Dire Kurki	35 gp	1d6	1d8	18-20 x2	-	3 lbs.	S	-
Battle Cane	25 gp	1d4	1d6	x2	-	1.5 lbs.	B or P	Disarm
Forest Sword	65 gp	1d6	1d8	18-20 x2	-	3 lbs.	P	Brace, fragile

DOUBLE SPEAR*Two-Handed Exotic Weapon*

This bamboo or flexible metal spear is 6 feet in length with two small diamond shaped heads affixed to either end. A small tassel of red fur or fabric is attached to the base of the head of the spear and is quite evenly balanced. While the weapon is typically wielded in the fashion consistent with that of a long spear, it can also be utilized more like a quarterstaff. Many motions with this light weapon flow into each other.

FOREST SWORD*One-Handed Exotic Weapon*

These longsword length weapons are made out of several sharpened deer antlers affixed to a sword hilt. A special brace on their hilt allows them to be tucked up against the wielder's body to accept the incoming charge of an enemy.

TABLE 16-4: TWO-HANDED EXOTIC WEAPONS

Name	Cost	DMG (s)	DMG (m)	Crit.	Range	Weight	Type	Special
Punisher	20 gp	1d6	1d8	x3	-	12 lbs.	P	Reach
Ring- Hammer	85 gp	2d6	2d8	x3	-	28 lbs.	B	-
Fullblade	100 gp	2d6	2d8	19-20 x2	-	23 lbs.	S	-
Star Spear	10 gp	1d8	1d10	19-20 x2	-	12 lbs.	S	Brace, disarm
Double Khopesh	40 gp	1d6/ 1d6	1d8/ 1d8	19-20 x2	-	14 lbs.	S	Double, trip
Thin Hammer	70 gp	1d8	1d10	x3	-	20 lbs.	B	Reach (15 ft.)
Sen	50 gp	1d8/1d6	1d10/1d8	x3	-	16 lbs.	S/P	Double, reach
Qian Kun Ri Yue Dao	55 gp	1d6/1d6	1d6/1d8	x2	-	16 lbs.	S	Monk, double, disarm, trip
Dire Nunchaku	18 gp	1d6/1d6	1d8/1d8	x2	-	6 lbs.	B	Disarm, monk
Double Spear	8 gp	1d6/1d6	1d8/1d8	x3	-	7 lbs.	P	Double, reach, brace, monk, finessable

FULLBLADE*Two-Handed Exotic Weapon*

A full foot and a half longer than a greatsword, a full blade is a monstrous weapon designed for tremendously larger or tremendously strong creatures. It resembles a greatsword with an exceptionally broad blade, several sets of parierhaken (a second guard with parrying hooks), and a heavily weighted tip. The weapon is not for the weak of heart or body as it requires the wielder to heft the blade with mighty swings just to move it. It uses momentum to power through an opponent's guard and is generally kept moving while in use.

A creature is required to have at least 20 Strength to be able to wield a fullblade in addition to being proficient in its use.

Fullblades count as greatswords for the purposes of feats (such as Weapon Focus), class features, and other abilities.

GREAT FALCHION*Two-Handed Martial Weapon*

Whereas a falchion is a single edge sword with a slightly curved back and the weighting of an axe, a great falchion is more akin to a single edged greatsword with the same characteristics. In many respects it is thought of as a two-handed machete with a crossguard. Great falchion are slightly shorter than a greatsword but weigh much more.

GREAT SCIMITAR*Two-Handed Martial Weapon*

This large, thin, two-handed, board, saber-like weapon requires the use of two hands to properly swing. The force it generates is enough to loop the head off a prisoner with one fell swing and is commonly used as an executioner's weapon.

This weapon may be treated as a martial or exotic weapon. A character who takes Exotic Weapon Proficiency (great scimitar) can wield this weapon one handed.

TABLE 16-4: TWO-HANDED MARTIAL WEAPONS

Name	Cost	DMG (s)	DMG (m)	Crit.	Range	Weight	Type	Special
Great Falchion	130 gp	1d10	2d6	18-20 x2	-	16 lbs.	S	-
Great Scimitar	30 gp	1d8	1d10	18-20 x2	-	8 lbs.	S	-
Dire Morningstar	16 gp	1d8	1d10	x2	-	12 lbs.	B and P	-
War Trident	30 gp	1d8	1d10	x2	10 ft.	8 lbs.	P	Brace, disarm

HANDPICK*Light Simple Weapon*

Used to aid climbers on rock or ice, handpicks are small devices with a single slanted pick head on it. If you wield 2 handpicks you gain a +2 circumstance bonus on Climb checks.

HEAVY RAPIER*One-Handed Exotic Weapon*

A heavy rapier has a heavy double-clamshell guard, a large false ricasso, a slightly broader blade, a heavy counter-balance, and a total length in excess of 43 inches. Unlike traditional rapiers that had the top 3rd of their blade sharpened, these weapons hold more of an edge and could be used for the occasional percussion cut. It requires a stronger arm, a more aggressive style, and a mastery of tempo to use. The heavy rapier is more suited to war than the gentleman's weapon it was based upon.

Like a normal rapier you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. However, you still can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Heavy rapiers count as rapiers for the purposes of feats (such as Weapon Focus), class features, and other abilities.

PICKAXE*One-Handed Simple Weapon*

Used to break earth and stone a pickaxe is a heavy mining tool often used to excavate or prospect.

PUNISHER*Two-Handed Exotic Weapon*

This heavy spear-like weapon has a number of large backward facing barbs along the shaft and a crown of a half dozen thin spikes on the tip. Those proficient with the spear can also use it to attack adjacent foes with the clusters of barbs.

QIAN KUN RI YUE DAO*Two-Handed Exotic Weapon*

Also known as "the heaven and earth, sun and moon sword", this double weapon resembles a staff with backward hooked scimitar blades on either end. Two crescent bladed grips adorn the center and face outward away from the grip in a fashion similar to the guards of a hook sword.

RING-HAMMER*Two-Handed Exotic Weapon*

A ring-hammer is a great weapon similar to a great hammer with a mighty iron ring for the head that pierces the shaft. The ring is 3-4 inches thick and made of dense metal while the shaft of the weapon is actually a number of tightly bound iron rods that secure the ring in place.

SAURIAN KATAR

Light Exotic Weapon

Used by some saurian races as a way to augment their claws, a saurian katar is an H shaped weapon that is gripped in the center and bound to the forearm by leather lashes. The two protruding sticks are sharp stakes and a protective metal clamshell guard is placed in the center, just in front of the fist. The stakes are a full 8 inches long and it is typically used as an off-hand weapon to parry and aid in the disarming of weapons.

SCORPION TAIL

One-Handed Exotic Weapon

This basket-hilted heavy saber has a small, wickedly spined flail attached by a length of chain to the hilt. The back is swung as a counterbalance and dangerous to use by those untrained in the art. The spiked chained flail is used to grab opponent's weapons or trip them when used correctly or simply as a weapon of opportunity in the heat of the moment.

SEN

Two-Handed Exotic Weapon

Originally a tool designed to help deal with ice build up in arctic regions, the sen became a favored melee weapon of tribesmen. A sen is a polearm with a wide fan shaped blade on one end and stout spear tip on the other end. When gripped at the far end, the fan blade can be swung with tremendous force. A small ring around the spear tip allows the wielder to apply foot pressure on it with a stomp to piece ice or armor.

STAR SPEAR

Two-Handed Exotic Weapon

This polearm has a large bladed "X" shaped head forged in a single piece attached to a separate metal shaft a little shorter than the wielder. The upper arms are slightly curved and serrated, ending in pointed tips. This weapon is used to trap incoming weapons and cause maximum damage when an opponent charges, cutting them even if they just glance the large tips.

THIN HAMMER

Two-Handed Exotic Weapon

This thin hammer has a somewhat flexible shaft with a small head. The weapon must be swung with a great deal of force and precision to be effectively used. The thin hammer is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

WAR TRIDENT

Two-Handed Martial Weapon

A war trident is a reinforced steel polearm with a three-pronged metal head at the end of the 6 foot shaft. The head of this weapon has small hooks that can get stuck in an opponent's flesh or on their armor. A skilled user can dislodge them easily but those untrained in its use have a chance to accidentally hook onto something and be unable to unhook themselves. Like a normal trident, a war trident is designed to be thrown.

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