

The Alternate Path Martial Magic



The Alternate Path: Martial Magic

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Chapter 0: 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 characters who practice both magic and martial skills. 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.

EXOTIC CLASSES

The classes presented in this book are referred to as “exotic classes”. Exotic classes often overlap with existing base classes. An esper and a bard (or paladin) occupy much the same role and a beast and magus are not always 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 “curveball”. For example, the sagebeast gives players access to a lot of monster abilities and the shujaa uses magic very differently than a wizard.

When you combine the exotic classes with the alternate rules also presented in the books of our Alternate Path line, 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!

Themes

MARTIAL & MAGIC: ACCESSIBILITY

This book builds no barriers between martial characters and magical ones. The content in this book is designed to break down barriers to entry for a lot of things. It makes magic more accessible to classes that don’t have it, lets casters achieve a level of martial prowess as well. This breaking down of walls between classes is a dangerous and potentially game-breaking thing. Independent options presented in this book are balanced but when combined with other material (in this book and others) it may present players with access to more powerful options; please speak with your GM before taking any of them.

PENALTY TAGS

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



INTENT BEGETS ACTIONS

There is a somewhat newage idea that concept that thoughts or intentions can influence the world. Magic in Pathfinder is very keen on this idea and the idea that belief or intention can influence the outcome of actions via magic is a core conceit of a lot of the book's premise. A thought begets an intention, an intention begets an action, and if you throw magic between intention and action you get explosive results!

New Mechanics

None of the mechanics in this book need to be used for the rest of the content to function. For example, there is an extensive "mana" system that reworks how spellcasting functions but it is not required for play any of the new classes. A lot of the alternate rules essentially say, "what if this aspect of spellcasting was changed?" (often removing restrictions) while providing ways to implement that change in such a way as to maintain balance.

Chapter 1: Alternate Rules

Battle Mages

Using this subsystem there is no arcane spell failure chance, freeing up wizards and other arcane casting classes from the roles they find themselves locked into and allows them to cast in full-plate with shields. This obviously favors arcane magic users and gives them a tremendous power boost but you need to remember that this power is also given to the GM to give to enemies.

IMPLEMENTATION OPTIONS

- Characters lose their armor bonus to AC until the start of their next turn after casting an arcane spell. This could be explained by characters entering a quasi ethereal state where they bare their true form to the world, a spiritual form that supersedes their physical one momentarily.
- All arcane spells take 1 action longer to cast while in heavy or medium armor (Swift > move > standard > full-round). A spell that takes a full-round to cast takes a move action on their next turn as well and does not go off until the start of their next turn.

- You could use either of the above options along with the normal rules but if the character wants to bypass the arcane spell failure chance they can take one of the above rules. For example: a character could chose to cast a spell with a longer casting time if they wanted to cast while in full plate without risking spell failure.

Charging Spells

If you want to add a bit more variety to how spellcasting works in your game, you can add in this subsystem that lets spells be "charged" with a longer casting time to have an increased effect. A spell may also be "charged", which grants it a little extra "umph" during combat, or "supercharged" which turns the spell more into a ritual that powers the effect to absurd degree.

Bear in mind that an increased casting time allows enemies a far longer timer to interrupt the casting of the spell. If at any point of the casting the caster fails a concentration check, the entire spell fails.

CHARGED SPELL BENEFITS

Spell Level +1 (Charge): The spell counts as if it were 1 spell level higher for the purpose of dispelling, save DCs, and other effects. The spell does not consume a higher level spell slot.

- **Supercharged:** The spell is cast as if it were the highest spell level the caster is capable of casting.

Free Metamagic (Charge): The spell can have any metamagic feat you know applied to it without consuming a higher level spell slot so long as the level adjustment of that feat is +1.

- **Supercharged:** You can apply up to $1 + \frac{1}{2}$ your caster level (minimum 2) in metamagic feats you know without consuming a higher level spell slot.

Caster Level +1 (Charge): When you cast the spell your caster level is counted as being 1 level higher.

- **Supercharged:** You count as having a caster level 3 higher (rather than 1).

Spell Piercing (Charge): When you cast the spell, gain a +2 bonus on caster level checks made to defeat spell resistance.

- **Supercharged:** The spell ignores spell resistance, but not spell immunity.

Careful Spell (Charge): You gain $+\frac{1}{2}$ your caster level on concentration checks to cast this spell.

- **Supercharged:** You do not provoke attacks of opportunity while casting this spell and automatically pass any concentration checks to cast the spell.

Multicharged (Supercharge): Any 3 charged spell benefits.

Component Bypass

When it gets right down to it, magic is about exerting the casters will upon the universe. A sufficiently powerful spellcaster doesn't need mystic gestures or arcane phrases to conjure magic. What these provide are shorthand guides to elicit the desired effect, a sort of way to remember how the spell is supposed to work by way of physical or spoken mystic mnemonic.

Under this variant rule, a spellcaster can ignore a verbal, somatic, focus, divine focus, or unpriced material component when casting spells. However, ignoring a component means that casting the spell requires a concentration check equal to 10 + double the spell level. Failure means the spell is wasted with no effect (consuming the spell slot).



TABLE 1-1: CHARGED SPELLS

NORMAL CASTING TIME	CHARGED CASTING TIME	SUPERCHARGED CASTING TIME
Swift Action	Move Action	30 Seconds
Move Action	Standard Action	1 Minute
Standard Action	Full Round Action	2 Minutes
Full Round Action	Full Round Action + A Move Action On Your Next Turn	5 Minutes
1 Minute	2 Minutes	10 Minutes
>1 Minute	Casting Time x3	Casting Time x10

Removing a component has the following effects, based on what components are ignored

- **Somatic:** Spells without a somatic component can be cast without risking arcane spell failure due to armor, and can be cast while pinned.
- **Verbal:** Spells without a verbal component can be cast while gagged or magically silenced, and don't suffer a spell failure chance for being deafened.
- **Special:** Bard spell cannot have their verbal components removed, as it is intrinsic to their casting style.
- **Material:** Spells without a material component can be cast without the component pouch or other materials.
- **Focus/Divine Focus:** Spells without focus or divine focus can be cast without the use of a focus or divine focus.

A spellcaster can choose to ignore multiple components; each component beyond the first that is ignored adds an additional multiple of the spell level to the concentration check. For example, a wizard attempting to cast a *teleport* spell without a somatic component would need to make a DC 20 concentration check ($10 + 2 \times 5$). Casting the same *teleport* spell without the somatic or verbal components would be a DC 25 concentration check ($10 + 3 \times 5$).

SIDEBAR: IGNORING MATERIAL

COMPONENTS & FOCI

While it may not seem important to be able to ignore material components and foci when casting a spell, consider that some spells normally can't be cast without them. This becomes relevant during things like incarceration or when the caster needs to cast a spell after having their spell components confiscated.



This means the cleric can cast those important spells after the thieves guild stole their holy symbol, and the wizard can help break the party out of prison despite having no components to work with.

Cosmic Magic

Using this set of alternate rules character can choose to use a "cosmic" source of magic that is more raw and unrefined than arcane, divine, or psychic energy. It is a little of each of them. Using this has the following effects:

- The spell still has arcane spell failure chance, like arcane spells, if it has somatic components. However, it reduces this chance by 10%.
- The spell can be undercast (like a psychic spell can).
- The spell does not have a thought component or the associated increase in concentration checks like psychic spells.
- The spell does not require a divine focus like divine spells.
- The spell does not count as an arcane, divine, or psychic spell for the purpose of effects, immunities, or prerequisites.
- Cosmic spells can benefit from metamagic feats.

When casting a cosmic spell your caster level is reduced by 1 for the purpose of all numerical effects of a spell (to a minimum of caster level 1). If you chose this option the class you take gains the prefix "cosmic" before it to denote this ("cosmic wizard", "cosmic witch", "cosmic druid").

Critical Spells

When you cast a spell, roll 1d20. If you roll a natural 20, you have cast as "critical spell". This causes your spell to be cast as if you were a caster of 2 levels higher. If you roll a natural 1, the spell automatically fizzles out harmlessly.

Frankenspell

Sometimes kluding a spell together with another spell results in some wonderfully weird effects. To cast a frankenspell you must cast both spells at once. This consumes the components of both spells, takes the combined casting time of both spells (two standard action spells take a full round), consume the spell slots of both spells, and have all the requirements of both. Casting a frankenspell is a single action and if it fails both spells are consumed. If either spell fails for whatever reason both fail. The two component spells must be different spells (overwhelmingly similar spells, like *cure light wounds* and *cure moderate wounds* or *dominate person* and *charm person* count as the same spell for the purpose of combining spells).

If successfully cast, the target is hit with both spells at the exact same time. This has some odd effects such as a spell simultaneously healing and injuring a target (if an *inflict* & *cure* spell were cast). If both spells have a frankenspell has a save, the caster picks which of the two spells that the target must save against and if the target fails that save, they get effect of both spells. If both spells require an attack roll, the caster rolls a single attack roll and uses it for both spells. If the spell has a save and an attack roll, the caster selects which they'd prefer; to have the target save against the spell or make an attack roll against the target. In any of the preceding instances if one spell is of higher level, that one's save/attack roll must be used.

If the spells have differing targets, select the smaller one (area/range/creatures > touch > personal). If at least one spell allows for spell resistance, both of them do. If at least 1 spell allows for a Reflex save than evasion applies against both of them even if the save for the second spell is a Will or Fortitude save. This applies to similar effects such as stalwart. Some frankenspells will not work; this is entirely up to the GM's discretion.

Other odd interactions can happen. Any or all of the following can happen with a frankenspell (depending on if the spells chosen qualify). This is not meant to be an all-inclusive list, and the caster should discuss with the GM when coming up with unique frankenspell effects.

Elemental Split: If both spells deal elemental damage, the damage may be combined into a single roll and divided up between the elements in differing amounts as the caster wishes.

- For example: If a caster frankenspells a *fireball* and a *ray of frost* it would turn into a *ray of fireball/frost* that could deal 50% fire damage and 50% cold damage, or 25% fire damage and 75% cold, or even 1 fire damage and the rest cold damage.

Void Spells: If a frankenspell spell both heals and harms a target they instead take the healing and damage as non-lethal damage.

- A *cure light wounds/inflict light wounds* frankenspell cast by a 5th level caster would normally cure 1d8+5 hit points and cause 1d8+5 damage but instead causes 2d8+10 nonlethal damage.

Potent Mix: If both component spells work on the same save, the DC of the save increases by 1.



Mixed Orders: If both component spell inflict competing orders or compulsions (such as *compassionate ally* and *unadulterated loathing* franksPELL), the target becomes confused (as per the spell *confusion*) for the duration.

Hybrid Speed: If both component spells have a casting time greater than 1 minute the franksPELL uses the longer casting time of the two rather than adding their casting time together.

Gestalt Play & Magic Knights

Gestalt characters essentially take two classes at every level. In a manner similar to multiclassing, gestalt characters gain the full benefits of each class at each level. If you want to play in a world where magic and combat go hand in hand you encourage your players to select a full BAB class without spellcasting (like a fighter, barbarian, cavalier, gunslinger, etc) and a 9 level caster (like a wizard, cleric, sorcerer, psychic, oracle, etc).

Gestalt characters, while flavorful, are more difficult to manage and will not run out of abilities as quickly as their normal counterparts. This makes protracted encounters (such as dungeon crawls) less of a

challenge due to the amount of resources they have. It is suggested that GMs increase the CR on their encounters

by 1-3 in order to challenge gestalt characters (character level -1 to +6). Sometimes gestalt play can allow a group that has only a few characters to function like a group that has more characters, which allows players to fill roles that would otherwise be missing. For example, a barbarian/cleric could provide healing if no one else was playing a character capable of it. This frees up the entire party, allowing them to be all martial characters while still retaining the diversity of a more mixed party.

HIT DICE

Gestalt characters use the higher Hit Dice of the two classes.

BASE ATTACK BONUS

Gestalt character use the higher base attack bonus of the two classes. Abilities like flurry of blows are not affected by this and use the indicated value on the monk's table.



SAVING THROWS

Gestalt characters use the higher saving throws of the two classes. This is done independently for Fortitude, Reflex, and Will saves.

SKILL POINTS PER LEVEL

Gestalt characters gain the higher number of skill points per level of the two classes.

CLASS FEATURES

Gestalt characters gain class features from both classes at every level they obtain. Class and ability based restrictions (such as the Wizard's prohibited schools, the paladin's code, and a druid's prohibition on wearing metal armor) apply normally to a gestalt character, no matter what the other class is. Class features that two classes share, such as uncanny dodge, improve at the rate of the faster class. Gestalt characters with more than one spellcasting class keep track of their spells known and spells per day separately.

PRESTIGE CLASSES

This is a tricky subject. Often times a GM will simply disallow prestige classes in gestalt games. A gestalt character may take a prestige class he qualifies for only with the GM's consent. A gestalt character may never have two prestige classes at once (only one prestige and a base class).

SUGGESTED COMBINATIONS:

- **Fighter/Wizard:** The iconic "magic swordsman" build.
- **Barbarian/Sorcerer:** A kind of "wild mage".
- **Samurai/Cleric:** A devout sohei or "warrior monk".
- **Monk/Oracle:** Conjures images of the blink master who has mystic powers.
- **Rogue/Wizard:** The epitome of utility; able to cast magic when unable to rely on their cunning.

Metamagic Weapons

Using this subsystem, a character can apply a metamagic feat they know to a magic weapon they hold if its effect would be a suitable modification to the weapon until the start of the user's next turn. This takes a swift action if the metamagic's level increase is +1 or +2 and a move action if it is +3 or higher. If a metamagic uses a spell level to determine something, use the weapon's enhancement bonus as the spell level to determine its effect. Not all metamagic feats are suitable for this and some may have unintended interactions; please check with the GM before using this subsystem with a new pair.

EXAMPLES

The following are examples of effects. Please use them as guidelines to develop your own interactions between metamagic feats and magic weapons.

A *+1 flaming longsword* could have its damage type changed with the Elemental Spell metamagic feat.

An Aquatic Spell metamagic feat might allow an effect that would be subdued by water to continue to function, or allow a weapon normally hampered underwater to function without issue.

A *+1 spear* that dealt some kind of elemental damage (*flaming/frost/shocking*) could be modified by a Burning/Flaring/Rime Spell metamagic feat to add the appropriate condition effect to the weapon.

A weapon modified by a Merciful Spell feat could cause the weapon to deal non-lethal damage at no penalty.

A weapon modified by a Reach Spell feat could cause the weapon to gain +5 feet of reach.

A weapon modified by the Maximize Spell feat could maximize one damage dice from the weapon. This would not be able to stack with other things that increase



damage done on single attack actions, such as Vital Strike. A weapon modified by the Empower Spell feat could cause the weapon's enhancement modifier to increase by 50%. A +2 rapier could become a +3 rapier until the start of the user's next turn. This can cause a weapon to go above a +5 bonus temporarily. This has no effect on a +1 weapon.

Spells as Attacks of Opportunity

Using this alternate rule spells with a casting time of a swift action may be used on attacks of opportunity if they can target the offending creature. If you use this alternate rule spells also threaten at their normal range but to a maximum of 10 feet. Spells cast as an attack of opportunity can only target a single creature; area spells that result an effect that only targets the single offending creature are fine.

A spell with the casting time of a move or standard action may be cast as an attack of opportunity but are cast as if the caster was 3 levels lower and consume a swift action on their next turn.

Spellblades

If you use this alternate rule characters can wield magic in a threatening way not unlike a weapon. As a swift action, the caster can cause their hands to be engulfed in a series of rigid arcane symbols that can cut flesh and deflect attacks known as a "spellblade". This temporarily consumes a spell slot and so long as the weapon is out, the spell cannot be cast. A caster can dispel their weapons as a free action, regaining the spell slot. The caster is always considered proficient in the use of this one-handed simple weapon. A spellblade cannot be disarmed or sundered, though it can be dispelled as if it were a spell of the level consumed.

TABLE I-2: SPELLBLADE

NAME	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Spellblade	1d4	1d6	19-20 x2	-	-	S	Blocking ^{UC}

A spellblade overcomes DR as if it had an enhancement bonus equal to the spell level used (minimum +1, maximum +5).

PREPARED CASTERS

If the caster is a prepared caster and the spell deals elemental damage the damage type of this conjured weapon can assume that damage type (though it cannot take on force or untyped damage). The symbols of a prepared caster's spellblade can be deciphered (as if identifying a spell being cast) to identify what spell was in the slot used.

GM Advice: Swapping Spell List

Our experience has shown that it is largely ok to swap spell lists between classes with the same number of spells per day. This may seem like a simple conversion but many players do not consider this. Not all spells will transfer over (the paladin, for example, has spells that are based on being a lawful alignment). It may take a bit of work, but ultimately it's harmless. For example: if a player wants to play a nature-themed paladin, swapping their paladin spell list for a ranger spell list would be fine.

This can be problematic if they do not cast in the same fashion (Example: a wizard is a Intelligence based, arcane, prepared caster but an oracle is a Charisma based, divine, spontaneous caster) and you may need to work harder to convert these by swapping spellcasting class features and what ability score modifier class features work on. The more conversion required, the less guarantee of balance we can provide.



Physical Casting Modifiers

Using this alternate rule a caster can switch what ability score their class uses to cast spells to a physical one (Strength, Constitution, or Dexterity). A wizard, for example, traditionally uses Intelligence but using this system they could chose to use their Strength, Constitution, or Dexterity instead. There is a long tradition of this; the Egyptians believed that your physical life force ("Ib") was connected to your spiritual powers, some fictional universes magic is tied to one's skill in martial arts, and some mystic traditions have immensely complex hand motions (not unlike playing a piano) associated with them.

This is potentially much more beneficial to a character; a martial character like a ranger may find that their Dexterity is more in line with their build and they can leave their Wisdom low as a result. To compensate for this, characters using this new physical ability score should take one or more of the following options:

- **Bonus Spells:** The character never gains any bonus spells for having a high ability score.
- **Caped Ability Modifier:** For the purpose of spellcasting the character's ability score modifier is capped at 1/3rd their level (minimum +1).
- **Reduced Spells:** Reduce the number of spells per day the character gains of each spell level by 1, to a minimum of 0 spells.



Universal Spell Combat

A good way to intermix magic and martial aspects in your world is to allow everyone to have the Magus' spell combat ability (reprinted below).

This allows characters to cast spells more effectively while wielding weapons and incentivises classes that have the ability to fight well and cast spells.

If using this alternate rule magus reduce the attack roll penalties on spell combat by 2 (meaning they attack at no penalty).

REPRINT: SPELL COMBAT (EX)

At 1st level, a magus learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the magus must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A magus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.



Chapter 2: Mana System

The Basics

A lot of people have issues with the spells per day system for magic, referred to as the 'Vancian casting system'. As an alternative, here is a system that simplifies magic to a form many are more familiar with; magic points or "mana" for casting spells. Using this system a spell costs its spell level in mana to cast (a 3rd level spell would cost 3 mana to cast). Characters have a maximum level of spell that they can cast, depending on their character level. Characters retain any mechanics relating to how many/what spells they know.

A Deeper Look

If something in the game increases the spell level of a spell, it instead adjusts the mana cost required (for example, if a metamagic feat increases the spell slot required by 2 levels you'd pay the mana cost for a spell 2 levels higher). If something expends a spell slot for another function, you simply pay that much mana. If you wish to cast a lower level spell at a higher level, you simply pay the higher amount of mana.

For multiclassing or prestige class mana works much in the same way. A multiclassed character gains a 2nd pool of mana ("I have 7 wizard mana and 2 cleric mana" is how you'd phrase it) that you can use to cast spells from that spell list. For prestige classes or classes that increase your effective caster level in an existing class you proceed as normal; gaining mana in that class.

OTH LEVEL SPELLS

Cantrips, orisons, and other 0th level spells cost 1/3rd a mana. This means that 3 of them cost 1 mana and they do not deduct a full mana until the 3rd one is cast.

FORMULA

For the sake of transparency and letting you convert the casting mechanics of a class not included here, the formula to find out how much mana a class has at a given level. It is the number of spells of a given level x the spell's level (at 3rd level a wizard has two 1st level spells and one 2nd level spell. This would convert to 4 mana). The total value of each spell level is added together for a given level (a 3rd level wizard has two 1st level spells and one 2nd level. The two 1st levels are worth 1 mana each (2 total) and the 2nd level spell is worth 2 mana (2 total). Added together that's 4 mana).

TABLE 2-1: MANA PER LEVEL

Level	Wizard	Bard	Paladin
1st	1	1	0
2nd	2	2	0
3rd	4	3	0
4th	7	5	0
5th	10	8	1
6th	15	10	1
7th	20	13	1
8th	27	18	3
9th	34	22	4
10th	43	26	4
11th	52	33	7
12th	63	39	9
13th	74	44	10
14th	87	53	14
15th	100	61	17
16th	115	67	19
17th	130	78	20
18th	147	88	24
19th	163	99	27
20th	180	105	33

BONUS MANA

Normally characters get bonus spells slots per day if they have high ability scores. This system gives bonus mana for high ability scores. This works well when using increased mana cost rules though it may grant too many spell levels if you chose to use no limiting factors.

TABLE 2-2: ABILITY MODIFIERS AND BONUS MANA

ABILITY SCORE MODIFIER	BONUS MANA
+0	0
+1	1
+2	3
+3	6
+4	10
+5	16
+6	24
+7	34
+8	46
+9	61
+10	69
+11	79
+12	91
+13	106
+14	114
+15	124
+16	136
+17	151

Challenges & Solutions

If you look at a 20th level wizard, using this system they can cast 20 level 9 spells per day when a normal wizard could only cast 4. On one hand this lets players get full use out of their spells per day, as spells of low levels tend to be of decreasing use as time goes on. On the other hand this is a bump in power. If you want to keep them more balanced, we have a few possible solutions for this:

SPELL STRESS

Using this system, each time a spellcaster casts a spell they take "spell stress" equal to the level of the spell cast (a 3rd level spell would give the caster 3 spell stress). A character can take up to 10 + their caster level + their highest mental ability score in stress. If it reaches this maximum, the character cannot cast spells anymore. A character cannot cast spells if the amount of stress gained by casting that spell would exceed their maximum spell stress (if you had a maximum of 20 spell stress and were currently at 18 you could not cast a 3rd level spell because that would put you at 21, over your maximum). oth level spells cause no stress.

Characters can take 1 minute to rest can completely remove any built up spell stress they have. A character can take a move equivalent action to remove 1/4th their caster level in spell stress (minimum 1). A character may not do this if they are exhausted, shaken, grappled, or otherwise unable to concentrate.



Using this a 20th level wizard with a +6 Intelligence modifier would have a maximum spell stress of 36, resulting in them being able to cast exactly four 9th level spells before they hit their maximum stress before needing to take a break.

INCREASED SPELL LEVEL COSTS

Rather than using the simple “mana cost = spell level” formula, you can use a more complex one. This results in less spells but the trade off is that it grants the caster a much more flexible spell list; allowing them to more efficiently use their spell list. This may cause complications, particularly at low levels when a caster’s total mana may be lower than the highest spell level they can cast. (See Table 2-3: Increased Spell Costs By Spell Level)

INCREASING MANA COSTS

Each time you cast a spell of a specific level, the cost for spells of that level increases by half its spell level (round down). This can be reset with 1 minute of rest. Effects that change a spell’s level, such as metamagic feats, cause the spell to count as its effective spell level (so casting a 2nd level spell with a +2 metamagic feat counts as a 4th level spell). 1st level spells always cost 1 mana and oth always cost 1/3rd of a mana.

Example: If I cast a 9th level spell it’d cost 9 mana. The 2nd time I cast a 9th level spell it’d cost 13 (+4 because half of 9 is 4.5, rounded down to 4), then 17, then 21, etc.



TABLE 2-3: INCREASED SPELL COSTS BY SPELL LEVEL

Spell Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Mana Cost ¹	1	3	5	6	8	9	11	12	14
Mana Cost ²	1	2	4	6	8	10	12	14	16

¹ Type 1 Mana Costs: Using this method the mana cost to cast a spell is equal to the spell’s level x 1.5, rounded up to the nearest whole number. 1st level spells always cost 1 mana. This results in a 20th level wizard casting a maximum of twelve 9th level spells per day.

² Type 2 Mana Costs: Using this method the mana cost to cast a spell is equal to the previous spell’s level x 2. 1st level spells always cost 1 mana. This results in a 20th level wizard casting a maximum of twelve 9th level spells per day. This results in a 20th level wizard casting a maximum of eleven 9th level spells per day.

Chapter 3: Character Classes

Beast

A Base Class for the Pathfinder Roleplaying Game

The beast is a soldier who is the product of permanent and progressive magical enhancements. They are not casters of magic but their physical form is permanently altered by magical means. The mortal form can only take so much magic however and many beasts die during the process as their body just gives out when they try to push too much magic into them.

Some beasts come from a formal military background where certain units undergo permanent magical enhancement. These shock-troopers are often funded by the government and the price of their augmentation is their continued service. Such elite units are feared the world over, though the cost (in money and lives) are often very high.

Others undertake the path of a beast by choice to give them some kind of edge. Some of these are itinerant monster hunters, mercenaries, or rebels. Such beasts have to fund their own augmentation and often get caught up in a cycle of mercenary services to pay for further upgrades. This is a life filled with back-alley magic clinics, dangerous work, and the seedy underworld.

Magic finds the mortal form fertile soil, and once it's taken root tends to grow. Sometimes this is expected and accounted for, as with many magical shock-troops, but it can grow wild and result in unexpected abilities that spontaneously appear.

Hit Dice: D10.

Inspirations

SOLDIERS (Final Fantasy 7), Claymores (Claymore), Chaos Knights (Warhammer), Steel Inquisitors (Mistborn), Witchers (The Witcher), Scar (Fullmetal Alchemist)

Role

Beasts are bruisers, plain in simple. They are dependent on Constitution for lots of their mechanics (the stronger the physical form, the more magic it can take) and it doesn't hurt when they are taking a hit. Strength allows them to be a good deal more aggressive physically, while Dexterity can make for a good hit-and-run or ranged beast.

Alignment: Any



TABLE 3-1: THE BEAST

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Beast path, magical augment (1st level)
2nd	+2	+3	+0	+0	Innate spell-defense (+2)
3rd	+3	+3	+1	+1	Beast path benefit
4th	+4	+4	+1	+1	Magical augment (2nd level)
5th	+5	+4	+1	+1	Beast talent
6th	+6/+1	+5	+2	+2	Innate spell-defense (+3)
7th	+7/+2	+5	+2	+2	Beast path benefit
8th	+8/+3	+6	+2	+2	Magical augment (3rd level)
9th	+9/+4	+6	+3	+3	Beast talent
10th	+10/+5	+7	+3	+3	Innate spell-defense (+4)
11th	+11/+6/+1	+7	+3	+3	Beast path benefit
12th	+12/+7/+2	+8	+4	+4	Magical augment (4th level)
13th	+13/+8/+3	+8	+4	+4	Beast talent
14th	+14/+9/+4	+9	+4	+4	Innate spell-defense (+5)
15th	+15/+10/+5	+9	+5	+5	Beast path benefit
16th	+16/+11/+6/+1	+10	+5	+5	Magical augment (5th level)
17th	+17/+12/+7/+2	+10	+5	+5	Beast talent
18th	+18/+13/+8/+3	+11	+6	+6	Innate spell-defense (+6)
19th	+19/+14/+9/+4	+11	+6	+6	Beast path benefit
20th	+20/+15/+10/+5	+12	+6	+6	Magical augment (6th level)

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

SKILL RANKS PER LEVEL: 4 + INT MODIFIER.

SIDEBAR: THE BEAST & THE SPELL PERMANENCY

This class utilizes magics that make spell effects permanent. This is not necessarily the same as the *permanency* spell, though it is similar. A spell added to the beast via their class features cannot be permanently dispelled, only suppressed.

Class Features:

The following are the class features of the beast.

Weapon and Armor Proficiency:

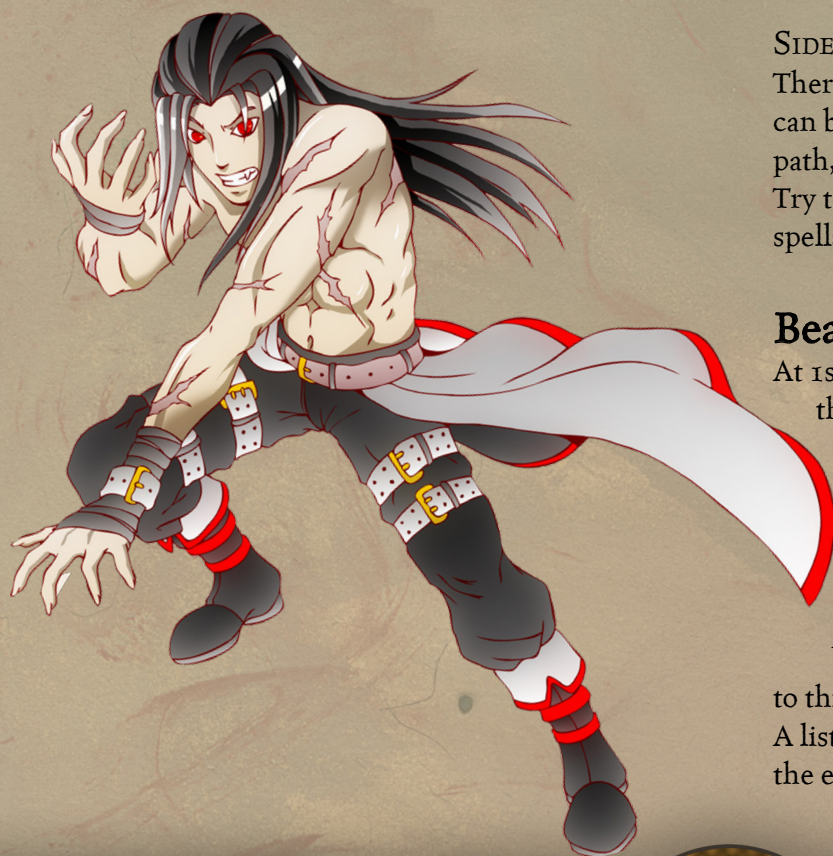
The beast is proficient with all simple and martial weapons as well as all armor (heavy, light, and medium) and shields (including tower shields).

Magical Augment (Sp):

The beast is a soldier (or mercenary) augmented by permanent magical means. At 1st level a beast selects a single spell, from the sorcerer/wizard or cleric/oracle spell list, that is 0th or 1st level with a range of personal or targets a single creature and has a duration longer than 1 round or instantaneous. This spell is made permanent on the beast as a constant spell-like ability. Once a magical augment is chosen it cannot be changed. All magical augments cease to function on an unconscious beast.

A beast must consult with their GM prior to selecting a spell for their magical augment as some spells may not be suitable for magical augments. While discussion over spell selection is encouraged, the GM is the final arbiter on what spells are and are not allowed to be selected as magical augments.

At 4th level and every 4 levels thereafter a beast gains another magical augment, with each new augment granting a higher level spell, as listed on Table 3-1: The Beast.



For the purpose of determining the variables and effects of their magical augments, a beast uses their beast level as their caster level but otherwise does not have one. In place of any ability score normally linked to the spell the beast uses their Constitution score.

A magical augment cannot be permanently dispelled or removed. If it is dispelled it is instead suppressed for 1 hour per caster level of the creature who dispelled it. A beast can suppress an augment as a swift action, or reactivate it with the same kind of action.

If a spell ends when under certain conditions (such as invisibility ending when the target takes hostile actions or true strike being used on an attack) or is otherwise triggered to activate under certain conditions the spell is suppressed for 1 minute after triggering. Spells that have an effect that lasts for the duration of the spell (such as the stacking benefits of the *deadly juggernaut*^{UC} spell) only last for the duration of combat. Spells that have a choice may be altered (as if they were recast) with a move action.

SIDEBAR: WHAT SPELLS SHOULD I CHOOSE?!

There are a lot of spells a beast can choose from and it can be a little overwhelming. Check the soldier beast path, it has some great ideas for spells you can take! Try to come up with a 'theme' or overall goal and find spells that help fit that image.

Beast Path (Ex):

At 1st level, the beast gains a beast path which reflects the source of their magical augmentation. Once a path is chosen, it cannot be changed.

Beast Path Benefit (Ex):

At 3rd level and every 4 levels thereafter, a beast gains a benefit from the path that lead them to this lifestyle of continuous growth. A list of beast paths and their benefits can be found at the end of this class.

Innate Spell-Defense (Ex):

A beast has magic constantly circulating in their body and this is disruptive to incoming spells, like a magical immune system protecting the body. At 2nd level a beast gains a +2 resistance bonus on saves against spells and spell-like abilities. This bonus increases by 1 at 6th level and every 4 levels thereafter (to a maximum of +6 at 18th level).

Beast Talents:

At 5th level, and every 4 levels thereafter a beast learns how to use their internal magic. A list of beast talents can be found at the end of this class.

Beast Paths

Mercenary

Life on the street is hard and magical augmentation is a great way to get ahead in this dog-eat-dog world. Mercenary beasts are not the most polished combatants but that's also their strength. They are flexible, intuitive, and passionate- something other beasts lack.

Requirements: Non-Lawful (If a mercenary beast ever become Lawful, they cannot progress in the beast class until they regain their alignment.)

Downside: A mercenary beast must pay for all their own augmentations. It costs the same price as a scroll (the price of a scroll is equal to the level of the spell x the creator's caster level x 25 gp). Achieving a level only unlocks the ability for a mage to cast a spell onto the beast and they be receptive to it. A mercenary beast's 1st level augment is free.

CLASS FEATURES:

Pay-To-Win: Starting at 1st level, a mercenary can pay to change an existing augment so long as the spell it replaces is of the same level.

Flexible Augment (3rd): At the start of each day a mercenary beast can select one bonus magic augment, of a spell level up to the highest spell level allowed by their magical augments. This bonus augment does not need to be paid for or even have an apparent source.

Receptive Augment (7th): When targeted by a spell with a range of "creature touched" with a duration other than instantaneous a mercenary beast can swap their flexible augment to that spell (so long as that spell would be an acceptable choice for a magical augment).

Spontaneous Augment (11th): Once per hour, a mercenary beast can swap one of their flexible arguments as a free action.

Expanded Flexible Augment (15th): A mercenary beast gains a 2nd flexible augment.

Expanded Flexible Augment (19th): A mercenary beast gains a 3rd flexible augment.



Mutant

Sometimes it is not always the choice of a beast to become the creature they are. Mutants have been inflicted with a growing curse or condition that warps their body in unnatural (sometimes supernatural) ways.

Requirements: None

Downside: As a mutant gains in level they become progressively more warped, twisted, or ugly looking. They must select one of the following afflictions at 1st level:

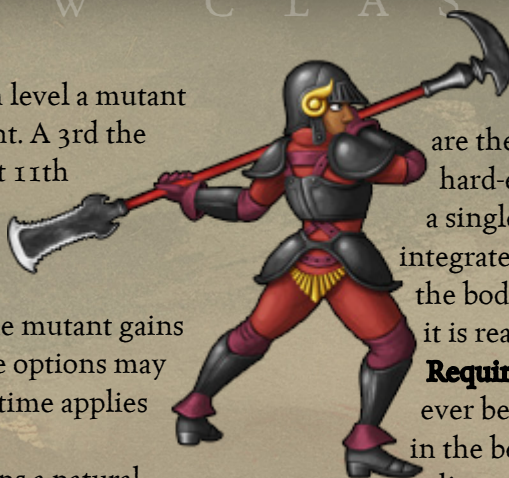
- **Blind:** The mutant is blind.
- **Limping:** The mutant has their base land speed reduced by 10 feet to a minimum of 5 feet.
- **Hideous:** The accursed takes a -8 penalty on Charisma-based skill checks, except for Intimidate.
- **Atrophied Limb:** The mutant loses half their limbs that can wield weapons.
- **Mutated Mind:** The first time per day that the mutant fails a Will save in combat they become confused, as per the spell *confusion*, for 3 rounds.
- **Other:** A GM is encouraged to talk with their player and come up with other crippling ailments for their accursed mutant.

CLASS FEATURES:

Mutate: At 3rd, 11th level, and 19th level a mutant gains an additional magical augment. A 3rd the mutant gains a 1st level augment, at 11th they gain a 3rd level augment, and at 19th they gain a 5th level augment.

Wild Thing: At 7th & 15th level, the mutant gains one of the following abilities. These options may be taken more than once, but each time applies to a new option.

- **Natural Attack:** The mutant gains a natural attack appropriate to their size category from the following list: bite, gore, slam, or sting. If string is chosen a single dose of injury poison can be applied to it and the first successful attack inflicts it. These attacks are primary natural attacks, or secondary natural attacks if the mutant also attacks with a manufactured weapon.
- **Sense:** The mutant gains one of the following senses: darkvision 120 ft, scent, or tremorsense 15 feet. This does not improve existing senses but overrides them if they are of a shorter distance.
- **Muttblood:** The mutant chooses one of the following creatures types; animal, dragon, magical beast, or monstrous humanoid. The mutant counts as that creature type in addition to their normal creature type.



Soldier

Born from elite units, military beasts are the best of the best. They are disciplined, hard-edged, and hard trained. Soldiers have a single magic seal, curse, or magical object integrated into their body that “grows”, giving the body the necessary magical abilities when it is ready for them.

Requirements: Non-Chaotic. If a soldier beast ever become Chaotic, they cannot progress in the beast class until they regain their alignment.

Downside: A soldier beast does not select their magical augments. They select a suite from the list below.

- **Raider:** *Long Arm*^{ACG} (1st), *Burning Gaze*^{APG} (4th), *Heroism* (8th), *Fire Shield* (12th), *Elemental Body II* (16th), *Fluid Form* (20th)
- **Skirmisher:** *Expeditious Retreat* (1st), *Invisibility* (4th), *Spider Climb* (8th), *Fly* (12th), *Earth Glide*^{ARG} (16th), *Shadow Walk* (20th)
- **Sentry:** *Shield* (1st), *See Invisibility* (4th), *Aura Sight*^{ACG} (8th), *Stoneskin* (12th), *Life Bubble*^{APG} (16th), *True Seeing* (20th)

CLASS FEATURES:

Combat Feat: At 3rd level and every 4 levels thereafter a soldier beast gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. Starting at 1st level, a soldier beast has an effective fighter level equal to their beast level for the purpose of qualifying for combat feats.



Beast Talents

INBORN SPELL-LIKE ABILITY (SP): The beast selects a spell whose spell level is equal to or less than $\frac{1}{4}$ their current beast level (minimum 1st level) and cast it as a spell-like ability a number of times per day equal to $\frac{1}{2}$ their Constitution score - $\times 2$ the spell's level (minimum 1/day). This spell may not have a range of personal. Their effective caster level for this ability is their beast level and can cast this spell using their Constitution modifier in place of any casting modifiers. Once selected, a beast cannot change their chosen spell. This beast talent may be taken multiple times, each time the beast gains a new spell as a spell-like ability.

INTERPRETIVE METAMAGIC: When targeted by a spell, a beast can apply any metamagic feat they know to the incoming spell. After doing this the beast fatigued for a number of rounds equal to $\frac{1}{2}$ the spell's level (rounding down) and can't use this while fatigued. This beast talent may be taken multiple times. Each time the beast selects this beast talent, they gain a metamagic feat as well.

MAGEFIST: The extreme buildup of magical energies in the beast now flows into their fists, claws, and other natural weaponry. The beast's natural attacks and unarmed strikes gain a $+\frac{1}{4}$ th beast level enhancement bonus to attack and damage rolls. A beast must have either a natural attack or the Improved Unarmed Strike feat to take this beast talent.

RECHARGE MAGICKS: When the beast successfully saves against a spell or spell-like ability, they may reactivate a single magical augment that has been temporarily suppressed, either because it was dispelled or because it was ended by a built-in trigger.

RESILIENT AUGMENTS: The beast's magical augments function normally within areas of antimagic (such as an *antimagic field* spell), and the DC of the caster level check needed to dispel the magical augments is increased by $+\frac{1}{4}$ th the beast's class level. The beast must be at least 9th level to take this beast talent.

SPELL CAPACITOR: The beast gains the ability to hold the spells of allied spellcasters as if they were a familiar. This functions as the deliver touch spells ability of a wizard's familiar, save that the beast must be adjacent to the caster when the caster casts the spell and designates the beast as the "toucher".

SPELL RESISTANCE: The beast gains spell resistance equal to $11 +$ their beast level.

SPELLSOLDIER (SP): The beast gains *detect magic* and *read magic* as at-will spell-like abilities, Draconic as a bonus language, and a $+\frac{1}{4}$ th beast level competence bonus on Spellcraft and Use Magic Device checks.

SUBCONSCIOUS AUGMENTS: The beast's magical augments continue to function while the beast is unconscious, and augments the beast has suppressed can be reactivated as an immediate action.

SYMPATHETIC RESONANCE SUPPRESSION: If a beast suppresses a magical augment they have on them they may chose to suppress the effects of a spell that is active on another creature within 30 feet. The spell suppressed must be of a lower level (not equal) to the level of the magical augment the beast suppressed on themselves. A creature may attempt a caster level check (DC $10 + \frac{1}{2}$ beast level + the beast's Constitution modifier) to resist this effect. This only functions on spells active on a creature and not free-standing magic effects or magic items, and can only dispel effects that could be dispelled by *dispel magic*.

NEW CLASSES

TABLE 3-2: BEAST ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	+1/8th a bonus 1st level augmentation.	CRB
Dwarf	+1/4th on saves against spells and spell-like abilities.	CRB
Elf	Dispelled or suppressed spells recharge 1/2 a round sooner than normal.	CRB
Gnome	+1/2 bonus on Spellcraft and Use Magic Device checks.	CRB
Drow	+1/2 to racial spell resistance.	ARG
Orc	Add +2 to the beast's Constitution for the purpose of determining when they die from negative hit points.	ARG
Eulebar	Gain 1/4th an additional daily use of frenzy.	RG5
Tarrasqueling	1/6th an additional daily spell is negated by tarrasque shell.	RG4



Cannoneer

A Base Class for the Pathfinder Roleplaying Game

In a world of magic the field pieces are arcanelly powered magic cannons that decimate the enemy forces and buildings. Slow but devastatingly powerful cannoneers use magic cannons and specialize in arcane artillery fire. They have to have a good mind for mathematics and magic, as artillery calculations are complex and an adventuring cannoneer will need to perform them on the fly.

Hit Dice: D8.

Role:

A cannoneer drops huge amounts of damage on their foes with their cannon but setting them up to do it is a challenge. They take a while to reload, charge, and fire their massive arcane cannons that they have to lug around the battlefield. The good news is that an arcane cannon, in the hands of a skilled

cannoneer, is able to fire in a variety of methods at a number of ranges. They are a rare breed of caster, their magic being Dexterity-based as it is derived from their spacial awareness and control over a ranged weapon. A cannoneer would be remiss if they didn't have a respectable Strength score to be able to move their cannon around.

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 cannoneer's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

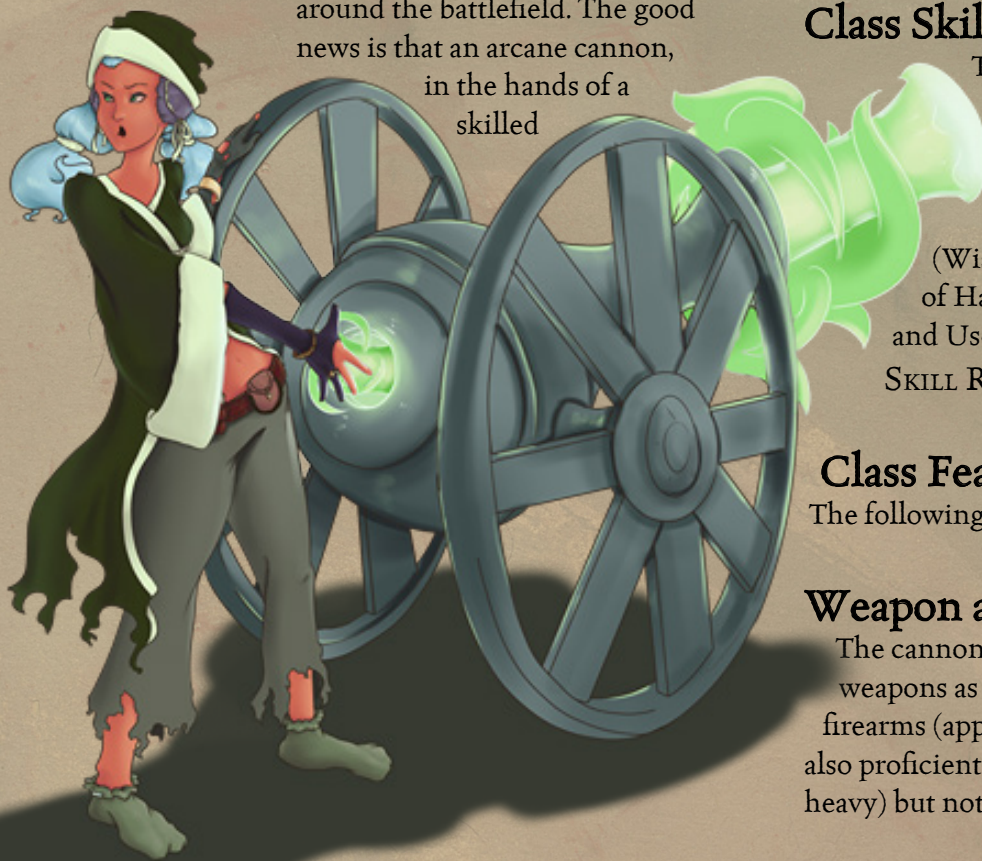
SKILL RANKS PER LEVEL: 4 + INT MODIFIER.

Class Features

The following are the class features of the cannoneer.

Weapon and Armor Proficiency

The cannoneer is proficient with all simple weapons as well as both simple and marital firearms (appropriate to the time period). They are also proficient with all armor (light, medium, and heavy) but not with any shields.



NEW CLASSES

TABLE 4-1: THE CANNONEER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARCANE CANNON DAMAGE
1st	+0	+2	+0	+2	Old cannon, arcane artillery	1d6
2nd	+1	+3	+0	+3	Shell	2d6
3rd	+2	+3	+1	+3	Arcane artillery	3d6
4th	+3	+4	+1	+4	Shell	4d6
5th	+3	+4	+1	+4	Bunker	5d6
6th	+4	+5	+2	+5	Shell	6d6
7th	+5	+5	+2	+5	Bombardment	7d6
8th	+6/+1	+6	+2	+6	Shell	8d6
9th	+6/+1	+6	+3	+6	Devastation (1)	9d6
10th	+7/+2	+7	+3	+7	Bunker, shell	10d6
11th	+8/+3	+7	+3	+7	Cannonade	11d6
12th	+9/+4	+8	+4	+8	Shell	12d6
13th	+9/+4	+8	+4	+8	Devastation (2)	13d6
14th	+10/+5	+9	+4	+9	Bombardment, shell	14d6
15th	+11/+6/+1	+9	+5	+9	Bunker	15d6
16th	+12/+7/+2	+10	+5	+10	Shell	16d6
17th	+12/+7/+2	+10	+5	+10	Devastation (3)	17d6
18th	+13/+8/+3	+11	+6	+11	Shell	18d6
19th	+14/+9/+4	+11	+6	+11	Power overwhelming	19d6
20th	+15/+10/+5	+12	+6	+12	Bunker, shell, total obliteration	20d6

SIDEBAR: GUNS, SPELLS, & GRIT

Cannoneers are most at home in a setting where black powder is commonplace; the setting should have at least early firearms. If it does not this class may not be the best choice for it. If it is absolutely required, the cannoneer's proficiency with firearms can be replaced with two exotic crossbows of the player's choice; though they still receive and utilize their arcane cannon.

Old Cannon (Ex):

At 1st level, a cannoneer gains an arcane cannon. Their starting weapon is battered, and only they know how to use it properly. All other creatures treat their cannon as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold).

ARCANE CANNONS

An arcane cannon is a style of wheeled, smoothbore, cannon that fires magic that is channeled by its cannoneer. They count as a firearm for the purpose of magic weapon enhancements but can only be fired with magic. Firing one once takes a full round action as one needs to charge the crystal inside it with enough energy to fire. When firing, the cannon targets 1 square. All creatures in that square and within 10 feet of that square must make a Reflex save (DC 10 + 1/2 cannoneer level + casting modifier, which is Dexterity for cannoneers) or take 1d4 points of piercing damage per cannoneer level the attacker possesses to all creatures caught in the area. A successful save means they take half damage. An attack can be augmented by a shell that adjusts the way the shot is fired. Making such an attack counts as a ranged attack for the purpose of provokes attacks of opportunity. Arcane cannons cannot be used to attack adjacent creatures.

An arcane cannon only functions for character with at least 1 cannoneer level. Firing it exhausts the cannoneer for 1 round and it cannot be fired by an exhausted cannoneer. It requires no ammunition, has a range of 100 ft. (and cannot fire beyond that), no misfire chance, and deals x2 damage on a critical hit. An arcane cannon costs 500 gp.

An arcane cannon weighs 500 lbs, though the wheels allow a cannoneer to move it. Moving one reduces the cannoneer's speed to 5 feet (it can be moved simply due a cannoneer's ambient magical energy) or it can be moved with a high Strength score (a character with 22 or higher Strength could drag it). It can be attached to a horse and dragged behind it (though compelling a creature to do so requires a Handle Animal check) at normal speeds.



Arcane Artillery (Su):

A cannoneer is skilled in the unique branch of magic that utilizes arcane artillery. They deal the damage listed on Table 4-1: The Cannoneer rather than 1d4 points per caster/cannoneer level. In addition, a cannoneer's arcane cannon bypasses DR as if it were a weapon with a weapon enhancement of 1/4th their level.

Starting at 3rd level a cannoneer is no longer exhausted after firing an arcane cannon.

SIDEBAR: ACTION ECONOMY & FEAT INTERACTION
Firing an arcane cannon is a special kind of full round action that charges the crystal of an arcane cannon and fires it. This, specifically, is not a full attack action. Feats like Rapid Shot do not add to the number of attacks made with this.

Characters interested in firing at multiple targets should look into the storm shell, which modifies the way this full round action functions.

Shells (Su):

A cannoneer learns how to create new kinds of magical attacks to launch from their cannon. These new recipies are akin to how other magic users learn new spells- trial & error, learning from a master, buying a scroll, etc. At 2nd level and every even level thereafter a cannoneer learns to fire a new kind of shell. Shells explode in new and exciting ways, often changing how the cannon fires them and the kind of effect it has on their unfortunate targets. When firing an arcane cannon a cannoneer must define what shell they are using, if any, before making the attack. A given attack can only have 1 shell applied to it.

AIRBURST

An airburst shell is aimed just above the target so that the resulting spherical explosion will cover the most area. This functions like a normal arcane cannon attack except that it deals 2d6 less damage

NEW CLASSES

(minimum 1d6) but covers a 30 foot burst rather than a 10 foot burst. The damage dealt by an airburst shell is sonic damage.

BREACHING SHELL

A breaching shell is used to destroy objects. To use this shell the cannoneer must target an unattended object, wall, door, building, or other fortification within 20 ft. The attack automatically deals maximum damage against this object and ignores hardness up to the cannoneer's caster level. For the purpose of forming holes this shell damages a 5 foot square.

CHEMICAL SHELL

When fired this shell inflicts a single dose of an inhaled poison or injury poison to any target it hits in addition to dealing damage (it uses the profile of a normal shell). The shell must have the substance applied to it as if it were a normal weapon prior to being fired. It only requires a single dose of the substance to effect all targets hit by the shell.

CONCUSSIVE SHELL

The shell explodes in a slower pressure wave, knocking back those caught in the blast wave. This shell creates a 20 ft burst rather than a 10 burst, half the damage dealt is nonlethal damage, and creatures are pushed 10 ft away from the targeted square. Creatures that make their Reflex save only take half damage and avoid the knockback effect.

CURSED SHELL

This shell is cursed with the most profane of magics. This functions as a normal shell but the damage it causes cannot be healed easily. A character attempting to use magical healing on a creature damaged by a cursed shell must succeed on a caster level check (DC 10 + 1/2 cannoneer level + Dexterity modifier), or the healing has no effect on the injured creature. A cannoneer must be at least 12th level to select this shell.

DEFENSIVE FIRE

This shell fragments into thousands of tiny glowing orbs of magic that look not unlike an oncoming wave of fatal fireflies. This attack fires in a 30 ft. cone rather than a 10 ft. burst. In addition creatures who fail the Reflex save are knocked prone. This attack does not provoke an attack of opportunity from adjacent targets and may target adjacent creatures.

DELAYED SHELL

This shell is fired with a timer, only going off once a set amount of time has passed. When firing the shell the cannoneer designates how many rounds they wish to delay the shell, up to 1 minute (10 rounds), and selects a target square as normal, although it does not deal damage until the timer runs out. Once the timer runs out, the shell explodes and deals damage to creatures within 10 ft. If a creature is caught in the blast of multiple delayed shells, they must save against each shell separately.

DIRECT FIRE

This shot fires, with pinpoint accuracy, at a single target. Though the shot is small, it is deadly and once it locks on the magical orb fired will seek out its target. This attack is rolled like a ranged attack, though the cannoneer uses their caster level in place of their BAB, and the attack ignores all cover less than total cover.

FLAK FIRE

This shell sets off a series of continuous explosions, airbursts of chaff and other disruptive elements that interrupt projectiles and distract enemies. Activating this shell is a standard action and creates 60 ft area of disruption. Any target in this area gains a 50% miss chance against projectiles. This ends at the start of the cannoneer's next turn.

FLAMMENWERFER

The cannoneer's cannon roars like the mouth of some great dragon, belching forth billowing gouts of flame. This creates a 20 ft. cone of fire damage. In addition, creatures who fail the Reflex save catch fire, taking an amount of fire damage each round equal to the number of damage dice the cannoneer rolled.

HARPOON

The cannoneer conjures up a magical harpoon that impales a creature it hits and attempts to drag it back before dissipating. This shell targets a creature within 100 feet and, if it hits, the creature takes the arcane cannon damage and is dragged 60 feet closer to the cannoneer. If they are brought adjacent to the cannoneer, their movement ends. This is forced movement and does not provoke attacks of opportunity.

INFERNO SHELL

The shell explodes into a sticky substance that burns like alchemist's fire. It deals fire damage, and creature that fail their Reflex save catch fire, taking an amount of fire damage each round equal to the number of damage dice the cannoneer rolled (6d6 would deal 6 fire damage, for example). Additionally, the area within 10 ft of the shell catches fire, dealing the 1 fire damage per damage dice rolled to creatures that enter the area for the first time each round or start their turn in the area. The area burns for 1 round per 4 cannoneer levels. The cannoneer must have the flammenwerfer shell to take this shell.

LONG RANGE ARTILLERY

This shell has a range of 1 mile. The cannoneer must have a way to visually locate their target (such as a telescope). This shell targets only one creature and ignores up to 1 point of hardness or DR (of any sort) per 3 cannoneer levels.

METEORITE SHELL

The cannon launches forth a whirling, shredding, spiked, ball of pure magical energies that rips up the ground it lands on. This shell functions like a standard shell but the area where it strikes is turned into difficult terrain. Ground made of material that has a hardness of 10 or more is immune to this effect. The square targeted by this effect turns the ground into a spiked nightmare; this counts as an area of caltrops that last for 1 hour.

NET SHELL

This shell explodes into a magical web that quickly wraps itself around any target hit, binding it. It functions like a typical shell but the damage is non-lethal and if creatures in the targeted square fail their Reflex save they are also subject to being bound by magical restrains. It requires an Escape Artist or Strength check (DC 10 + 1/2 cannoneer level + Dexterity modifier) for the creature to be able to move. These bindings fade after 1 minute.

NOXIOUS SHELL

This shell releases a cloud of foul gas that lingers on the battlefield. The damage dealt by this shell is acid damage and it creates a 20 ft burst of gas. Creatures damaged by the shell, that enter the area of gas for the first time each round, or that start their turn in the affected area must make a Fortitude save (DC 10 + 1/2 cannoneer level + Dexterity modifier) or become sickened until the start of their next turn. The gas lasts for 1 round per 4 cannoneer levels. The cannoneer must be at least 8th level to take this shell.

STORM SHELL

This shell collects energy and once it reaches a critical mass, it unleashes a hailstorm of small electrical discharges in quick succession. Firing this shell is a full round action that allows the cannoneer to make a number of attacks with their magical cannon equal to 1/4th their level. These attacks deal electricity damage and only strike their primary targets (no burst effect). A cannoneer must be at least 8th level to select this shell.

STRAIGHT SHOT

This shell creates a 60 ft. line, originating from the cannon, that deals damage and ignores up to 1 point of DR or hardness on each creature it encounters, +1 additional DR or hardness per cannoneer level.

TELEPORTATION SHELL

This shell is fired as a full round action and targets a square within 60 feet of the cannoneer. Where the shell hits the cannoneer and their cannon are immediately teleported to, ending their turn immediately. If there is a creature or obstruction in the square, the cannoneer cannot target it.

THUMPER SHELL

This shell does not target an enemy but rather is angled at the ground. When it is fired the magic blasts into the firmament and causes a localized earthquake. All creatures other than the cannoneer within 30 feet of the cannon are knocked prone and become shaken until the end of their next turn unless they make their Reflex save. If they make the save they are simply shaken until the start of their next turn. This attack does not provoke an attack of opportunity from adjacent targets and may target adjacent creatures.



Bunker (Su):

At 5th level the square a cannoneer stands in gains a small protective field known as a "bunker". This is created so long as the cannoneer is touching their cannon. This gives them immunity to any negative effect generated by their arcane cannon as well as a 20% miss chance against ranged attacks. As a swift action a cannoneer can create 1 additional 5'x5' bunker in any square within 30 feet of them. At 10th level this extra becomes a 10'x10' bunker, at 15th a 15'x15', and at 20th it becomes a 30'x30'. A cannoneer may always choose to create a smaller bunker than their level allows and may cancel or modify this second bunker's shape (in full squares) as a free action.

Bombardment (Ex):

At 7th level, a cannonner's shells bypass any creature's evasion ability or similar ability. This means that a creature with evasion that successfully makes a Reflex save against damage from an arcane cannon still takes half damage, instead of no damage.

At 14th level, this improves to bypass improved evasion and similar abilities.

Devastation (Ex):

A cannoneer's shells are charged with magic that causes wounds to become more grievous than they seem. Starting at 9th level, when any of the cannoneer's damage dice from an arcane cannon attack result in a 1, treat that as a 2 instead.

At 13th level treat all 1s and 2s as 3s.

At 17th level treat all 1s, 2s, and 3s as 4s.

TABLE 4-2: CANNONEER ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Dwarf	Add +1/6th to the cannoneer's level for the purpose of determining the effects of one shell.	CRB
Elf	Gain +1/6th of a new 5'x5' bunker square.	CRB
Gnome	Increase the range of the cannoneers arcane cannon by +2.5 feet. In combat this only has an effect if taken twice, or in multiples of 2.	CRB
Half-orc	Shots from the arcane cannon ignore 1/2 a point of hardness.	CRB
Human	Gain +1/6th of a new shell	CRB
Hobgoblin	Shots from the arcane cannon deals +1/2 a point of damage	ARG
Ratfolk	Add +1/6th to the cannoneer's level for the purpose of determining the effects of one shell.	ARG

Cannonade (Ex):

At 11th level a cannoneer can fire their cannon as a standard action (rather than a full round) so long as they don't use any special shells.

Power Overwhelming (Su):

So highly overcharged are a 19th level cannoneer's blasts that they can disintegrate creatures hit by it. This causes any creature reduced to 0 or fewer hit points by damage from the cannoneer's arcane cannon to be entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. Additionally, a cannoneer's damage can now effect objects constructed entirely of force, such as forceful hand or a wall of force.

Total Obliteration (Su):

At 20th level a cannoneer can supercharge his ammunition to deal damage on par with global catastrophes, super-weapons, and the wrath of gods. A number of times per day equal to their Dexterity bonus (minimum 1/day), after creatures have rolled their Reflex save against an arcane cannon attack made by the cannoneer, they can cause their damage dice to automatically be be maximized. Do not roll damage dice, instead acting as though each die had rolled its maximum possible value (i.e. every single d6 rolled a 6).



Curse-Wielder

A Base Class for the Pathfinder Roleplaying Game

In worlds of magic, there exist items that strain against their form and seek to dominate those who wield them; swords that drive their owners mad, armor that moves against the will of its wearer, and rings that whisper corrupt secrets. These cursed items wish nothing more than to possess a full body of their own, and woe befall any unlucky enough to pick up such a foul burden.

Curse-wielders are those who have fallen under the magical sway of a intelligent magic item. Some are lured by promises of power, and either ignore or are unaware of the price that must be paid in the end. They gleefully draw on the item's magic, slowly cementing the item's eventual control. Others come across the item by misfortune and happenstance, and must now contend with the foreign will that intrudes on their thoughts. Unable to rid themselves of the curse and with the item unable to take control, they struggle and leech power from one another.

Hit Dice: D8.

Inspiration

Nightmare/Siegfried (Soul Calibur), Blue Beetle (Young Justice), Emmett Quinlan (God Country), Bilbo Baggins & Gollum (Lord of the Rings)

Role

Curse-wielders are adaptable combatants that can use the power of their cursed bond to overcome their enemies. Charisma is important, as it increases the amount of stress they can hold before the cursed item attempts to take over, as well as increasing the strength of their abilities.

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 curse-wielder's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Profession (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the curse-wielder.

Weapon and Armor Proficiency:

The curse-wielder is proficient with simple weapons, light armor and shields (but not tower shields).

Cursed Bond (Su/Pn):

At 1st level, the curse-wielder gains a single intelligent cursed item known as their "cursed bond" at no cost. This often takes the form of a weapon or set of armor, but items such as cursed rings, amulets and other worn items aren't unheard of (see the Cursed Bond Selection section at the end of this class). All cursed bond items are telepathic, and able to communicate with the curse-wielder. The cursed bond has mental ability scores (Intelligence, Wisdom, and Charisma) equal to 12 + 1/2 curse-wielder class level (minimum of 12). The cursed bond doesn't have an ego score, instead using the rampage class feature to take control.

Table 5-1: The Curse-Wielder

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Cursed bond, power surge +1, rampage, stress
2nd	+1	+0	+0	+3	Bond evolution
3rd	+2	+1	+1	+3	Curse strike
4th	+3	+1	+1	+4	Bond evolution
5th	+3	+1	+1	+4	Curse strike, power surge +2
6th	+4	+2	+2	+5	Bond evolution
7th	+5	+2	+2	+5	Curse strike
8th	+6/+1	+2	+2	+6	Bond evolution
9th	+6/+1	+3	+3	+6	Curse strike
10th	+7/+2	+3	+3	+7	Battle of wills, bond evolution, power surge +3
11th	+8/+3	+3	+3	+7	Curse strike
12th	+9/+4	+4	+4	+8	Bond evolution
13th	+9/+4	+4	+4	+8	Curse strike
14th	+10/+5	+4	+4	+9	Bond evolution
15th	+11/+6/+1	+5	+5	+9	Curse strike, power surge +4
16th	+12/+7/+2	+5	+5	+10	Bond evolution
17th	+12/+7/+2	+5	+5	+10	Curse strike
18th	+13/+8/+3	+6	+6	+11	Bond evolution
19th	+14/+9/+4	+6	+6	+11	Curse strike
20th	+15/+10/+5	+6	+6	+12	Bond evolution, power surge +5, supreme will

The cursed bond cannot be discarded, sold, or otherwise lost; if the curse-wielder attempts to discard it or the item is stolen, it reverts back to their possession within 1 minute (often quite abruptly or violently). This also occurs if the cursed bond is destroyed or dispelled. If the curse-wielder intentionally discards the cursed bond, they gain a negative level (or suffer 1 point of Constitution damage if level 1) for 1 minute when the cursed bond returns.

Additionally, each type of cursed bond also has a unique curse with a mechanical implication, such as not being able to let go of that cursed sword or the cursed amulet refusing to let the wearer equip magic gear more powerful than itself.

SIDEBAR: THE CURSED BOND AND ROLEPLAYING
Cursed bonds are intelligent magical items, and as such have personalities distinct from the curse-wielder. This is important from a roleplaying perspective, and the rampage class feature does rely heavily on the relationship between “curser” and “cursee”. Discuss with your GM to determine the cursed bonds exact nature. If you’re having trouble coming up with something, here are some ideas.

- The cursed bond is a violent raging sociopath, and generally wants the curse-wielder to be as aggressive as possible. It hates curse-wielders who acquiesce to the demands of others or who run from fights.

- The cursed bond is incredibly vain, and demands that it be prominently displayed at all times. It remains pleasant so long as it is regularly maintained, but becomes irate if it thinks it is being ignored, overlooked, or left to gather dust.
- The cursed bond has some shadowy goal, and doesn't want other to know its true power. It will try and hide the fact it is an intelligent item, and guide the curse-wielder towards its own agenda. Curse-wielders who play along may find rampaging less bothersome as the cursed bond mimics their nature, while ones that try to reveal the truth may find the cursed bond mysteriously turning itself off at bad times...
- The cursed bond is a zealous believer in a particular cause or religion, dragging the curse-wielder along on quests and missions. It favors curse-wielders who are fellow believers, tries to convert those who aren't part of the fold, and hates anyone it sees as part of the enemy team.

Stress (Su):

Using the power held within the cursed bond is risky, as the item is constantly probing the mind of the curse-wielder in an effort to free itself and gain a mortal body. At 1st level, the curse-wielder gains a pool of stress to represent the cursed bond's growing influence over them. If the curse-wielder ever has more stress than his curse-wielder level + his Charisma bonus, the cursed bond attempts to take over. The curse-wielder must make a Will save (DC 10 + 1/2 curse-wielder level) at the start of his turn or enter a rampage (see the rampage class feature below). This repeats each time the curse-wielder gains stress until he either fails the save against rampage or resets his stress to 0 by resting for 8 hours. While rampaging the curse-wielder loses an amount of stress equal to his Charisma bonus at the end of each round until they hit 0.

The curse-wielder starts each day with 0 stress, and gains stress through the use of abilities such as power surge. Resting for 8 hours resets the curse-wielder's stress to 0.

Rampage (Ex/Pn):

Starting at 1st level, when the curse-wielder fails a rampage Will save (whether caused by having too much stress or by using power surge), the cursed bond temporarily overwhelms him and takes over. For the duration of the rampage, the curse-wielder is treated as an NPC under the control of the GM who acts in accordance with the personality of the cursed bond. The player who normally controls the curse-wielder may request or suggest certain actions, but the ultimate decision is up to the GM. The GM should consider the curse-wielder's relationship with the cursed bond when listening to the player's requests; if they are on good terms the requests should be more heavily favored, while a more antagonistic relationship would lead to suggestions being ignored.

The cursed bond rampages until the curse-wielder's stress returns to 0, losing an amount of stress equal to his Charisma bonus at the end of each round. The curse-wielder may continue to accumulate stress while rampaging. If the curse-wielder is reduced to 0 hit points while rampaging, the rampage ends unless the curse-wielder has an ability to remain conscious past 0 hp such as the Diehard feat or the ferocity ability.



Power Surge (Su):

At 1st level, the curse-wielder may send some of the power of the cursed bond through his weapon, much to the chagrin of the cursed bond. As a swift action that causes 1 stress, the curse-wielder may charge his weapon with magical energy. His gains a +1 profane bonus to attack rolls for a number of rounds equal to his Charisma modifier. At 5th level, and every 5 levels after that, the profane bonus improves by an additional +1, to a maximum of +5 at 20th level. This stacks with any enhancement bonus provided by the cursed bond. On any turn that the curse-wielder has used power surge they may take on 1 extra stress as a free action to add +1d6 negative energy damage to weapon damage per +1 profane bonus until the end of his turn.

SIDEBAR: POWER SURGE AND NON-WEAPON CURSED BONDS

Power surge works by pulling magical energy out the cursed bond and channeling it through a weapon. While this works easily when the cursed bond is a sword, it works just as well when the cursed bond is a set of armor or a magic ring. The form of the cursed bond is largely irrelevant, as their magical energy is what powers the ability.

Bond Evolution (Su):

At 2nd level, and every even level after that, the magic binding the curse-wielder and the cursed bond evolves in some minor fashion, granting a new power chosen from the list of bond evolutions. Depending on the form the cursed bond takes, it also has access to unique bond evolutions.

Certain bond evolutions, marked with a *, will add new quirks to the primary curse of the cursed bond. These are generally new role-playing implications, not mechanical ones. These effects are cumulative.

The list of available bond evolutions is presented at the end of this class entry.

Curse Strike (Sp/Su):

At 3rd level, when a curse-wielder steals power from their cursed bond to strike any enemy, the fell energies linger on the target. Whenever the curse-wielder deal damage to an enemy while using their power surge class feature they additionally inflicts one curse strike effect they know on the target. The target gets a Will save (DC 10 + 1/2 curse-wielder class level + Charisma modifier) to resist the extra effect. A given creature can only be affected by a single curse strike effect per round, but a curse-wielder attacking multiple enemies can inflict multiple curse strikes in a single round. If an effect lasts for more than 1 round, applying the same curse to a target doesn't stack the duration, but instead resets the duration.

At 3rd level, the curse-wielder knows a single curse strike. They learn an additional curse strike at 5th level, and every odd level after that.

At 3rd level, the curse-wielder can learn the following curse strikes.

Freaky: Target switches to a different gender for 1 day. If the target has more than 2 possible genders, it changes to a random new gender for the duration.

Hobbled: Target's speed is reduced by half for 1 round per 2 curse-wielder levels.

Identity Flip: Target counts as a random race (as per the spell *reincarnation*) in addition to their base race for all effects for 1 day. This primarily affects interactions with magic effects, and does not alter their ability scores or racial abilities, but the creature subtly mutates to resemble their acquired race.

Scare: Target is shaken for 1 round per 2 curse-wielder levels. Multiple instances of this curse strike do not raise this to frightened, and only reset the duration. This is a fear effect.

Illness: Target is sickened for 1 round per 2 curse-wielder levels. Multiple instances of this do not raise this to nauseated, and only reset the duration.

Senseless: Target becomes either blind or deaf (curse-wielders choice) for 1 round per 2 curse-wielder levels. When applying the curse strike a second time, the curse wielder may choose to either reset the duration of the current condition or apply the other condition.

Rogue's Bane: Target gets a penalty to Stealth checks equal to 1/2 curse-wielder level as it starts to glow, emit a loud noise, or otherwise becomes very noticeable. This penalty last for 1 round per 2 curse-wielder levels.

At 9th level, the curse-wielder adds the following curse strikes to the lists of curse strikes they can learn.

Cursed: The target is cursed, as by a *bestow curse* spell, for 1 day.

Madness: Target becomes confused (as per the spell *confusion*) for 1 round per 2 curse-wielder levels.

Fright: Target is frightened for 1 round per 2 curse-wielder levels. The curse-wielder must have the scare curse strike to take this curse strike. Multiple instances of this curse strike do not raise this to panicked, and only reset the duration. This is a fear effect.

Sickness: Target is nauseated for 1 round per 2 curse-wielder levels. The curse-wielder must be at least 9th level and have the illness curse strike to take this curse strike.

Plagued: Target contracts a single disease, as if by a *contagion* spell.

Spell Bane: Target cannot cast spells for 1 round.

Vulnerable: Target loses any resistance or immunity it has to a single damage type, chosen by the curse-wielder, for 1 round per 2 curse-wielder levels.

Weapon's Bane: Target has a single wielded magic weapon become cursed, making all enhancements bonus become equal penalties for 1 day.

At 15th level, the curse-wielder adds the following curse strikes to the list of curse strikes they can learn.



Fumbling: Target has a 50% chance to drop anything held each round. This effect lasts for 1 round per 2 curse-wielder levels.

Medusa's Curse: Target is petrified (as per a *flesh to stone* spell) for 1 round per 4 curse-wielder levels.

Battle Of Wills (Su):

At 10th level, the curse-wielder reaches the point in their relationship that means they either need to fight their cursed bond or make some kind of peace with it and give in to its power. Choose one of the following abilities. Once the choice is made it cannot be changed.

Fight: The curse-wielder may end a rampage as a swift action. They may do this a number of times per day equal to their Charisma modifier.

Give In: When dealing extra damage during a power surge, the curse-wielder deals 2d6 negative energy damage per +1 profane bonus instead of 1d6.

Supreme Will (Su):

At 20th level, the curse-wielder and the cursed bond have a final clash of wills, after which one will reigns supreme. The exact nature of this ability depends on which ability the curse-wielder chose at 10th level. If the curse-wielder chose to Fight at 10th level, the curse-wielder remains in control of their actions while rampaging.

If the curse-wielder chose to Give In at 10th level, the curse-wielder and their cursed bond fuse with each other, creating a synthesis of their personalities. They count as a mindless creature, although they still retain their Intelligence score and can benefit from morale bonuses. They retain some of their own thoughts and ambitions (as that is dependent on their Charisma) but it is now a synthesis of their own goals and their cursed bond's. Additionally, the curse-wielder no longer gains stress from their abilities; they instead may trigger a rampage any time they use any ability that would normally cause stress.

Cursed Bond Selection

Any ability that says “cursed bond may do X” may also be performed by the curse-wielder. The abilities are inherit to the cursed bond, and are drawn upon by the curse-wielder. This also means that the cursed bond, being an intelligent item, may choose to activate certain powers at... odd moments.

ARMOR

The cursed bond takes the form of a masterwork set of armor or a masterwork shield. The curse-wielder is always proficient in whatever weight of armor the cursed bond takes (light, medium, or heavy). At 4th level, the armor gains a +1 enhancement bonus. This bonus increases by an additional +1 at 8th level, and every 4 levels thereafter, to a maximum of +5 at 20th level.

Primary Curse: The curse-wielder cannot remove the armor. Attempting to do so results in the armor snapping itself back in place, yanking the curse-wielder around, or otherwise preventing itself from being removed.

Unique Bond Evolutions: The following bond evolutions may only be taken if the cursed bond takes the form of a set of magic armor.

Curse-Booster: The cursed bond gains the ability to boost its magical prowess. As a swift action, the cursed bond can gain a magic armor property, but the curse-wielder gains stress equal to the enhancement bonus of

the property. The chosen armor property cannot have an enhancement modifier higher than the enhancement modifier of the cursed bond. The magic armor property lasts a number of rounds equal to the curse-wielder's Charisma modifier. The curse-wielder must be at least 4th level to take this bond evolution.



Cursed Wardrobe: After performing a ritual that takes 1 minute, the curse-wielder can change the kind of armor their cursed bond takes the form of. The curse-wielder becomes proficient with the new form if necessary. This can only be done once per 8 hours.



Curseguard: The cursed bond grants DR/- equal to its enhancement bonus. Additionally, the cursed bond grants 5 resistance per enhancement bonus to one of the following damage types: acid, cold, electricity, or fire. Once per day the cursed bond can change the type of damage resisted as a free action. The curse-wielder must be at least 4th level to take this bond evolution.

Folded Armor*: The cursed bond can transform itself into a bracer, amulet, belt, vest, or similar worn item. It still refuses to allow itself to be removed. While transformed, the cursed bond provides no armor bonus, but applies no maximum Dexterity and no armor check penalties. The cursed bond can be transformed into either form as a move action.

- *Protective:* The cursed bond will re-equip itself if it feels threatened, or if it thinks the curse-wielder is being threatened. This includes non-physical threats, such as if the curse-wielder is feeling emotionally threatened.

Powered Armor: The cursed bond no longer slows the movement speed of the curse-wielder. Additionally, the cursed bond has no maximum Dexterity bonus, and applies no skill check penalties. The curse-wielder must be at least 8th level to take this bond evolution.

Restless Armor*: The curse-wielder may sleep in his armor without becoming fatigued. Additionally, whenever the curse-wielder is put to sleep, the cursed bond may choose to enter a rampage as an immediate action. This rampage last until the curse-wielder is woken up.

- *Sleepwalker:* The cursed bond develops a nasty habit of wandering around while the

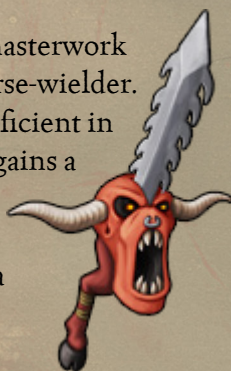
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curse-wielder is asleep. This leads the curse-wielder to occasionally wake up in a completely different place than he went to sleep.

Weaponized Armor: The cursed bond can shape gauntlets and armguards into swords, crossbows and other weapons. As a swift action, the cursed bond can form a single light or one-handed weapon the curse-wielder is proficient with, immediately equipping said weapon. Ranged weapons generate their own ammunition. The weapon has the same enhancement modifier as the cursed bond (i.e. +3 armor would create a +3 weapon). If the curse-wielder has the curse-booster bond evolution, they may apply magic weapon properties to the weapon using curse-booster.

WEAPON

The cursed bond takes the form of a masterwork weapon of a size appropriate to the curse-wielder. The curse-wielder is automatically proficient in the weapon. At 4th level, the weapon gains a +1 enhancement bonus. This bonus increases by an additional +1 at 8th level, and every 4 levels thereafter, to a maximum of +5 at 20th level.



Primary Curse: The curse-wielder always has at least one hand on the cursed bond; if they attempt to drop it, they find their hand won't release the weapon. They are treated having attached the weapon to a locked gauntlet, and cannot use the hand holding the cursed bond for anything else, although they may switch which hand is holding the cursed bond without issue. The weapon may be sheathed, but otherwise it must remain held.

Unique Bond Evolutions: The following bond evolutions may only be taken if the cursed bond takes the form of a magic weapon.

Accursed Armory: The cursed bond gains the ability to change into a different weapon, chosen when this bond evolution is taken. The cursed bond may change which weapon it is as a move action, or as a free action if the curse-wielder has Quick Draw. This bond evolution may be taken twice; when taken a second time the cursed bond may take the form of any weapon the curse-wielder is proficient with.

Berserker*: When making a full attack, the curse-wielder gains an additional attack at their highest BAB. This bonus attack doesn't stack with other effects that grant extra attacks, such as the *haste* spell or speed weapons. The curse-wielder must be at least 8th level to take this bond evolution.

- **Bloody:** Once unsheathed, the cursed bond refuses to be put away until it has drawn blood (i.e. it has dealt damage). Attempting to re-sheath the cursed bond before this results in the sheath flying off again, the cursed bond no longer fitting in the sheath, or some similar effect. The cursed bond will compel the curse-wielder to hostility when rampaging.

Curse-Booster: The cursed bond gains the ability to boost its magical prowess. As a swift action, the cursed bond can gain a single magic weapon property, but the curse-wielder gains stress equal to the enhancement bonus of the property. The chosen weapon property cannot have an enhancement modifier higher than the enhancement modifier of the cursed bond. The magical weapon property lasts a number of rounds equal to the curse-wielder's Charisma modifier. The curse-wielder must be at least 4th level to take this bond evolution.

Dimensional Sheath*: The cursed bond may be stored inside a pocket dimension as a move action. It may be drawn as a move action, or as a swift action with Quick Draw. The curse-wielder still counts as having the cursed bond held in hand for the purpose of the primary curse, and the cursed bond can still communicate with the curse-wielder.



- **Not The Box!:** The cursed bond hates being stowed this way, and reminds the curse-wielder of the fact ("it's dark in here", "hey... you... hey...", "LET ME OUT"). The next time it rampages, it will very likely ignore the desires of the curse-wielder.

Endless Ammo: The cursed bond gains the ability to generate its own ammunition. Any time the cursed bond is drawn back, nocked, or otherwise prepared to be loaded, a magical energy shot is created in a ready-to-fire position. The ammunition dissipates shortly after being fired, whether it hit the target or not. If the curse-wielder has the elemental surge bond evolution, they may change the damage type dealt by the cursed bond on a shot-by-shot basis.

Last Stand: If the curse-wielder is knocked unconscious or reduced below 0 hit points, the cursed bond grants them temporary hit points equal to twice their curse-wielder level and immediately rampages. This special rampage lasts while the temporary hit points remain, the curse-wielder is restored above 0 hit points, or for 1 minute, whichever happens first.

Sealed Hand: The curse-wielder may wield the cursed bond in a single hand, without penalty, regardless of the overall handedness of the base weapon. Additionally, the curse-wielder always counts as wielding the cursed bond with two hands for the purpose of feats and calculating damage, even while holding it with one hand. For the purpose of two-weapon fighting, the cursed bond counts as a one-handed weapon.

WONDROUS ITEM

The cursed bond takes the form of a piece of jewelry, clothing, or other worn item that occupies a magic item slot on the curse-wielder. At 1st level, the cursed bond grants one of the following bonuses:

- A +1 deflection bonus to AC
- A +1 resistance bonus to saves
- A +1 luck bonus to all skill checks

Once the bonus is chosen it cannot be changed. At 4th level, and every 4 levels thereafter, this bonus increases by an additional +1, to a maximum of +6 at 20th level.

Primary Curse: The cursed bond refuses to allow the curse-wielder to wield a wondrous magic item that provides a higher numerical bonus than itself. If the curse-wielder equips such an item, the cursed bond changes what item slot it is equipped to and replaces the offending item, which unequips itself and falls to the ground. It doesn't mind items that grant temporary bonuses, like potions, although consistent use sours the cursed bond's mood.

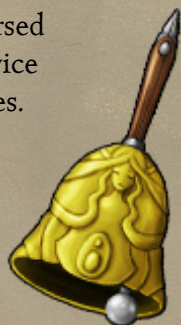
Unique Bond Evolutions: The following bond evolutions may only be taken if the cursed bond takes the form of a wondrous item.

Assisted Arcana: The cursed bond grants an enhancement bonus to Use Magic Device checks equal to 1/2 curse-wielder level. Additionally, the curse-wielder automatically passes all Use Magic Device checks with a DC lower than 20.

Cursed Wings*: The cursed bond can grow a set of magic wings as a move action, granting the curse-wielder a fly speed of 30 feet with average maneuverability. The curse-wielder must be at least 6th level to take this bond evolution.

- **Backseat Driver:** The cursed bond has strong ideas about which way it wants to go. If the curse-wielder doesn't go where the cursed bond wants, it may attempt to drag the curse-wielder there via flight.

Manifest Aspect (Sp): The cursed bond can temporarily manifest a form outside its material prison. Once per day per Charisma modifier, the cursed bond can cast *summon monster I* as a spell-like ability. However, the summoned monster is treated as rampaging, and not under the direct control of the curse-wielder (see the rampage class feature).



At 4rd level, and every even level after that, the summon level increases by one step, to a maximum of *summon monster XI* at 20th level. If the summoned monster is killed, this ability cannot be used for 1 hour.

Mystic Curse: Choose a spell from the sorcerer/wizard spell list with a duration greater than instantaneous and a level no greater than 1/6th curse-wielder class level. The cursed bond grants the chosen spell as a constant spell-like ability. If the spell is dispelled or otherwise ends, the curse bond can re-apply it as a swift action after 1 minute. When the curse-wielder gains a new class level, they may change the spell chosen to a new spell of an appropriate level. The curse-wielder must be at least 6th level to take this bond evolution.

Piercing Insight*: The cursed bond gains an enhancement bonus on Sense Motive checks equal to 1/2 the curse-wielders class level, and grants a +1/4th curse-wielder level insight bonus on saves against illusion effects (minimum +1). The cursed bond makes skill checks separately from the curse-wielder.

- *Guileless:* The cursed bond either has no idea how to lie or refuses to lie, and has a distaste for when others lie. If the curse-wielder attempts to lie to someone, the cursed bond berates them, attempts to communicate the 'mistake', or otherwise tries to ruin the deception.

Scholar Of Old (Sp): The cursed bond gains a bonus on Knowledge checks equal to 1/2 the curse-wielders class level, and can make Knowledge checks untrained regardless of the overall DC. The cursed bond makes these skill checks separately from the curse-wielder. Additionally, the cursed bond grants a constant *comprehend languages* spell effect.



Bond Evolutions:

The following bond evolutions may be taken no matter what form the cursed bond takes.

Ancient Whispers: The cursed bond gains ranks in a single skill equal to the curse-wielder's class level. The chosen skill must be Charisma-, Intelligence-, or Wisdom-based, and the cursed bond treats the skill as a class skill. The cursed bond makes these skill checks independently of the curse-wielder and may relay this information to the curse-wielder, provided they are on good terms. This bond evolution may be taken more than once; each time the cursed bond gains ranks in a different skill.

Cursed Arcana (Sp): Choose a spell from the sorcerer/wizard spell list. The level of the spell cannot be higher than 1/3rd curse-wielder level, and once the spell is chosen it cannot be changed. The cursed bond gains the chosen spell as a spell-like ability usable 3 times per day. This evolution may be taken more than once. Each time it is taken it may either grant a new spell, or grant 3 additional uses of an existing spell-like ability. The curse-wielder must be at least 4th level to take this bond evolution.

Cursed Blast: When using power blast or power burst, the curse-wielder can apply a single curse strike to the effect. Creatures struck must also make a Will save against the effects of the chosen curse strike. The curse-wielder must have a the curse strike class feature and either the power blast or power burst bond evolutions to take this bond evolution.

Cursed Eye: The cursed bond grows a supernatural eye, allowing it to see and hear things within 60 feet of itself, and gains darkvision with a range of 60 feet. Additionally, once per day per 4 curse-wielder class levels (minimum once per day), the curse-wielder may roll twice for initiative and take the result he prefers.

Elemental Surge: Instead of dealing negative energy damage with his power surge class feature, the curse-wielder may deal any of the following damage types; acid, cold, electricity, or fire. The curse-wielder may choose the damage type on a case-by-case basis.



Extra Curse Strike: The curse-wielder learns a new curse strike. He must meet the required level for the curse strike, as normal. This bond evolution can be taken multiple times; each time the curse-wielder learns a new curse strike. The curse-wielder must have the curse strike class feature to take this bond evolution.

Improved Elemental Surge: The curse-wielder adds the following damage types he may use with elemental surge; force, sonic, positive energy. The curse-wielder must be at least 10th level and have the elemental surge bond evolution to take this bond evolution.



Power Blast: As a standard action that causes 1 stress, the curse-wielder can make a ranged touch attack against a creature within 60 feet. If they hit, the target takes 1d6 negative energy damage per 2 curse-wielder class levels. If the curse-wielder has the elemental surge bond evolution, they may change the damage type they deal with power blast.

Power Burst: As a standard action that causes 1 stress, the curse-wielder may deal 1d6 negative energy damage per 2 curse-wielder class levels to all creatures in a 60 foot line, or to all creatures in a 30 ft cone. A Reflex save (DC 10 + 1/2 curse-wielder level + Charisma modifier) halves the damage. If the curse-wielder has the elemental surge bond evolution, they may change the damage type they deal with power burst.



Second Mind: Any time the curse-wielder fails a Will save against a mind-affecting effect, the cursed bond may force the curse-wielder into a rampage as an immediate action instead of taking the effect of the failed Will save. The curse-wielder may choose if they wish to save against the rampage or not. This special rampage lasts for the duration of the mind-affecting effect. While rampaging, any mind-affecting effects affecting the curse-wielder are suppressed, although the time spent rampaging still counts against the duration of the effect.

Telepathic Bond* (Sp): The cursed bond can communicate telepathically with any creature within 30 feet of itself that has a language, not just the curse-wielder. The cursed bond doesn't need to share a language to communicate. Additionally, the cursed bond can cast *detect thoughts* as a spell-like ability once per day per 4 curse-wielder class levels (minimum once per day).

- *Mouthy:* The cursed bond, realizing it can talk to anyone it wants, no longer feels the need to shut up. Ever.

Unbreakable Curse*: The cursed bond cannot be dispelled, and functions normally in areas of antimagic. Any attempt to dispel the cursed bond instead forces the curse-wielder to make a save to resist a rampage that lasts 1 minute.

- *It Burns!:* The cursed bond is agonized by any attempt to dispel it, and compares antimagic fields to being dunked in acid. It begs the curse-wielder to get out of the area, kill anyone trying to dispel it, and if it rampages it will react violently against antimagic and dispel effects.

Willing Rampager: As a swift action, the curse-wielder may enter a rampage. This rampage lasts a number of rounds equal to the curse-wielder's Charisma modifier. Additionally, while rampaging (willingly or otherwise), the curse-wielder gains a morale bonus to attack and damage rolls equal to 1/4 his curse-wielder level (minimum +1).

NEW CLASSES

TABLE 5-2: CURSE-WIELDER ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Elf	The cursed bond gains a +1/2 bonus on skill checks of the curse-wielders choice. The skill cannot be a Strength- or Dexterity-based skill.	CRB
Halfling	The curse-wielder gains a +1/4th bonus on Will saves made to resist rampaging.	CRB
Half-orc	The curse-wielder can hold an extra 1/2 point of stress before needing to save against rampage.	CRB
Human	+1/6th of a new bond evolution.	CRB
Dhampir	Add +1/2 a point of negative energy damage dealt when using power surge.	APG
Tiefling	The curse-wielder changes the rate they lose stress while rampaging by +/- 1/6th a point of stress (i.e. the curse-wielder may either lose extra points of stress or lose fewer points of stress). The choice can be made on a per-turn basis. The curse-wielder can never lose less than 0 stress this way.	APG
Arma	While wielding a cursed bond of the same weapon type as their weapon form, add +1/6 to the curse-wielder's level when determining the enhancement bonus of the cursed bond.	RG3
Hasa	The curse-wielder gains a +1/2 bonus on Intimidate checks made against and Knowledge made to identify evil outsiders	RG3

Esper

A Base Class for the Pathfinder Roleplaying Game

An esper is a champion of the collective unconscious, a literal defender of the social contract. Their psychic connection to all living things gives them supernatural strength and skill. Espers are natural psychics who gain the ability to tap into the thoughts (and resulting psychic energy) of all the sentient creatures of the world. They use this power for good, defending the “greater good” as well as the safety and stability of all creatures.

Espers have an innate connection to all creatures though their psychic link to the collective unconscious. Because of this they have a natural empathy for them; they understand their hardships and struggles and are called to help. Because of this connection they grow stronger in the presence of positive emotion but lose their connection when suffering from fear.

They join clerics, paladins, and other good aligned classes in their never ending crusade against the wicked forces of the world. They’d like nothing more than to rid the world of the sadness and hatred that plagues the collective unconscious and will stop at nothing to accomplish this task.

Many espers join an “Esper League”. These leagues are crusading military organizations, often associated with a good-aligned church or psychic institutes where their skills can be put to good use.

Hit Dice: D10.

Role

Espers are front line psychic martial characters with a strong inclination towards mind-affecting effects. They are Charisma based but if an esper lacks in Strength or Constitution they will regret it.



Table 6-1: The Esper

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+2	Beacon of hope, natural empathy
2nd	+2	+0	+0	+3	Empowered
3rd	+3	+1	+1	+3	Eternal hope, vibe
4th	+4	+1	+1	+4	Empowered attack (+1d6), spells
5th	+5	+1	+1	+4	Beacon of hope (35 ft.), collective unconscious
6th	+6/+1	+2	+2	+5	Armor of intent (+1 AC)
7th	+7/+2	+2	+2	+5	Vibe
8th	+8/+3	+2	+2	+6	Empowered attack (+2d6)
9th	+9/+4	+3	+3	+6	Beacon of hope (40 ft.)
10th	+10/+5	+3	+3	+7	Armor of intent (+2 AC), Collective unconscious
11th	+11/+6/+1	+3	+3	+7	Vibe
12th	+12/+7/+2	+4	+4	+8	Empowered attack (+3d6)
13th	+13/+8/+3	+4	+4	+8	Beacon of hope (45 ft.)
14th	+14/+9/+4	+4	+4	+9	Armor of intent (+3 AC)
15th	+15/+10/+5	+5	+5	+9	Vibe
16th	+16/+11/+6/+1	+5	+5	+10	Empowered attack (+4d6)
17th	+17/+12/+7/+2	+5	+5	+10	Beacon of hope (50 ft.)
18th	+18/+13/+8/+3	+6	+6	+11	Armor of intent (+4 AC)
19th	+19/+14/+9/+4	+6	+6	+11	Vibe
20th	+20/+15/+10/+5	+6	+6	+12	Beacon of peace, empowered attack (+5d6)

Alignment: Any Non-Evil

Chaotic espers have a bit of trouble as they tend to break legal rules for the benefit of society. So long as they do not violate the social contract (do a decidedly evil act) they are fine. Lawful espers often find them caught between the letter of the law and what is best for the community. Good espers are far more common than neutral ones but neutral ones often have a much more realistic view of the world.

Starting Wealth

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

Class Skills

The esper's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the esper.

Weapon and Armor Proficiency:

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

Beacon of Hope (Su):

Espers naturally exude an aura of positive emotions. This calming, uplifting, inspiring aura is a beacon of hope even in the darkest of times. Any fear effects are automatically suppressed in this aura so long as the save DC against the effect is equal to or less than 10 + esper level + Charisma modifier.

In addition, creatures within 30 feet of an esper receives a +1/4th esper level (minimum +1) morale bonus on all saves against mind-affecting effects. Finally, barbarians and creatures who frenzy must make a Will save (DC 10 + 1/2 esper level + Charisma modifier) at the start of their turn if they start their turn in range of the esper's aura. If they fail this save they end their rage/frenzy and cannot re-enter the state until the start of their next turn.

At 5th and every 4 levels thereafter the radius of the beacon of hope class feature increases by 5 feet (to a maximum of 50 ft. at 17th level).

Natural Empathy (Su):

At 1st level, the esper's connection to the collective unconscious makes him very sensitive to the emotions of others. When a man cries the esper might find themselves tempted to do the same. They gain an enhancement bonus on all Sense Motive checks equal to 1/2 their esper level (minimum of +1).

Empowered (Su):

At 2nd level, an esper can draw power from the presence of positive mental states around them. So long as at least 2 allies are within 100 feet of the esper and no ally in that range is suffering from negative emotions* the esper gains a morale bonus on all their

attack and damage rolls equal to 1 + 1/4th their level. Using this ability also causes the esper to shed light like a torch and their weapon attacks (natural or manufactured) count as being magic weapons with an enhancement bonus equal to the morale bonus they are getting for the purpose of overcoming damage reductions. (Example: At 4th level an esper would get a +2 morale bonus on attack and damage rolls and their attacks would count as +2 weapons for the purpose of overcoming DR.)

*NEGATIVE EMOTIONS

For the purpose of this class feature "negative emotions" are classified as: fear effects, rage effects (other than the barbarian's rage class feature), confusion effects, or any spell or effect that imposes a morale penalty.

Vibes (Su):

At 3rd level and every 4 levels thereafter an esper learns to modulate the good vibrations of the positive psychic energy they are receiving. This grants them unique methods of using their empowered state (and can thus only be used while empowered). Only one vibration can be active at a time, a new one cancels out the old one.

Calming Presence: While in their empowered state the esper gains a +1/4th their level bonus on Diplomacy checks to talk creatures out of taking hostile actions.

Emotional Pillar: The esper can designate one ally as their emotional pillar. So long as that ally is within 100 ft. and not affected by a negative mental state, the esper can gain the benefit of their empowered class feature, regardless of the mental state of other allies. The esper can change who their emotional pillar is as a move action.

Mindshield: As a move action the esper can double the AC bonus granted to them by their armor of intent class feature. This lasts until the start of their next turn. The esper must have the armor of intent class feature to take this vibe.

Positivity Pulse: As a swift action, the esper and all allies within 30 feet of the esper receive an immediate save against one ongoing mind-affecting effect of the creature's choice

Positive Energy Blossom: As a swift action the esper can channel all the positive emotional energy from their empowered form into a blossoming of pure positive energy. This causes a pulse of positive energy to heal all creatures (or damage all undead) within 30 ft. of the esper for their Charisma modifiers points of healing + 1d6 extra point for every 3 levels of esper they possess. An esper may only use this ability a number of times per day equal to their Charisma modifier.

Psychic Empowerment: The esper's caster level increases by 2 for the purpose of determining the effectiveness of esper spells while in their empowered state.

Psychic Martyr: As a move action the esper absorb a mind-affecting mental effect or condition from their allies and give them to themselves. This must be an effect or condition that imposes some kind of penalty. They take the effect even if they'd be immune to them normally. The esper can only absorb 1 negative effect as a move action and can never absorb the same condition or effect more than once. The esper must be aware of the nature of the condition and have line of effect to the ally within 30 feet. An esper can only have up their Charisma modifier in stolen negative mental effects on them at a given time.

Sympathetic Vibrations: As a swift action the esper can set up positive vibrations in the psychic aura of an adjacent ally. This grants that ally a morale bonus on attack and damage rolls equal to the ones the esper is granted from their empowered state. This lasts until the end of their allies next turn.

Telepathy: The esper and any ally within 100 ft. of the esper can communicate with any other ally within that range (including the esper) via telepathy.

Eternal Hope (Su):

At 3rd level, an esper is immune to fear (magical or otherwise) and rage effects.

Collective Unconscious (Sp):

At 5th level an esper can meditate for 1 minute and tap into the "collective unconscious"; the gestalt presence of the minds of all sentient creatures of the world. This functions like a *commune* spell but the answer comes in the form of the "top 3 answers", as polled from the minds of all creatures on their current plane of existence.

If an esper takes time to seek the guidance of the collective unconscious before making a Knowledge check they received a +2 insight bonus on the check.

At 10th level the esper can ask questions of the collective unconsciousness as a free action as they are constantly in tune with the thoughts of all beings.

Spells:

Beginning at 4th level, an esper gains the ability to cast a small number of psychic spells which are drawn from the esper spell list. They can cast any spell from the esper spell list without preparing it ahead of time so long as they have a spell slot of the appropriate level available.

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

Like other spellcasters, an esper can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 6-2: Esper Spells Per Day. In addition, they receive bonus spells per day if they have a high Charisma score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

When Table 6-2: Esper Spells Per Day indicates that the esper gets 0 spells per day of a given spell level, they only gain the bonus spells they would be entitled to based on their Charisma score for that spell level.

An esper need not prepare their spells in advance. They can cast any esper spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell's level.

Through 3rd level, an esper has no caster level. At 4th level and higher, their caster level is equal to their esper level -3.

TABLE 6-2: ESPER 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

Empowered Attack (Su):

Starting at 4th level, the esper gains so much power from their friend's positive mental states that their body becomes sheathed in positive psychic energy, augmenting their attacks. This adds +1d6 non-lethal damage and an additional +1d6 of extra non-lethal damage at 8th level and every 4 levels thereafter. Against evil creatures, this is lethal damage instead of non-lethal damage. This bonus damage applies to all weapon attacks (natural or manufactured) made by the esper while empowered.

Armor of Intent (Su):

At 6th level the psychic aura that forms the basis for the esper's empowered attacks becomes sufficiently powerful to telekinetically partially repel attacks against the esper. This is done because such attacks have a hostile intent behind them and the esper's aura is one of pure positive emotions.

The esper receives a +1 shield bonus to their AC against attacks from non-mindless creatures (as such creatures cannot have hostile intentions). This aura grows stronger over time and at 10th level and every 4 levels thereafter this bonus improves by 1 (to a maximum of +4 at 18th level).

This ability is similar to a mental barrier spell and, like that spell, the esper takes half damage from mind thrust spells (reduced to one quarter on a successful Will save).



TABLE 6-3: ESPER ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	+1/6th of an additional vibe.	CRB
Elf	+1/6 to effective caster level for esper spells when determining the numerical effect of the spell.	CRB
Halfling	+1/6 to the AC bonus provided by armor of intent.	CRB
Kapre	+1/6 bonus to Wisdom and Charisma when using recreational hallucinogens.	RG4
Flikes	+1 to the skill bonuses provided by flike empathy (but not to the penalty).	RG4

Beacon of Peace (Sp):

At 20th level creatures within range of the esper's beacon of hope class feature are subject to a *calm emotions* spell. The esper can chose to have this not affect certain creatures within the radius of its aura as a free action. Creatures who wish to resist it must make a Will save (DC 10 + 1/2 esper level + Charisma modifier) and, if successful, they are immune to the effects of this *calm emotions* effect for 1 minute.

Esper Spell List

1ST-LEVEL SPELLS

Alarm, *borrow skill*^{APG}, *calm animals*, *cause fear*, *charm animal*, *charm person*, *compel hostility*^{UC}, *comprehend languages*, *cultural adaptation*^{UI}, *detect thoughts*, *hypnotism*, *invigorate*^{APG}, *know peerage*^{UI}, *lesser confusion*, *mindlink*^{OA}, *peacebond*^{UC}, *psychic reading*^{OA}, *remove fear*, *see alignment*^{UC}

2ND-LEVEL SPELLS

Adoration^{UC}, *anticipate thoughts*^{OA}, *augury*, *aversion*^{OA}, *babble*^{OA}, *build trust*^{UI}, *calm emotions*, *codespeak*^{UI}, *compassionate ally* UM, *detect anxieties*^{UI}, *enthrall*, *euphoric cloud* ACG, *false belief*^{UI}, *heroism*, *hypnotic pattern*, *id insinuation I*^{OA}, *investigative mind*^{ACG}, *mad hallucination* UM, *mental block*^{OA}, *paranoia*^{OA}, *rage*, *scare*, *seek thoughts*^{APG}, *zone of truth*

3RD-LEVEL SPELLS

Analyze aura^{OA}, *aura sight* ACG, *charm monster*, *confusion*, *discern lies*, *ego whip I*^{OA}, *fear*, *good hope*, *id insinuation II*^{OA}, *mass invigorate*^{APG}, *they know*^{UI}, *tongues*^{UC}

4TH-LEVEL SPELLS

Communal tongues^{UC}, *divination*, *ego whip II*^{OA}, *dominate person*, *greater heroism*, *greater peacebond*^{UC}, *id insinuation III*^{OA}, *lesser geas*, *mass charm person*, *mind probe*^{OA}, *mind swap*^{OA}, *speak with haunt*^{OA}, *telekinesis*, *telekinetic charge*^{UC}, *truespeak*^{ARG}



Inquisitorial Scholar

A Hybrid Class for the Pathfinder Roleplaying Game

Inquisitorial scholars are specialists in the researching and elimination of dangerous monsters. They are as scientific as they are martial, preferring study and careful preparation over. Their scientific research allows them to destroy their foes. As their name implies inquisitorial scholars are often associated with religious or political organizations who hunt monsters, demons, and other things that go bump in the night. They lend a more critical, scientific, academic eye to the proceedings while still retaining the ability to slay beasts and save lives.

Hit Dice: D8.

Parent Classes

INQUISITOR AND ALCHEMIST

Role

Inquisitorial scholars are exceptional hunters of prey they've studied and excell at overcoming their defenses. They are not particularly hardy so they are more attacker than defender but a savvy inquisitorial scholar is smart enough to know when they can fight and when they can't.

Alignment: Any

Starting Wealth

4d6 x 10 gp (average 140gp.)

In addition, each character begins play with an outfit worth 10 gp or less.



Class Skills

The inquisitorial scholar's class skills are Climb (Str), Craft (any) (Int), Disable Device (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the inquisitorial scholar.

Weapon and Armor Proficiency:

The inquisitorial scholar is proficient with all simple and martial weapons as well as firearms* and with light and medium armor, as well as shields (excluding tower shields).

*If firearms are not appropriate for your setting, the inquisitorial scholar becomes proficient with the repeating crossbow (heavy and normal), hand crossbow, and double crossbow.

Alchemy (Ex):

At 1st level, the inquisitorial scholar gains the alchemy class feature of the alchemist, though they may only make extracts (not mutagens or bombs).

Hunt (Ex):

Any non-humanoid creature the inquisitorial scholar has faced before in combat or has identified via a Knowledge check is referred to as a "hunted" creature. As a swift action, the inquisitorial scholar can activate their "hunt" class feature, though doing so consumes 1

NEW CLASSES

TABLE 7-1: THE INQUISITORIAL SCHOLAR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Alchemy, hunt, monster scholar
2nd	+1	+3	+0	+3	Hunter exploit, track
3rd	+2	+3	+1	+3	Swift alchemy
4th	+3	+4	+1	+4	Discovery, hunter exploit,
5th	+3	+4	+1	+4	Alchemical anathema
6th	+4	+5	+2	+5	Hunter exploit
7th	+5	+5	+2	+5	Discovery
8th	+6/+1	+6	+2	+6	Hunter exploit
9th	+6/+1	+6	+3	+6	Grand hunt (2)
10th	+7/+2	+7	+3	+7	Discovery, hunter exploit
11th	+8/+3	+7	+3	+7	Stalwart
12th	+9/+4	+8	+4	+8	Hunter exploit, master anathema
13th	+9/+4	+8	+4	+8	Discovery
14th	+10/+5	+9	+4	+9	Hunter exploit
15th	+11/+6/+1	+9	+5	+9	Grand hunt (3)
16th	+12/+7/+2	+10	+5	+10	Discovery, hunter exploit
17th	+12/+7/+2	+10	+5	+10	Monster slayer
18th	+13/+8/+3	+11	+6	+11	Hunter exploit, instant alchemy
19th	+14/+9/+4	+11	+6	+11	Discovery
20th	+15/+10/+5	+12	+6	+12	Hunter exploit, inquisitorial reconing

extract of their highest available level. This is because doing so requires them to drink or apply extracts to their weapon to prepare them to exclusively fight their foes in some cunning way. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The inquisitorial scholar must participate in the combat to gain these bonuses. If they are frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until they can participate in the combat again.

When the inquisitorial scholar uses this ability, they must select one type of hunt to preform. As a swift action, they can change this hunt to another type. The bonus provided by this class feature are an alchemical bonuses. These bonuses apply against creatures they have faced before and only applies to creatures of the same name (the bonus against a “shark eating crab” would not apply against a “giant crab” for example). Creatures that are significantly different from the norm that still bear the same name (such as an average sahuagin vs a sahuagin with 10 class levels) do not count as the same creature.

NEW CLASSES

TABLE 7-2: INQUISITORIAL SCHOLAR
EXTRACTS PER DAY

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

Adapt: The inquisitorial scholar gains a +1/3rd inquisitorial scholar level bonus (minimum +1) on all combat maneuver checks against targets of their hunt and against combat maneuvers such creatures make against the inquisitorial scholar. In addition, the inquisitorial scholar never provokes an attack of opportunity for performing a combat maneuver against them.

Capture: The inquisitorial scholar hunting in this fashion always deals non-lethal damage, even with weapons that normally only deal lethal damage. They also take no penalty on attack rolls for attacking non-lethally. In addition, against those creatures that they are hunting, they gain +1d6 damage for every 4 levels

of inquisitorial scholar they have. This extra damage is precision damage and is not multiplied on a critical hit.

Elimination: The inquisitorial scholar treats their BAB as being equal to their character level (gaining all appropriate additional attacks) while hunting in this fashion (regardless of their target). An inquisitorial scholar takes a -4 penalty on attack rolls against creatures that are not being hunted.

Overcome: The inquisitorial scholar automatically bypasses all DR as if their attacks had an enhancement bonus equal to 1/2 their inquisitorial scholar level (this means, at 10th level, they count as +5 weapons for the purpose of overcoming DR) against creatures who they are hunting. They also reduce DR / - and Elemental Resistances by 1/4 their level (minimum 0). This has no effect on creatures they are not hunting.

Study: The inquisitorial scholar gains a 1/4th inquisitorial scholar level bonus on all skill checks made to identify the creature or in direct opposition to the creature (such as a Stealth check made to avoid detection by them) that they are hunt. They take an equal penalty on all skill checks made in direct opposition to other creatures however.

Survive: The inquisitorial scholar gains a +1/4 their level bonus to their AC and saves against attacks from creatures they are hunting but a penalty on attacks from and saves required by creatures they are not.

SIDEBAR: VALID TARGETS FOR HUNT

Any non-humanoid creature you have faced before in combat or have identified via a Knowledge check is a valid target for the hunt class feature. The combat must have been completed before you can add them to your list of valid targets and only first hand experience counts. Knowledge checks made outside of combat do not count, though your monster lore class feature is immensely helpful.

The best way to gain an edge on your foes with this class is to skirmish with one or more of your foe before rushing in to fight a big army.

Monster Scholar (Ex):

The inquisitorial scholar adds 1.5x their Intelligence modifier on Knowledge skill checks to identify the abilities and weaknesses of creatures. This counts as Monster Lore for the purpose of meeting prerequisites.

Track (Ex):

At 2nd level, an inquisitorial scholar adds half its level on Survival skill checks made to follow or identify tracks.

Hunter Exploits (Ex):

Being an inquisitorial scholar isn't a life for the careless and it takes every trick in the book to stay one step ahead of your foes. At 2nd level and every even level thereafter an inquisitorial scholar gains one of the tricks from the list below:

Bonus Feats: The inquisitorial scholar can take one of the following feats in place of an hunter exploit: any combat feat, Extra Discovery, Exploit Lore ^{UM}, Grant Initiative ^{UM}, Improved Monster Lore ^{UM}, or Skill Focus in any class skill. This hunter exploit may be taken multiple times.

Commune With the Beast: The inquisitorial scholar can communicate with its prey. This allows it to communicate, even if the creature is not able to communicate normally. This functions like speak with animals.

Cunning Initiative: The inquisitorial scholar adds their Intelligence modifier on initiative checks, in addition to their Dexterity modifier.

Exploit: When the inquisitorial scholar activates their hunt class feature they can also activate

their alchemical anathema class feature. This only consumes 1 extract of their highest level. The inquisitorial scholar must be at least 6th level to select this exploit.

Inquisitorial Poisoner: Inquisitorial scholars are trained in the use of poison and cannot accidentally poison themselves when applying poison to a weapon. In addition they gain a +1/4th level on Craft attempts to make poison and a +2 bonus on saves vs poison.

Monster Chef: An inquisitorial scholar can take one minute to render the flesh of any of its hunted creatures fit for consumption without any ill effects. This requires a Survival check (DC 10 + creature's HD) and prepares a meal fit for 1 creature per size category the creature was above small. An inquisitorial scholar who consumes this meal gains 1 reroll of a d20 (decided after rolling) while using using its hunt class feature.

Monster Stalker: By expanding at least a 3rd level or higher extract slot, an inquisitorial scholar can turn themselves *invisible* (as per the spell) and undetectable by any senses of creatures they can hunt (but not against others). All benefits of this end when the invisibility effect does.

Scavenge Monster Bits: If any of the inquisitorial scholar used their alchemical anathema or hunt class features during combat, the inquisitorial scholar can try to scavenge little bits of discarded monster flesh and viscera to recharge a little of their supply of alchemical supplies. It takes a full minute to pick over the corpses and find the choice vittles but if done successfully the inquisitorial scholar is restored one extract slot that they expended on hunt or alchemical anathema during that combat. This may only be done to restore 1 slot per combat.

Smell Prey: The inquisitorial scholar gains the scent special ability but it only functions for those creatures they can hunt.



Swift Poisoning: The inquisitorial scholar can apply a dose of poison to a weapon as a swift action. The inquisitorial scholar must be at least 4th level to take this hunter exploit.

Swift Alchemy (Ex):

At 3rd level, an inquisitorial scholar can create alchemical items with astounding speed. It takes an inquisitorial scholar half the normal amount of time to create alchemical items, and they can apply poison to a weapon as a move action.

Discovery (Ex):

Starting at 4th level and every 3 levels thereafter, an inquisitorial scholar gains an alchemist discovery. For the purpose of meeting prerequisites and discovery effects the inquisitorial scholar counts as an alchemist of equal level.

Alchemical Anathema (Ex):

At 5th level, using their knowledge of alchemy and monster hunting, an inquisitorial scholar can turn their weapon into something that is anathema to the creature they are facing. As a swift action they can coat their weapon in a poison or other substance that causes grievous wounds to a creature. They gain an alchemical bonus in damage to one specific kind of creature. To do this the inquisitorial scholar must expend 1 extract slot of any level and they gain a bonus for 1 minute against the creature they target and all creatures who share a name with them (see the "Hunt" class feature for more information). This grants a bonus on all damage rolls equal to twice the extract level expended against such creatures for 1 minute (or until the weapon is cleaned off- a swift action taken by the inquisitorial scholar).

This has the secondary effect of giving the targets of this ability who are damaged by such an attack a vulnerability (or exacerbating an existing one).

Typically this is to a common elemental damage type (acid, cold, fire, or electricity) of the inquisitorial scholar's choice. If there is a more fitting one that makes sense (it might make sense that glass golem might become vulnerable to sonic damage or a skeleton to become vulnerable to bludgeoning damage as it overcomes it's DR) the creature gains that instead. This means they take 1.5x damage from attacks that deal that damage type. If the creature has an existing vulnerability, it increases by .5 (a 1.5x vulnerability becomes 2x). If an attack deals more than one damage type (such as from a longsword with the flaming magic property) only the appropriate damage type is multiplied. A creature may only ever have 1 vulnerability applied to it at a time using this ability.

Grand Hunt (Ex):

At 9th level, when activating their hunt class feature they may select 2 types of hunts and gains the benefit of both. At 17th level they may select 3.

Stalwart (Ex):

At 11th level, an inquisitorial scholar can use mental and physical resiliency to avoid certain attacks. If they make a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, they instead avoid the effect entirely. This ability can only be used if the inquisitorial scholar is wearing light armor, medium armor, or no armor. A helpless inquisitorial scholar does not gain the benefit of the stalwart ability.



Master Anathema (Ex):

At 12th level, the bonus provided by the alchemical anathema class feature also applies to attack rolls. In addition, the vulnerability inflicted by it is 2x (rather than 1.5x) and it increases any existing vulnerability by 1 rather than by .5 (a x1.5 vulnerability becomes x2.5).

Monster Slayer (Ex):

At 17th the inquisitorial scholar can select one type of hunt. When they use that kind of hunt they count as if they had 5 more levels in inquisitorial scholar for the purpose of determining that effectiveness. Once this choice has been made it cannot be changed.

Instant Alchemy (Ex):

At 18th level, an inquisitorial scholar can create alchemical items with almost supernatural speed. They can create any alchemical item as a full-round action if they succeed at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation. They can apply poison to a weapon as an immediate action.

Inquisitorial Reconing (Ex):

At 20th level, when the inquisitorial scholar uses the alchemical anathema class feature they add their level to damage regardless of what level extract they expended.



Maghamir

A Hybrid Class for the Pathfinder Roleplaying Game

Maghamir are daring adventurers who seek fame, fortune, and magical prowess. They are fearless daredevils who serve as magical aerial cavalry. They are famed as adventurers for their daring hit and run raids, valued as mystic warriors, and respected for their personal code of honor.

Hit Dice: D8

Parent Classes

CAVALIER AND MAGUS

Role

Maghamir are hit and run warriors who fly on magic conveyance. They are exceptionally skilled at charge attacks and their magical abilities are quite respectable, though not on the level of a wizard or even a magus. Charisma is important to maghamir as many of their class features rely on it but one without good Strength will find themselves lacking.

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 maghamir's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the maghamir.

Weapon and Armor Proficiency:

A maghamir is proficient with all simple and martial weapons. A maghamir is also proficient with light armor. They can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a maghamir wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

A multiclass maghamir still incurs the normal arcane spell failure chance for arcane spells received from other classes.



NEW CLASSES

TABLE 8-1: THE MAGHAMIR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+2	Arcane challenge 1/day, conveyance, fleet, spells
2nd	+1	+0	+3	+3	Spell Charge
3rd	+2	+1	+3	+3	Fleet ability, treasure
4th	+3	+1	+4	+4	Arcane challenge 2/day, flyby attack
5th	+3	+1	+4	+4	Bonus feat
6th	+4	+2	+5	+5	Treasure
7th	+5	+2	+5	+5	Arcane challenge 3/day
8th	+6/+1	+2	+6	+6	Fleet ability
9th	+6/+1	+3	+6	+6	Treasure
10th	+7/+2	+3	+7	+7	Arcane challenge 4/day
11th	+8/+3	+3	+7	+7	Bonus feat
12th	+9/+4	+4	+8	+8	Treasure
13th	+9/+4	+4	+8	+8	Arcane challenge 5/day, fleet ability
14th	+10/+5	+4	+9	+9	Banishing charge
15th	+11/+6/+1	+5	+9	+9	Treasure
16th	+12/+7/+2	+5	+10	+10	Arcane challenge 6/day
17th	+12/+7/+2	+5	+10	+10	Bonus feat
18th	+13/+8/+3	+6	+11	+11	Fleet ability, treasure
19th	+14/+9/+4	+6	+11	+11	Arcane challenge 7/day
20th	+15/+10/+5	+6	+12	+12	Arcane hero

Arcane Challenge (Ex):

Once per day, a maghamir can challenge a foe to combat. As a swift action, the maghamir chooses one target within sight to challenge. The maghamir's spells and melee attacks deal extra damage whenever they target the target of their challenge. This extra damage is equal to the maghamir's level. In addition, the DC of spells cast by a maghamir against the target of their challenge is increased by +1/5th their maghamir level (minimum +1).

The maghamir can use this ability once per day at 1st level, plus one additional time per day for every 3 levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much of the maghamir's concentration. The maghamir takes a -2 penalty to their Armor Class, except against attacks made by the target of their challenge. The challenge remains in effect until the target is dead, unconscious, or until the combat ends.

Conveyance (Su):

The maghamir gains the service of a quasi-sentient magical form of conveyance. This is most commonly a flying carpet, but it may vary based on the maghamir's fleet. This mount functions as a cavalier's mount, using the maghamir's level as their effective cavalier level. They use the stats below for a flying carpet their

conveyance. Unlike other mounts their flying carpet is mindless and follows their every command. The carpet is a construct and has no initiative of its own.

The maghamir and their conveyance share an empathic bond with a range of 1 mile that allows them to transmit basic information such as location, relative position, simple commands, etc. Should a maghamir's conveyance die, the maghamir may find another conveyance to serve him after 1 week of mourning. This new conveyance does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the maghamir gains a level. A maghamir's fleet can affect how their conveyance works.

FLYING CARPET

Starting Statistics

Size Large*; Speed fly 40 ft (average); AC +4 natural armor; Attack slam (1d6); Ability Scores Str 12, Dex 16, Con -, Int -, Wis 10, Cha 10 Special Qualities: Construct immunities.

7th-level Advancement

Speed fly 60 ft (perfect); Ability Scores Str +2, Dex +2
*This assumes a medium-sized maghamir. If the maghamir is small-sized, they instead gain a medium-sized magic carpet.

Spells:

A maghamir casts arcane spells drawn from the magus spell list. A maghamir must choose and prepare their spells ahead of time.

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

A maghamir can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 8-2: Maghamir Spells Per Day. In addition, they receives bonus spells per day if they have a high Charisma score.

A maghamir may know any number of spells. They must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour studying their spellbook. While studying, the maghamir decides which spells to prepare.

Cantrips: A maghamir can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Maghamir under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spellbooks: A maghamir must study their spellbook each day to prepare their spells. They cannot prepare any spell not recorded in their spellbook except for read magic, which all maghamir can prepare from memory. A maghamir begins play with a spellbook containing all 0-level magus spells plus three 1st-level magus spells of their choice. The maghamir also selects a number of additional 1st-level magus spells equal to their Charisma modifier to add to their spellbook. At each new maghamir level, they gain two new magus spells of any spell level or levels that they can cast (based on their new maghamir level) for their spellbook. At any time, a maghamir can also add spells found in other spellbooks to their own.

A maghamir can learn spells from a wizard's spellbook, just as a wizard can from a maghamir's spellbook. The spells learned must be on the magus spell list, as normal. An alchemist can learn formulae from a maghamir's spellbook, if the spells are also on the alchemist spell list. A maghamir cannot learn spells from an alchemist.

Fleets:

At 1st level, a maghamir must pledge themselves to a specific fleet. A "fleet" is the name of an organization or regiment of maghamir who train and equip their soldiers. Some have loose affiliations while others demand much from their students.

TABLE 8-2: MAGHAMIR SPELLS PER DAY

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

Like a cavalier's order, a fleet grants the maghamir a number of bonuses, and special abilities. In addition, each fleet includes a number of edicts that the maghamir must follow. If they violate any of these edicts, they lose access to their conveyance for 24 hours. The violation of an edict is subject to GM interpretation. A maghamir cannot change their fleet without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, they immediately loses all of the benefits from their old fleet. They must then follow the edicts of their new fleet for one entire level without gaining any benefits from that fleet. Once accomplished, they gain all of the bonuses from their new fleet. Note that the names of these fleets might vary depending upon the campaign setting or GM's preference.

See "Fleets" later in this class for a full list of fleets and fleet abilities.

Spell Charge (Su):

Starting at 2nd level, when a maghamir makes a charge attempt they may select a magus spell that they know with a range of 'touch' before they charge. If successful, the charge attack deals its normal damage as well as the effects of the selected spell. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. If the charge does not hit, the selected spell is not expended. If the attack would strike multiple creatures, only the first creature struck takes the effect of the spell.

Treasures:

A maghamir has traveled the world over, won victories, suffered defeats and has been rewarded for their service. "Treasures" are rewards paid out in perpetuity to the maghamir. While some are literal treasures, others are valued experiences that have changed the maghamir's view of the world in some way. The maghamir gains their first treasure at 3rd level and they gain an additional one every 3 levels thereafter.

Been There, Stole That: A maghamir has acquired more than a few magic items (some stolen, some given, some bought, etc) during their countless adventures. As a result, one per day the maghamir can take a standard action to roll 3 times on Table 15-18: Minor Wondrous Items in the Pathfinder Core Rulebook and select one of the results. The result generated is pulled from the maghamir's bag but ceases to be useful after 6 hours (it is reduced to scrap). Things produced only function for the maghamir. They cannot be sold and consumables can only be used once.

NEW CLASSES

If the maghamir is at least 9th level they roll on Table 15-19: Medium Wondrous Items instead and at 15th they can roll on Table 15-20: Major Wondrous Items.

Blessed Beauty: The maghamir has been blessed with some market of status, beauty, or other physical desire. This doesn't mean they are nice or even charismatic, just that they are attractive. This could have been a witch's reward that made them beautiful, a tattoo of high standing known the world off offered to them by a king, they could have been prepared via a Miss Congeniality-esque plot, or other such things. On checks where physical attraction is a factor (often Diplomacy checks to seduce, enticing Perform (dance) checks, etc) the maghamir gains a +4 enhancement bonus.

Friends In Low Places: The maghamir gains the Black Market Connections rogue talent from Paizo's Ultimate Combat. Additionally, given 1d4 hours, the maghamir can procure use of a safehouse in a city. While they must still pay for the lodgings, the safehouse is hidden from local law enforcement and noble attention.



Hic Sunt (Not) Dracones: The maghamir knows a thing or two about how maps work and can kind of guess at most of it. They gain a +1/4 maghamir level on checks to discern their location (generally Knowledge (geography) or Survival), checks to make maps, and checks to discern fake maps or documents that do not contain correct geographic information.

Leader of Strangers: The maghamir gains Leadership as a bonus feat and adds 1 + 1/6th their maghamir level to their leadership score (minimum of +1).

Lost Arcana: The maghamir gains a magus arcana. For the purpose meeting prerequisites, the maghamir has an effective magus level equal to their maghamir class level. This does not grant the maghamir an arcane pool, and they cannot take magus arcana that require arcane points. This treasure may be taken more than once; each time the maghamir gains a new magus arcana.

Service of a Sultan: The maghamir has gained the favor of a high ranking noble for their service (or other means). Select a noble that the maghamir has served under. This noble becomes their patron, making introductions on behalf of the maghamir. This affords them a +1/4th maghamir level misc. bonus on Knowledge (nobility) checks and checks where their noble's influence would be relevant. If the maghamir falls out of favor with their noble they can select a new patron after 1 month.

Skill Scraps: A maghamir can make all non-Knowledge skill checks untrained. In addition, they gain a +3 misc. bonus on all skill checks with skills they have no ranks in.

Summoner's Bauble: The maghamir gains a small magical trinket that can store and summon their conveyance. Linking a conveyance to the bauble takes a 1 minute ritual, after which the maghamir can store or retrieve their conveyance in a small pocket dimension (similar to a bag of holding) as a move action. When retrieving a conveyance, it appears at the start of the next turn, dramatically flying in to

land in an square adjacent to the maghamir. This has no effect if the maghamir's conveyance is destroyed. The maghamir cannot take this treasure if they are a member of the Red Fleet.

Vaults Of Plenty: Once per month the maghamir is sent a small stipend for services previously rendered. This comes via courier and is valued at 100 gp x their current level. At 10th level this improves to 500 gp x their current level. This may not always be hard currency; it may be jewels, trade-goods, or other things. If the maghamir corresponds with their patron they can request items up to that amount in lieu of payment, so long as they are not rare or particularly hard to obtain.

Flyby Attack:

At 4th level the maghamir gains Flyby Attack as a bonus feat, and can use the feat using their conveyance's fly speed.

Bonus Feat:

At 5th, 11th, and 17th level, the maghamir gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats.

Banishing Charge (Sp):

At 14th level, upon successfully hitting a target with spell charge the creature is subject to a dismissal spell. The creature gets a Will save (DC 10 + 1/2 maghamir level + Charisma modifier) to negate the effect. This only functions against creatures who aren't on their home plane, such as summoned creatures.

Arcane Hero (Su):

At 20th level, the maghamir becomes immune to spells cast by the target of their arcane challenge. In addition, they add their caster level twice on concentration checks made to cast defensively.

Fleets

The Lantern Fleet

Edict: A member of the Lantern Fleet must explore the world, shedding light on all corners of it. Seek out the unknown, explore it, learn about it, and then bring its secrets to the attention of the rest of the world.

Skills: Members of the Lantern Fleet add Disable Device and Perception to their list of class skills.

Conveyance: Members of the Lantern Fleet can only choose a magic carpet as their conveyance.

FLEET ABILITIES

Fearless Explorer (3rd Level): The maghamir gains evasion (as described in the monk's entry in the Pathfinder Core Rulebook). In addition, both the maghamir and their conveyance gain a +1/3rd maghamir level luck bonus to both detect and avoid traps as well as an equal bonus to their AC to avoid attacks made by traps.

Live to Tell the Tale (8th Level): The maghamir and their conveyance gain tremorsense 30 feet and Blind-Fight as a bonus feat. In addition, the maghamir has a 25% chance to ignore extra damage caused by critical hits or precision damage (reducing it to a normal hit without precision damage).

Tomb Raider (13th Level): The maghamir gains improved evasion (as described in the monk's entry in the Pathfinder Core Rulebook). In addition, whenever the maghamir would trigger a trap, they may delay the activation of said trap by 1 round. After the round has passed, check if the maghamir is still a valid target (i.e. in the area, within range, etc). If still a valid target, the maghamir is still affected, otherwise the trap triggers but has no effect on the maghamir. Alternatively, if the maghamir triggers a single-target trap, they may direct the trap at a different creature within 30 feet of the maghamir. If there are no valid creatures in the area the maghamir can only delay it.

Sense of Adventure (18th Level): The maghamir can literally smell danger, knowledge, wealth, and adventure. The maghamir become immediately aware of the presence or absence any of the following things within 100 feet of themselves, regardless of barriers: collections items whose collective wealth is more

than 1,000 gp, creature's who collective CR is equal to their own or higher (an encounter appropriate for their CR), an abundance of knowledge (books, scrolls, runes, a wise master, etc), or traps. They are not aware of which sort this is but know exactly where it is, as if by tremorsense. They can be aware of multiple kinds of this. In addition, if the maghamir makes any saving throw against an effect with a lessened effect upon a successful save, they take no effect on a successful save.

SIDEBAR: THE FLEET FOR EVERYONE

While the Lantern Fleet is an informal organization there are many others like it. If you want to make a variant fleet, the Lantern Fleet is the "iconic" fleet that many think of when they think of a maghamir so it can be used as the "fleet for everyone". Please make it your own in lore, edict, or mechanics. Maghamir who are expelled from other fleets or who are just loners by nature may use the Lantern Fleet's mechanics.

The Sultan's Fleet

Edict: The maghamir must swear fealty to a political leader or religious organization and honor their bonds of service. A maghamir in the Sultan's Fleet would fall upon their sword without a moment's hesitation should their liege command it, and would gladly die before they would betray their lord.

Skills: Members of the Lantern Fleet add Knowledge (nobility) and Knowledge (religion) to their list of class skills.

Conveyance: Members of the Sultan's Fleet fly using tamed tornados (actually bound air elementals). A maghamir can summon or dismiss their tornado as a move action. This functions like the normal flying carpet but has a maximum flying height of 15 feet and has a 5 ft. base on the ground. However, if the maghamir riding one should pass over another creature that creature must make a Reflex save (DC 10 + 1/2 maghamir level + Charisma modifier) or be knocked prone.

Additionally, ranged attacks that pass through a square below the tornado take a -4 to their attack rolls and spellcasters have to make a concentration check due to high winds if the tornado is over them when they are casting.

FLEET ABILITIES

Cyclone Sword (3rd Level): The maghamir and their conveyance both gain Whirlwind Attack as a bonus feat at 3rd level, even if they don't meet the prerequisites.

Supercell (8th Level): The maghamir's tornado conveyance can now reach a maximum height of 30 feet. Additionally, the maghamir may increase the base of their tornado to a 10' square, or decrease the base of the tornado to a fine point that causes no ill effect but still keeps them aloft. The maghamir may adjust the size of their tornado base from any size (10', 5', fine point) to any other size as a swift action.

Sultan's Command (13th Level): The maghamir can use *forbid action* at will as a spell-like ability so long as they are enforcing the will of their liege.

Djinn of Destruction (18th Level): The maghamir can use Whirlwind Attack as a standard action (though not as part of a full attack action). They may also use it on the end of a charge; if they do so they treat all creatures struck as if they were targeted by the maghamir's arcane challenge. The maghamir does not need to spend a use of arcane challenge to trigger this effect.

The Red Fleet

Edict: The maghamir must take what's theirs by any means necessary. They pillage, steal, and take what they can get their hands on but never forget those who helped them get it. Never cross a superior unless it is financially adventitious, and they (or their family) are given a fair cut after the betrayal. Practice honor among thieves and have some damn class.

Skills: Members of the Red Fleet add Sleight of Hand and Stealth to their list of class skills.

Conveyance: Members of the Red Fleet can chose to fly using a "cape of flying" if they wish. The choice between this and a flying carpet must be made a 1st

level and once it has been made it cannot be changed. A maghamir who selects this may perform a 1 minute ritual to turn any cloak or cape they are wearing into a cape of flying. Capes of flying grant them a constant *fly* spell and a +1/5th enhancement bonus on Stealth checks in addition to any other magical effects the base cloak or cape provides.

FLEET ABILITIES

Pilfering Strike (3rd Level): The maghamir gains Improved Steal and, on a successful critical hit with a melee weapon, can attempt a free Steal attempt.

Keen Byed Maghamir (8th Level): All light or one handed weapons the maghamir wields have their critical range increased by 1 (a 19-20 becomes an 18-20 for example). This applies before and stacks with other things that increase a weapon's critical range (such as a *keen* weapon).

Ghost-Thief (13th Level): As a swift action the maghamir can render themselves incorporeal for 1 round per day per maghamir level. These rounds need not be consecutive but must be used in 1 round increments.

Steal Spell (18th Level): An a successful critical hit with a melee weapon the target is subject to a targeted *dispel magic* attempt (in addition to any other effects). If this dispels any active beneficial spells on the target the maghamir can steal them instead, granting them to themselves for the remaining duration of the effect.

The Flying Circus

Edict: The only thing worth living for is the thrill of near death. Provide a show for everyone, everywhere, and never take yourself too seriously. If you spread amusement and excitement- you are worthy of the Flying Circus.

Skills: Members of the Flying Circus add Acrobatics and Perform to their list of class skills.

Conveyance: The conveyance of a member of the Flying Circus appears as a medium or small-sized nimbus cloud but otherwise functions as a flying carpet. Additionally, the maghamir gains Undersized Mount as a bonus feat.

FLEET ABILITIES

SMOOTH BRAGGART (3RD LEVEL): The maghamir can use their total bonus in Perform in place of Bluff or Diplomacy so long as they can work a fantastic story, brag, joke, or deed (they may or may not have actually done) into their attempt.

Adrenaline Junkie (8th Level): Nothing gets the blood pumping like risking life and limb. When the maghamir successfully makes an Acrobatics or Fly check during combat (or other equally stressful situations) they gain a +2 morale bonus on all d20 rolls until the end of their next turn. The DC of the check attempted must be at least 10 + 1/2 maghamir level. If the maghamir beats this DC by 5 or more the bonus improves to +4. In addition, while charging on their conveyance they can make a single turn of up to 90 degrees if they can make a DC 15 Acrobatics or Fly check (whichever is appropriate).

Aerial Acrobatics (13th Level): The maghamir gains a bonus on Fly checks equal to 1/3rd their level (minimum of +1). In addition, once per round as an immediate action the maghamir can make a Fly check and use the result as either their AC or their touch AC against the next attack made against them before the start of the their next turn.

Going In Hot (18th Level): The maghamir can attempt an Acrobatics check (if unmounted) or a Fly check (if on their conveyance) as part of their move action. If they beat a DC 20 they do not provoke attacks of opportunity during that move action. Additionally, their adrenaline junkie bonus applies to damage rolls as well.

The Rainbow Fleet

Edict: Seek out new knowledge, new magics, and become wise. The act of study and research is almost as treasured as the moment of discovery. Share only with those who are worthy and would not misuse that which you have learned. A maghamir of this order must also ensure no systematic harm or prejudice befalls another magic user.

Skills: Members of the Rainbow Fleet gains a +2 bonus on Knowledge (arcana) and Spellcraft checks.

Conveyance: The conveyance of a member of the Rainbow Fleet appears as a floating disk but otherwise functions as a flying carpet.

FLEET ABILITIES

Magic Barrage (3rd Level): The maghamir can cast *magic missile* at will as a spell-like ability. Unlike the spell there is no maximum on the number of missiles the maghamir fires; 2 at 3rd level and 1 additional one every 2 levels thereafter (it does not cap out at 9th level).

Wizard's Apprentice (8th Level): The maghamir counts as having all spells on the wizard/sorcerer spell list that a wizard of equal level would have access to for the purpose of activating spell-trigger items and crafting magic items.

Metamagic Charge (13th Level): Spells cast via the spell charge class feature can have a single +1 level metamagic feat applied to them for free (no increase in spell level).

Capture Spell (18th Level): When the maghamir successfully saves against a spell cast by an enemy, they gain the ability to spontaneously cast that same spell on their next turn by using an equivalent spell slot (a 4th level spell would require a 4th level spell slot). If the spell cast is 7th-9th level, it consumes a 6th level spell slot to cast.

The Steel Fleet

Edict: A member of the Steel Fleet must remain trustworthy, truthful, and defend those who have earned their friendship or respect. They must give of themselves to save others and never shy away from an honorable fight.

Skills: Members of the Steel Fleet add Diplomacy and Survival to their list of class skills.

Conveyance: Members of the Steel Fleet literally ride the storm. They tame and ride a bound storm elemental. This functions as a normal flying carpet except that a maghamir who selects this makes their movement as a bolt of lightning, traveling almost instantly from where they started to where they

intend to move. This causes their movement while riding their conveyance to not provoke attacks of opportunity and they can pass through openings as wide as 1 square ft. They resume their physical form at the end of their movement. This also impacts their charges, though they appear in their last square before making attacks. Unlike their normal conveyance a lightning bolt only lasts for a number of rounds per day equal to 5 + 2 per maghamir level + their Charisma bonus (minimum of 5 rounds per day). These rounds need not be contiguous and their conveyance can be summoned or dismissed as a swift action. These rounds per day reset after 8 hours of rest. The form of the lightning they ride upon can take any form they wish so long as it is the size of a medium or large creature (riding a lightning tiger is particularly popular). The storm elemental is immune to electricity damage.

FLEET ABILITIES

Aerial Cavalry (3rd Level): The maghamir never takes Armor Check Penalties on Fly or Ride checks made to control their conveyance and reduces all Arcane Spell Failure checks due to armor and/or shields by 20% (minimum 0%).

Thunderclap (8th Level): When the maghamir charges using their conveyance, they appear with a mighty peal of thunder. Creatures adjacent to the square the maghamir arrives in must make a Fortitude save (DC 10 + 1/2 maghamir level + Charisma modifier) or become stunned for 1 round. Alternatively, the maghamir may trigger this effect at the end of normal movement by spending an additional round of conveyance.

Maghamir's Fury (13th Level): The maghamir can make a full attack at the end of their charge so long as they don't use their spell charge class feature in conjunction with it. Only their first attack counts as a charge attack for the purpose of feats and effects (such as Spirited Charge).

Steel Thunderbolt (18th Level): The maghamir's storm elemental conveyance no longer has a daily round limit.

The Lancer Fleet

Edict: Seek peace before drawing blood and weep for the occasion when you must kill. Treat all with respect, nobility with deference, and preserve beauty.

Note: A maghamir must be of a good alignment to join the Lancer Fleet.

Skills: Members of the Lancer Fleet adds Heal and Diplomacy to their list of class skills.

Conveyance: Members of the Lancer Fleet gain a unicorn mount (as described in the cavalier's mount class feature) rather than a flying carpet. A unicorn has the following statistics:

UNICORN, YOUNG

Starting Statistics

Size Large; Speed 50 ft; AC +4 natural armor; Attack gore (1d8), 2 hooves* (1d6); Ability Scores Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent.

* This is a secondary natural attack,

7th-level Advancement

Ability Scores Str +2, Con +2; Special Qualities combat trained



FLEET ABILITIES

Noble Steed (3rd Level): Starting at 3rd level the maghamir's unicorn against the ability to detect evil (as per the paladin's class feature) at will. In addition it can, once per day, heal it's rider via touch for 1d8 + the maghamir's level as a swift action.

Special: At 4th level, a maghamir of the lancer fleet gains Ride-By Attack as a bonus feat instead of Flyby Attack.

Armed Pacifist (8th Level): The maghamir can always deal nonlethal damage (even with lethal weapons) at no attack roll penalty. In addition, when the maghamir deals nonlethal they add 1d6 additional damage for every 4 levels of maghamir. Finally, the maghamir can sacrifice any prepared spell to cast a cure spell of equivalent level or lower spontaneously.

Punish the Wicked (13th Level): The maghamir gains a +1/4th level bonus on all attack and damage rolls made against undead, evil outsiders, evil aligned dragons, and creatures with an evil aura. In addition, any spell delivered via spell charge against such a creature automatically bypasses any Spell Resistance (but not immunity).

Sacrifice of the Unicorn (18th Level): As a swift action the maghamir can command their unicorn to fill the body of a dead ally with its spirit. This causes the unicorn to disappear for 8 hours, creating a true resurrection spell effect targeting a touched creature. After 8 hours it returns to the maghamir's service, materializing next to them after having healed the creature's soul. This consumes no material components but still has the normal casting time for 10 minutes.

The Golden Fleet

Edict: A member of the Golden Fleet must hunt monsters and those tainted things that go bump in the night. They can never shy away from a rampaging threat.

Skills: Members of the Golden Fleet add Knowledge (geography) and Perception to their list of class skills.

Conveyance: The conveyance of a member of the Golden Fleet appears as a nimbus of light that generates a 10 ft aura of light of but otherwise functions as a flying carpet.

NEW CLASSES

TABLE 8-3: MAGHAMIR ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Elf	+1/6th an additional daily use of arcane challenge	CRB
Gnome	Add +1 hit point to the maghamir's conveyance.	CRB
Halfling	Increase the conveyance's fly speed by +1 foot. In combat, this only has an effect if taken in increments of 5.	CRB
Half-orc	Add +1 hit point to the maghamir's conveyance.	CRB
Human	Gain 1/6th of a new treasure.	CRB
Ifrit	Add +1/2 point of fire damage to spells that deal fire damage cast by the maghamir.	ARG
Suli	Add +1 acid, cold, electricity or fire resistance to both the maghamir and their conveyance (max resist 10)	ARG
Sylph	Increase the conveyance's fly speed by +1 foot. In combat, this only has an effect if taken in increments of 5.	ARG
Gaoth	Gain 1/6th of a new treasure.	RG3

FLEET ABILITIES

Light of Discovery (3rd Level): The maghamir can chose to shed light as a torch (or suppress this) as a free action at will in a 30 ft. radius. Allied creatures within this light, including the maghamir, gain a +1 luck bonus on all d20 rolls.

Light of Civilization (8th Level): The maghamir and all allied creatures within the radius of their light gain the benefits of endure elements. In addition, the bonus provided by their light of discovery class feature increases to a +2 luck bonus on all d20 rolls.

Piercing Beacon (13th Level): The maghamir can focus their light into a single powerful ray as a standard action at will. This creates a 120 foot long line that deals 1d6 points of fire damage per 2 levels of maghamir. Creatures within its path can make a Reflex save (DC 10 + 1/2 maghamir level + Charisma modifier) for half damage. Being hit with the attack is akin to being in bright sunlight for 1 round (which causes harmful effects to things with light blindness, vampires, etc).

The Piercing Light of Knowledge (18th Level): The light of discovery ignores any magically lowered levels of light. This means it pierces things like darkness or deeper darkness and still sheds light, though it does not dispel it (it suppresses it). In addition any creature within that radius can use 1/2 the maghamir's total bonus on a Knowledge check once per minute.



Sagebeast

A Base Class for the Pathfinder Roleplaying Game

Monsters kill men.

Men kill monsters.

The cycle continues so long as both men and monsters survive. So, in a bid to end that eternal war, the sagebeasts were born. Part man, part monster, sagebeasts are strange wizard-warriors with the power of civil magic and beastly desires. Infused or born with the essence of a monster in their blood, they seal their bestial part behind a wall of magic. When they run out of magic, the beast begins to stir...

Sagebeasts are vessels for powerful beasts, most often powerful monstrous humanoids, goblinoids, or giants, that are sealed away to protect a community or culture. The feral mind of the creature within haunts the sagebeast and they must master themselves before they can master their inner beast. The sealing rituals creates a powerful union between man and beast that unleashes powerful magics if the sagebeast can tap into it. Using this magic weakened the seal on them, letting the beast take partial control.

Sagebeasts live lonely lives, often secluding themselves and becoming hermits so the beast within never harms anyone. Those that recognize that their curse can also be a gift and are willing to bear the responsibility for whatever happens sometimes take to the adventuring life to better understand themselves and the power sealed within them.

Hit Dice: D8.



NEW CLASSES

TABLE 9-1: THE SAGEBEAST

LEVEL	BASE ATTACK BONUS	SPECIAL BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+1	+0	+0	+2	Beast within, monster form, spells
2nd	+1	+2	+0	+0	+3	Bestial mind +1
3rd	+1	+3	+1	+1	+3	Consumption
4th	+2	+4	+1	+1	+4	Bestial mind +2
5th	+2	+5	+1	+1	+4	Monster ability, consumption
6th	+3	+6/+1	+2	+2	+5	Bestial mind +3
7th	+3	+7/+2	+2	+2	+5	Improved monster form, quick shift
8th	+4	+8/+3	+2	+2	+6	Bestial mind +4
9th	+4	+9/+4	+3	+3	+6	Consumption
10th	+5	+10/+5	+3	+3	+7	Bestial mind +5
11th	+5	+11/+6/+1	+3	+3	+7	-
12th	+6/+1	+12/+7/+2	+4	+4	+8	Bestial mind +6
13th	+6/+1	+13/+8/+3	+4	+4	+8	Consumption
14th	+7/+2	+14/+9/+4	+4	+4	+9	Bestial mind +7
15th	+7/+2	+15/+10/+5	+5	+5	+9	Quick shift
16th	+8/+3	+16/+11/+6/+1	+5	+5	+10	Bestial mind +8
17th	+8/+3	+17/+12/+7/+2	+5	+5	+10	Consumption
18th	+9/+4	+18/+13/+8/+3	+6	+6	+11	Bestial mind +9
19th	+9/+4	+19/+14/+9/+4	+6	+6	+11	-
20th	+10/+5	+20/+15/+10/+5	+6	+6	+12	Bestial mind +10, king of the monsters

Role:

sagebeast acts either as a front line fighter OR a caster, depending on if it has used its spells for the day. A sagebeast who casts all their spells enters a “monster form” where the beast within comes out and makes them a much stronger fighter. Their consumptions let them burn spell slots to activate abilities, allowing them to enter monster form easier. They are Intelligence based but a sagebeast needs Strength to fight as well and a low Constitution score can prove fatal.

Alignment: Any

Starting Wealth

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

Class Skills

The sagebeast class skills are Climb (Str), Craft (Int), Fly (Dex), Knowledge (arcane) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magical Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features:

The following are the class features of the sagebeast.

Weapon and Armor Proficiency:

The sagebeast is proficient with all simple and martial weapons and with light armor, medium armor, and all shields (excluding tower shields). Some monsters give sagebeasts additional proficiencies. A sagebeast may cast sagebeast spells without any arcane spell failure chance while wearing light armor. Like any other arcane spellcaster, a sagebeast wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass sagebeast still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Beast Within:

At 1st level, a sagebeast select a specific kind of monster that dwells within the sagebeast. This could be a village having sealed a troll-king that was attacking them into a child, a dark cult sealing an ancient and venerated orc-shaman in a willing host, a tribe using the spirit of a helpful yeti to empower their greatest warrior, the next in line in a family of adventurers who has the blood of a giant sealed inside them, or a monster hunter sealing a cyclops into their body to better understand their prey. Whatever the circumstance, a sagebeast has a monster (generally a monstrous humanoid, goblinoid, or giant) struggling against the magic they use within them. This is not always a contentious relationship but a monster is a monster and they don't get along in polite company.

The kind of monster selected influences the class features of the sagebeast. Each adds a skill to the list of class skills of the sagebeast, grants them a bonus language, and an ability at 5th level when they enter their beast form. Some also grant additional proficiencies. A complete list of beasts within and the bonuses they provide can be found at the end of this class.

Spells:

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

Like other spellcasters, a sagebeast can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: Sagebeast. In addition, they receive bonus spells per day if they have a high Intelligence score.

TABLE 9-2: SAGEBEAST SPELLS PER DAY

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

NEW CLASSES

The sagebeast's selection of spells is extremely limited. A sagebeast begins play knowing four 0-level spells and two 1st-level spells of the sagebeast's choice from the wizard/sorcerer spell list. At each new sagebeast level, they gain one or more new spells, as indicated on Table: Sagebeast Spells Known. Unlike spells per day, the number of spells a sagebeast knows is not affected by his Intelligence score (See Table: Ability Modifiers and Bonus Spells).

Upon reaching 5th level, and at every third sagebeast level after that (8th, 11th, and so on), a sagebeast can choose to learn a new spell in place of one they already know. In effect, the sagebeast "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being

exchanged, and it must be at least one level lower than the highest-level sagebeast spell the sagebeast can cast. A sagebeast may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

A sagebeast need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell's level.

Monster Form (Ex):

At 1st level, when the sagebeast has no spells per day remaining, their BAB changes from to the value listed in the "Special BAB" column on Table #-1: The Sagebeast. This is called entering their "monster form" (though, at least initially, it is not accompanied by any dramatic physical changes).

While in monster form they exude a palpable aura of dread; a base and vile aura that feels "wrong" and "threatening" to any of those adjacent to them. The sagebeast takes on a bearing that makes small animals flee from them, children cry around them, and monsters may feel the need to challenge them. This isn't a visible aura but a DC 10 Sense Motive check is enough to access that something is odd, different, or wrong with them.

A sagebeast in monster form has their alignment shift one step towards evil. If they are already evil, they move one step towards chaotic. This is a dramatic shift that is immediately apparent and impactful on the sagebeast's disposition and choices as the monster within begins to influence the sagebeast's mind directly. Upon regaining use of their spells, a sagebeast returns to their normal alignment.

TABLE 9-3: SAGEBEAST SPELLS KNOWN

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

SIDEBAR: SAGEBEAST & ALIGNMENT

If your game disallows evil characters, playing as a Neutral sagebeast (on the good/evil axis) is effectively playing an evil character and probably should not be done. Players wishing to avoid becoming a party liability are encouraged to take the Aligned Monster feat.

Bestial Mind (Su):

A sagebeast gets inside the mind of a monster and dwells there- gaining insight from their dual nature. Starting at 2nd level a sagebeast gains a +1 bonus on all Knowledge checks, damage rolls, skill checks made to track, and critical confirmation rolls against creatures who share the same subtype as the monster they selected. This bonus improves by an additional +1 at 4th level and every even level thereafter. This bonus also applies, but only at half its value (rounded down, minimum +0) against the following creature types: monstrous humanoids, humanoid (giant), and humanoid (goblinoid).

Consumption (Su):

Starting at 3rd level a sagebeast can sacrifice spells they know for one of the following abilities (referred to as “consumptions”) that they know. The level of the spell sacrificed has some impact on the effectiveness of the consumption. Activating a consumption is a swift action (unless otherwise noted). The sagebeast may sacrifice multiple spells at once and if they do so they add all the levels of the sacrificed spells together to determine the effect of the consumption; the collective level of spells sacrificed may not exceed the sagebeast’s character level. Certain consumptions only allow the sacrifice of a single spell.

At 3rd level the sagebeast knows one consumption from the list below. At 5th and every 4 levels thereafter they learn a new consumption.

Armored Beast: If the sagebeast sacrifices a single spell slot of their highest spell level they ignore all arcane spell failure and armor check penalties from armor and shields until they prepare their spells again. This is because the armor melds with their flesh, taking on the appearance of a thick hide, boney ridges, etc. In addition, simply taking this consumption grants the sagebeast proficiency with heavy armor. The sagebeast must be at least 5th level to select this consumption.

Empower Hatred: The sagebeast can sacrifice spells to increase the bonus provided by their bestial mind class feature by an amount equal to the total spell level sacrificed for 1 hour. The total bestial mind bonus may not exceed their sagebeast level.

Great Beast: By sacrificing a single spell the sagebeast grows one size category. If the spell sacrificed is at least 3rd level the sagebeast grows 2 size categories and if it is a 6th level spell they grow 3 size categories. This size increase functions as per enlarge person and stacks with other increases to size but can never cause the sagebeast to become larger than gargantuan size.

Monster Hunter: The sagebeast can select 1 creature they can see and sacrifice spells whose total levels meet or exceed the creature’s HD. If they do so they are given magical insight into the creature and treated as if they had made the lowest DC Knowledge check to identify it. In addition, for 24 hours, they gain 1/2 their full bestial mind class bonus against that specific type of creature as well.

Monstrous Healing: The sagebeast can sacrifice spells to gain temporary hit points equal to twice the total spell levels sacrificed. These temporary hit points cannot exceed his maximum Hit Point total and expire after 1 hour.

Nightmare Aura: The sagebeast can sacrifice spells to gain a fear aura with a radius of 30 feet for 1 + Intelligence modifier rounds. The DC to resist this is equal to 10 + 1/2 sagebeast level + total levels of the spell sacrificed.

Savage Spell: The sagebeast can sacrifice a single spell to improve the DC of any spells they cast by +2 for a number of rounds equal to their Intelligence modifier. If they do this and are also in monster form, this increases the DC of spells by +3 rather than +2.

Skilled Beast: The sagebeast can sacrifice spells to get a bonus to their beast form's class skill equal to their sagebeast level for a number of rounds equal to the total spell level sacrificed.

Spell Monster Form: The sagebeast can sacrifice spells of 2nd level or above to enter monster form, even while they have spells remaining, for a number of rounds equal to the total spell level they sacrificed.

Swift Beast: The sagebeast can sacrifice spells to get a bonus to their base speed equal to 5x the total spell level sacrificed for a number of rounds equal to their Intelligence modifier.

Monster Ability:

At 5th level the sagebeast gains abilities from the monster they selected at 1st level. If the monster has more than one ability granted at 5th level, the sagebeast gains all listed abilities.

Improved Monster Form (Su):

At 7th level the sagebeast is able to tap into the monster within them by careful use of barriers and magical fitness. Now, when they enter monster form they can enter an "improved monster form". While in this form they get a greater benefit from their monster within (see the "improved monster form" benefit in each entry) but they take on some of the physical traits of the beast that lies within them.

This is largely superficial (beyond what their improved monster form gives them) and creatures need to make a DC 15 Perception to recognize them as their normal self while in this form. Choosing to use improved monster form, rather than monster form, is decided when monster form would normally activate.

SIDEBAR: WHY WOULDN'T I USE IMPROVED MONSTER FORM?

The only real change is the better benefits from your monster within and the physical changes it causes. Most of the time you'll use improved monster form but, as some have benefits that do things like enlarge you, having the option not to do so is always good. Additionally, from a role-playing perspective suddenly looking like a monster in the middle of a fight may distress allies and cause the party problems.

Quick Shift:

At 7th level, as a move action once per day a sagebeast can enter their monster form for a number of rounds equal to their Intelligence modifier. A sagebeast can end their monster form early as a swift action. At 15th level this can be done a number of times per day equal to 1/4th their sagebeast level.

King of The Monsters:

The sagebeast is able to harmonize their monstrous side with their humanity. Starting at 20th level, they are always in monster form (or, if they wish, improved monster form) though their alignment does not shift. They can activate monster form, switch between normal and improved monster form, or dismiss it as a swift action. In addition, the benefit from the bestial mind class feature now also applies to the base creature subtype of the sagebeast.

Monsters Within

SIDEBAR: WHY THESE CREATURES?

The thematic aspect of this class is that the character is facing off against its “monstrous” counterpart; things that are identifiably similar to your typical humanoid character though profoundly different. This is kind of the “man vs monster” dynamic you see in things like Dr Jekyll and Mr Hyde, Frankenstein (doctor vs monster), and the Hulk. They are bloodthirsty, closer to being an animal, and are more simple-minded than their civilized host- a reflection of what they could be if they lost control.

Bugbear / Hobgoblin

Class Skill: Stealth (Dex)

Proficiency: Heavy armor, tower shields, and 1 exotic weapon of the their choice

Language: Goblinoid

Military Monster: At 5th level the sagebeast gains the sneak attack class feature of the rogue. A sagebeast has an effective rogue level of 1/2 their sagebeast level for the purpose of determining sneak attack damage.

Improved Monster Form: At 7th level, when the sagebeast enters their monster form they immediately gain the effect of *invisibility* (this is a spell-like effect). This cannot be triggered more than once per hour and hostile actions still break the spell. In addition the sage beast gains 1 rogue talent that applies to their sneak attack damage (such as bleeding attack). They get an additional one every 4 levels thereafter but may never take advanced rogue talents.

Cyclops

Class Skill: Perception (Wis)

Proficiency: None

Language: Giant

Flashes of Insight (Su): At 5th level, once per day as an immediate action, the sagebeast can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made (i.e. the sagebeast can

declare the numerical result of the die). This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others. The sagebeast gains 1 additional use of this class feature per day for every 3 levels he possess after 5th.

Improved Monster Form: At 7th level, when the sagebeast enters their monster form grows 1 size category larger. Rather than the normal ability score adjustments, they simply get a +1 bonus on attack and damage rolls and a -1 penalty to AC (in addition to the increased size).

Giant

Class Skill: Intimidate (Cha)

Proficiency: None

Language: Giant

Giant Rock Throwing: At 5th level, a sagebeast has a +1 racial bonus on attack rolls with thrown rocks. A sagebeast can hurl rocks up to its own size category. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The sagebeast can hurl rocks up to five range increments. A sagebeast adds 1.5x its Strength modifier on attacks with rocks. A sagebeast must still be able to lift the base weight of the rock. In addition the sagebeast gains Throw Anything as a bonus feat, though the bonus it provides does not stack with that of this class feature.

Improved Monster Form: At 7th level, when the sagebeast enters their monster form grows 1 size category larger. Rather than the normal ability score adjustments, they simply get a +1 bonus on attack and damage rolls and a -1 penalty to AC (in addition to the increased size). In addition, the sagebeast gains the rock catching universal monster rule while in improved monster form.

Note: These giants are primarily based on hill giants and other more feral giant species.

NEW CLASSES

TABLE 9-2: GIANT ROCK THROWING

SIZE OF ROCK	ROCK DAMAGE	RANGE INCREMENT
Small	2d3	30 ft.
Medium	2d4	25 ft.
Large	2d6	20 ft.
Huge	2d8	15 ft.

SIDEBAR: THROWING LARGE & HUGE ROCKS

So the rules don't actually stipulate what happens when you throw a huge boulder at something. We here at LRGG would suggest that the creature you hit takes the full damage and all creatures within the radius must make a Reflex save (DC 10 + 1/2 sagebeast level + Dexterity modifier) or take minimum damage. A creature who makes the save takes no damage. However, it is perfectly fine if you want to just have it hit a single creature.

ROCK CATCHING (REPRINT):

The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The creature must be aware of the attack in order to make a rock catching attempt.

Minotaur

Class Skill: Perception (Wis)

Proficiency: All weapons in the fighter's axe weapon group

Language: Giant

Natural Cunning: At 5th level the sagebeast is immune to *maze* spells and is prevented from ever becoming lost. Further, they are never caught flat-footed.



Gore: At 5th level, the sagebeast gains a primary gore natural attack appropriate to their size while in monster form.

Improved Monster Form: At 7th level, when the sagebeast enters their monster form they gain a primary gore attack of a size category one size category larger than their own. In addition, they gain the powerful charge monster ability, dealing double their normal gore damage.

Ogre

Class Skill: Stealth (Dex)

Proficiency: One two-handed exotic weapon.

Language: Giant

Great Weapons: At 5th level, the sagebeast adds 2x their Strength modifier to damage (rather than 1.5x) when wielding a two-handed weapon with two hands.

Improved Monster Form: At 7th level, when the sagebeast enters their monster form grows 1 size category larger. Rather than the normal ability score adjustments, they simply get a +1 bonus on attack and damage rolls and a -1 penalty to AC (in addition to the increased size).

Orc

Class Skill:

Intimidate (Cha)

Proficiency: Heavy armor, and all weapons with 'orc' in the name.

Language: Orc

Orc Ferocity: At 5th level, the sagebeast remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Improved Monster Form: A sagebeast of 7th level is no longer staggered when at negative HP if they are in their monster form. In addition, they gain DR / - equal to 1/3rd their sagebeast level as they grow a thick scarred green hide.



Sahuagin

Class Skill: Swim (Str)

Proficiency: None

Language: Aquan

Blood Frenzy (Ex): Starting at 5th level, when a sagebeast takes damage in combat it flies into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter. A blood frenzied sagebeast can still cast spells. At 5th level this is done the first time in day they take damage during combat. Every 4 levels thereafter the sagebeast gains another daily use of it, though after using blood frenzy they cannot enter another blood frenzy for 1 hour.

Speak with Sharks (Su): At 5th level the sagebeast can communicate telepathically with sharks to a distance of 60 feet. This communication is limited to simple concepts, such as “come here”, “defend me”, or “attack this target”. Sharks don’t always respond positively to this but can be coerced with Handle Animal.

Improved Monster Form: At 7th level, when the sagebeast enters their monster form they gain a swim speed equal to their land speed, the ability to breath underwater, and they no longer suffer an AC penalty when in blood frenzy if they are also in their monster form.



Troll

Class Skill: Intimidate (Cha)

Proficiency: None

Language: Giant

Troll Blood: The sagebeast can sacrifice a spell (or spells, as per the consumption class feature) to acquire regeneration equal to the total spell level sacrificed (minimum of regeneration 1). This lasts for rounds equal to the sagebeast’s Intelligence modifier. This regeneration is suppressed for 1d4 rounds if the sagebeast takes any fire or acid damage.

Claws: At 5th level, the sagebeast gains 2 primary claw attacks appropriate to their size while in monster form (1d4 for a medium creature).

Improved Monster Form: At 7th level, when the sagebeast enters their monster form grows 1 size category larger. Rather than the normal ability score adjustments, they simply get a +1 bonus on attack and damage rolls and a -1 penalty to AC (in addition to the increased size).

Yeti

Class Skill: Stealth (Dex)

Proficiency: None

Language: Aklo

Frightful Gaze (Su): At 5th level, creatures within 30 feet that meet a sagebeast’s gaze must succeed on a Will save (DC 10 + 1/2 sagebeast level + Intelligence modifier) or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that sagebeast for 1 day.

Improved Monster Form: At 7th level, when the sagebeast enters their monster form they become immune to cold damage and add 1d6 cold damage to all melee attacks.

Shujaa

A Base Class for the Pathfinder Roleplaying Game

Shujaa are would-be sorcerers, those with magic in their blood, who are trained exclusively in protective magic and martial combat. They are often taken when they are young and forced to “crest”. This means they are trained in such a way that they eventually lose all capacity to cast magic beyond protective magic. This process enhances such abilities and eventually they are constantly surrounded by protective magics.

Shujaa are treated as being “safe”; no longer a potentially “wild” sorcerer who could grow unchecked. Nobility often employ shujaa guards for their children and some cities only allow shujaa or trained and licensed wizards. In some more magic-phobic cities shujaa are the only kind of magic users allowed and those who fail the rigorous training are killed or ritually drained of all magic. Not all people who are crested are shujaa; shujaa are crested individuals who have martial training as guards.

The reason someone becomes a shujaa is varied but it often has something to do with their innate magical power. Some fear it or wish to temper it into a useful skill. Others find the art supremely useful, enjoy the social benefits, and some shujaa were forced into it (the only other opportunity having been death).

It is possible to “crest” while older, but the process requires a great deal of training and younger children are more malleable and less set in their ways. Some have equated creasting to foot-binding or skull-elongation; it’s unnatural, detrimental, but socially acceptable. Once they have crested, a shujaa has cut themselves off from all other magic other than abjuration spells and the process cannot be reversed. It is traditional for a shujaa to get a heraldic crest tattooed or scarred onto their body once they have passed this threshold.

Hit Dice: D10.

Role

Shujaa are martial characters who specialize in protection of both themselves and their allies. Like a sorcerer their specialized magical talents are Charisma based but their main role, survivability, is dependent on their Constitution.

Alignment: Any Lawful

A character must be lawful to take their 1st level of shujaa, as the act of becoming a shujaa requires discipline and the act of creasting enforces compliance to a degree. There is an ancient shujaa proverb “to be safe, one must be broken”.

Sidebar: Cresting With Other Schools

The Shujaa is cut off from all magic but abjuration by the “creasting” process. A character who is crested that only retains access to a different school would be very different than a shujaa. Abjuration is considered



NEW CLASSES

TABLE 10-1: THE SHUJAA

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	MAX SPELL LEVEL
1st	+1	+0	+0	+2	Barrier, crested, store energy	0
2nd	+2	+0	+0	+3	Arcane armiger (light casting), barrier function	0
3rd	+3	+1	+1	+3	Barrier combat	1
4th	+4	+1	+1	+4	Barrier function, extend barrier	1
5th	+5	+1	+1	+4	Shielding	1
6th	+6/+1	+2	+2	+5	Barrier function, power field	1
7th	+7/+2	+2	+2	+5	Arcane armiger (medium casting)	1
8th	+8/+3	+2	+2	+6	Barrier function	2
9th	+9/+4	+3	+3	+6	Shielding	2
10th	+10/+5	+3	+3	+7	Barrier function	2
11th	+11/+6/+1	+3	+3	+7	Arcane armiger (medium movement)	2
12th	+12/+7/+2	+4	+4	+8	Barrier function	2
13th	+13/+8/+3	+4	+4	+8	Shielding	3
14th	+14/+9/+4	+4	+4	+9	Barrier function	3
15th	+15/+10/+5	+5	+5	+9	Arcane armiger (heavy casting)	3
16th	+16/+11/+6/+1	+5	+5	+10	Barrier function	3
17th	+17/+12/+7/+2	+5	+5	+10	Shielding	3
18th	+18/+13/+8/+3	+6	+6	+11	Barrier function	4
19th	+19/+14/+9/+4	+6	+6	+11	Arcane armiger (heavy movement)	4
20th	+20/+15/+10/+5	+6	+6	+12	Barrier function, perfect barrier	4

largely defensive and thus more “polite” and “tame” (it’s a lot harder to rob a bank with a *shield other spell* than a *fireball* spell). Still, this can potentially be done. Our “Necroknight” class from the Tome of Ethical Necromancy is a decent approximation of a character crested with necromancy and our worldshaper class from Alternate Paths: Magical Characters is somewhere in the ballpark of what a character crested with transmutation probably looks like.

Starting Wealth

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

Class Skills

The shijaa’s class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the shujaa.

Weapon and Armor Proficiency:

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

Barrier (Su):

A shujaa's constant flow of natural abjuration magic forms a visible barrier around their body at all times. This resembles a body-shaped bubble about 2 inches from their skin. In combat (or as a swift action out of combat) they can extend this into a full spherical bubble that provides protection against a variety of effects. This barrier remains in effect even while the shujaa is unconscious but fades if they should die. A shijaa can lower or reactivate their barrier as a swift action.

It's primary feature is that it provides a shield bonus to the shujaa's AC equal to their Charisma bonus + 1/4th their shuja level (minimum shield bonus of +1). A barrier cannot be enchanted and does not count as an actual shield for the purpose of feats and other effects.

Barriers are selectively permeable; letting in what the shujaa wants. Adjusting this requires finesse and skill (see the "barrier functions" class feature). A barrier typically stops any kinetic force or solid objects but allows air and moisture in and out.

SIDEBAR: GMING FOR A SHUJAA

A shujaa will have very high AC. While they may reserve this for themselves they will typically need to "spend" it to buff their allies. Shujaa don't have a great deal of damage dealing capacity which balances this out a little but if a shujaa decides they don't want to be hit; they won't be hit.

Between their high AC value and their ability to harden their barrier, they are quite adept at warding off attacks. Try targeting their saves, CMD, or touch AC with enemies. If a shujaa keeps their AC too high and enemies keep missing them, it's advisable for the enemy to wise up and move on to softer targets. They can always come back to the shujaa later.

Crested (Su/Pn):

Starting at 1st level, a shujaa cannot cast any spell that is not of the abjuration school. However, their magical heritage and the cresting process has given them a unique bond to that kind of magic. This allows them to spontaneously cast abjuration spells at will as if they were a sorcerer of equal level. At each level they select 1 abjuration spell from the from the sorcerer/wizard spell list whose level does not exceed the maximum spell level indicated on Table 10-1: The Shujaa and learn that spell. A shujaa has an arcane caster level, though only for abjuration and universal spells. A shujaa may select arcane mark, detect magic, prestidigitation, and read magic as oth level spells as well (as they are universal or fairly utilitarian spells).

Store Energy:

Any time a shujaa takes damage from an enemy they store points of energy in their shield equal to the damage they took. Thus, a shujaa that takes 10 damage gains 10 energy points. This energy can be used in different ways but is often released in bursts (see the "repulse" barrier function), used to powerful functions of the barrier, or even to empower themselves. A shujaa can never expend more than their shujaa level in stored energy in a single action. Stored energy points reset to 0 if an enemy has not caused at least 1 point of damage to the shujaa within the last minute.

Arcane Armiger (Ex):

Starting at 2nd level a shujaa can cast in light armor with no arcane spell failure chance. At 7th level they can do so in medium armor, and at 15th level they can do so while in heavy armor. At 11th level the shujaa can move up to full speed while in medium armor, and at 19th they can do so while in heavy armor.

Barrier Functions:

The shujaa's barrier is an immensely versatile field of magic that can be used to modify how their shield functions. At 2nd level, and every even level after that, the shujaa gains a new barrier function from the list below. Certain barrier functions are listed as [shape]; these functions radically alter the form of the barrier, and only one [shape] function can be applied to the barrier at a time.

See the list of barrier functions at the end of this class.

Barrier Combat:

At 3rd level, a shujaa can hurl their barrier at a foe by projecting it off their body and swinging it like a weapon; this has been likened to thrown violently into a wall. This is a melee attack with a reach of 15 feet. A barrier is a melee weapon that deals 1d12 nonlethal damage (regardless of the size of the shujaa) and has a 20/x2 critical range. A barrier can be hurled in place of a melee attack.

A barrier does not take require a free hand- it is simply projected in front of the shujaa's arm as they swing it. This does not count as a weapon wielded for the purpose of threatening creatures and cannot be used to make attacks of opportunity.

Extend Barrier (Su):

Starting at 4th level, as a free action made at the start of their turn a shujaa can grant allies within 60 feet of them a minor barrier of their own, granting them a shield bonus to their AC. Doing so reduces the shujaa's shield bonus to their own AC by an amount equal to the cumulative total AC bonus they granted their allies. The shujaa can give allies a differing amount of their shield bonus. The shujaa cannot cause their own barrier to grant less than a +1 bonus to AC. If an ally has a barrier on them, attacks that hit them grant the shujaa stored energy. Allies do not get the benefit of barrier functions. The barrier doesn't stack with existing shield bonuses; only the highest bonus counts. If the creature moves further than 60 feet away from the shujaa they immediately cease to gain this benefit and the shield bonus returns to the shujaa.

Example: If a shijaa has a +9 shield bonus from their barrier, they can grant their friend the fighter +2 AC, the cleric +3, the wizard +1, and retain a +3 shield bonus for themselves.

Shielding (Su):

At 5th level, while the shujaa has their barrier active there is a 25% chance that they automatically negate any precision damage and treat any critical hit against them as a normal hit. At 9th level, this improves to 50%, at 13th level to 75%, and at 17th level to 100%. This does not stack with the fortification enchantment in any way.

Power Field (Su):

Starting at 6th level the shujaa's barrier gains an enhancement bonus equal to 1/4th their shujaa level to attack and damage rolls, and counts as a magic weapon of the same bonus for the purpose of overcoming DR. This applies to effects like the barrier combat class feature and the barrier bash barrier function.

Perfect Barrier (Su):

At 20th level the shujaa gains DR/epic equal to $\frac{1}{2}$ their shujaa level while their barrier is active. If the extend shield barrier function is active the ally chosen also gains this benefit. Finally, the barrier (as described in barrier combat) bypasses DR/epic and always confirms critical hits it threatens.

Barrier Functions

Air-Tight: The shujaa can make their barrier air-tight as a swift action, allowing them to keep out any unwanted environmental effects, such as inhaled poisons or gases. This has the added effect of causing them to “float” while on the surface of most liquids (as air is sealed in with them). However, the moment the shujaa makes their barrier they only have 1 minute worth of air inside before they risk suffocation.

Alarm Barrier: The shujaa’s shield forms an invisible field of ambient energy around it that grants the shujaa tremorsense 30 feet. It costs 2 stored energy to activate this ability, and the shujaa must spend 2 stored energy each round after the first to maintain it. The shujaa must know the *alarm* spell to take this barrier function.

Barrier Bash [Shape]: The shujaa’s barrier forms around their arm in a hardened, ridged, gauntlet-like form while still leaving a residual field of energy around them. While in this form their barrier counts as a heavy shield for the purpose of attacking. Additionally, the shujaa gains Improved Shield Bash as a bonus feat.

Concentrate Shield [Shape]: A skilled shujaa can reshape their shield into a more directional barrier. This functions as if they had a tower shield, though it provides all the benefits of the shujaa’s typical barrier plus an additional +3 stacking shield bonus to AC. The shujaa cannot apply this extra shield bonus to allies using extend barrier. Unlike a normal tower shield it has no armor check penalty, and no speed reduction.

Crowd Control: The shujaa rapidly expands their barrier to push back enemies. As a full-round action the shujaa can make a special bull rush maneuver against all enemies within 10 feet. They can spend stored energy to gain a bonus to roll equal to the amount of stored energy spent. Each enemy whose CMD the shujaa beat is pushed back 5 feet, plus an additional 5 feet for every 5 the shujaa beat their CMD. The shujaa must have the repulse barrier function to take this barrier function.

Environmental Barrier: A shujaa gains the ability to draw elemental essence from the ground they stand on. This grants them elemental resistance based on what kind of terrain they are on. A shujaa gains energy resistance against all forms of energy except force equal to $10 + \frac{1}{2}$ their shujaa level, and $10 +$ their full shujaa level against a specific energy type if they are on the appropriate type of terrain. Examples might include:



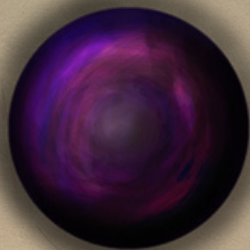
TABLE 10-2: ENVIORMENTAL BARRIER

ELEMENTAL RESISTANCE	EXAMPLE TERRAINS
Cold	Water, ice, snow
Fire	Magma, desert sands, coals, within 15 ft. of fire
Acid	Earth (particularly fertile soil), within 15 ft. of actual acid
Electricity	While in a storm, in high winds, near a piece of advanced technology
Sonic	Adjacent to a bard playing music, crystal, etc.

Harden Barrier: As an immediate reaction when the shujaa is successful hit with a melee or ranged attack, the shujaa can spend stored energy equal to the total attack roll to negate the attack. Unlike other barrier functions, a shujaa can spend more stored energy than their class level for this barrier function. The shujaa must be at least 4th level to take this barrier function.

Judicial Duelist: The first time in a round a shujaa hits a creature with their barrier (via barrier combat or barrier bash) that creature is subject to a ranged bull rush attempt. In addition the shujaa gains Improved Bull Rush as a bonus feat even if they don't meet the prerequisites. The shujaa must be at least 6th level to take this barrier function.

Light Shielding: The shujaa's shield filters visual light for them, automatically protecting them from harmful visible effects (darkening or rendering the image in visible fashion). This grants the shujaa a +4 bonus on all saves against dazzling effects, gaze attacks, blinding effects, and spells with the light descriptor. In addition creatures who are vulnerable to direct sunlight (such as vampires) or have an ill-effect



when exposed to bright light (such as a drow) do not suffer this while their light shielded barrier is active. In response to a gaze attack or other light-based effect a shijaa can chose to black-out their entire shield (an immediate reaction). This blocks all line of sight to and from them until the start of their next turn (making them blind but unable to be affected by things like gaze attacks). Once taken, this barrier function is always active, although it can be suppressed/reactivated as a swift action.

Magic Barrier: The shujaa's barrier gains a magic shield special ability. The chosen special ability cannot have an equivalent enhancement modifier greater than 1/4 the shujaa's level (minimum of 1) or a gp value without an equivalent enhancement modifier.

Mistfield [Shape]: The shujaa's shield gains a diffuse cloud of magical particles around them in an effect that looks not unlike vibrantly colored mist, though the shujaa can see though it perfectly. This fog, centered on the shujaa, obscures all sight, including darkvision, beyond 5 feet. A creature, including the shujaa, within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). It costs 2 stored energy to activate this ability, and the shujaa must spend 2 stored energy each round after the first to maintain it.

Overwhelming Barrier: The shujaa can project their barrier to overwhelm creatures in a 30 foot line as a standard action. The shujaa makes a special overrun combat maneuver, rolling once and comparing the result against all creatures within the line regardless of their size, dealing their barrier combat damage to each creature overrun. The shujaa does not move as a part of this action, as they instead violently thrust their barrier along the path of the line. The shujaa must be at least 8th level to take this barrier function.

NEW CLASSES

TABLE 10-3: SHIJAA ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	+1/6th a new barrier function	CRB
Dwarf	Increase the shield bonus of barrier by +1/6th	CRB
Gnome	Non-instantaneous abjuration spells cast by the shujaa last for +1/4th of a round. This extra duration applies after effects like the Extend Spell metamagic feat.	CRB
Half-orc	Stored energy lasts for +1 additional round before resetting.	CRB
Aasimar	Gain +1/4th of a shield bonus that applies only to allies via extend barrier.	ARG
Oread	The shujaa and allies given a barrier gain a +1/5th bonus to their CMD.	ARG
Stray Spell	+1/5th caster level for the purpose of casting abjuration spells. Note: This is only appropriate for stray spells based on abjuration spells.	Stray Spells

Repulse: As an immediate reaction when the shujaa is successful hit with a melee attack, the shujaa can spend stored energy and then roll 1d20. Add the total energy spent to the d20 result and treat it as if it were a bull rush combat maneuver. If it works, the creature is shoved 5 feet backwards and the attack fails unless the attacker still threatens the shujaa with the melee attack they used. The shujaa must be at least 4th level to take this barrier function.

Surface [Shape]: The shujaa can form their barrier into any sort of flat surface. This can be something like a bridge or wall. The maximum dimensions are 30 x 30 and it's always 1 inch thick. It has a hardness equal to the AC it provides but any damage to it in this form breaks it. It can be crafted into basic geometric shapes or other simple shapes (such as a slide or small spiral staircase) but nothing complex (like a key). The shujaa must remain in contact with the barrier for it to maintain its form.

Wall of Abjuration [Shape]: As a swift action the shujaa can decouple their barrier from their body and form it into a persistent wall. This functions as a supernatural *wall of force* spell effect, using the shujaa's caster level. This wall is able to inherit any non-shape barrier modifications, though not all are applicable. The shujaa must be at least 10th level to take this barrier function.

Chapter 4: New Feats

Class Support Feats

Aligned Monster

The beast that dwells within you has agreed to follow your goals, no longer dragging you towards savagery

Prerequisites: Monster Form class feature

Benefit: Your alignment no longer shifts when you enter monster form, unless you wish it to.

Normal: When you enter monster form, your alignment shifts on step towards evil, or one step towards chaotic if you are already evil.

Extra Barrier Function

Prerequisites: Barrier function class feature

Benefit: You gain an additional barrier function. You must meet the prerequisites for the barrier function as normal.

Special: You may take this feat more than once; each time you gain an additional barrier function.

Extra Beast Talent

Prerequisites: Beast talent class feature

Benefit: You gain an additional beast talent. You must meet the prerequisites for the beast talent as normal.

Special: You may take this feat more than once; each time you gain an additional beast talent.

Extra Bond Evolution

Prerequisites: Bond evolution class feature

Benefit: You gain an additional bond evolution. You must meet the prerequisites for the bond evolution as normal.

Special: You may take this feat more than once; each time you gain an additional bond evolution.

Extra Consumption

Prerequisites: Consumption class feature

Benefit: You gain an additional consumption. You must meet the prerequisites for the consumption as normal.

Special: You may take this feat more than once; each time you gain an additional consumption.

Extra Hunter Exploit

Prerequisites: Hunter exploit class feature

Benefit: You gain an additional hunter exploit. You must meet the prerequisites for the hunter exploit as normal.

Special: You may take this feat more than once; each time you gain an additional hunter exploit.

Extra Shell

Prerequisites: Shell class feature

Benefit: You learn an additional shell. You must meet the prerequisites for the shell as normal.

Special: You may take this feat more than once; each time you learn an additional shell.

Improved Arcane Artillery

This is my cannon. There are many out there like it, but this one is mine.

Prerequisites: Proficiency with arcane cannons, character level 5

Benefit: Add +2 the save DC to avoid damage from arcane cannons you fire.

Monstrous Training

You listen to the whispers of your inner monster, having them guide you in bestial combat.

Prerequisites: Beast Within class feature

Benefit: You can use your special BAB to qualify for feats with a BAB prerequisite, and may gain the benefits of your feats using your special BAB even when outside monster form if you so choose

(for example; you may have Power Attack scale off your normal BAB or your special BAB). You may choose which effective BAB you have as a free action at the start of your turn. Additionally, you count as the same creature type and subtype as your beast within when qualifying for feats or using magic items.

Normal: Your feats use your normal BAB until you enter monster form.

Salvo Casting

What's better than casting a spell? Casting two spells!

Prerequisites: 7th Level Wizard

Benefit: You can cast 2 spells as a full round action so long as their casting time is a full round action or less. This can only be done using spells of a specific level or lower (as indicated on Table 11-1: Salvo Casting) depending on your wizard level.

Special: Class features that increase your caster level as a wizard (such as prestige classes) also advance your effective wizard level for the purpose of this class feature.

TABLE 11-1: SALVO CASTING

Wizard Level	7	8	9	10	11	12	13+
Max Spell Level	1	1	2	2	3	3	4

General Feats

Arcane Battle Mantra

Through special mantras you evoke a waking state of battle meditation that allows your movement to flow unhindered while casting spells.

Prerequisites: Arcane Armor Training, Combat Casting

Benefit: If you successfully cast defensively, reduce your arcane spell failure chance due to armor to 0%. This applies to light and medium armor if you have Arcane Armor Training and to heavy armor if you have Arcane Armor Mastery. This reduction lasts until the start of your next turn.

Arcane Cannon Proficiency

Your study of magic had bordered on the military and you've learned to use the crystal cannons employed by cannoneers.

Prerequisites: Ability to cast arcane spells

Benefit: You gain the ability to fire an arcane cannon as if you were a cannoneer, using your caster level as your cannoneer level. You don't gain the enhanced damage or other class features of the cannoneer.
Normal: You can only fire an arcane cannon if you have levels in cannoneer.

Arcane Interception

With a leap at the last moment you interject yourself in just such a way at the key moment of a spell that you take the effect rather than the intended target.

Prerequisites: Following Step, Acrobatics 13 ranks

Benefit: When an enemy casts a spell you can attempt an Acrobatics check. If the result of this attempt would allow you to jump (assume you have a running start) onto a square that would be affected by the spell or onto a square adjacent to the target of the spell (if a single target spell) you can benefit from the spell in place of the intended target. This functions even on spells with the range of touch but not personal (though you must be adjacent to the intended target). This may only be done once per turn and consumes a move action on your next turn. If the Acrobatics check would not bring you in range, the action fails and you do not move. This consumes the use of this feat you have per turn but not the move action on your next turn.



Dark Crafting

Any hack can make a magic sword, but it takes real talent to make a magic sword nobody can put down. Even if they wanted to.

Prerequisites: Ability to cast bestow curse, Craft Magic Arms and Armor OR Craft Wondrous Item

Benefit: When you craft a magic item, you may intentionally create a cursed item with an effect chosen by you. You may pick from the following effects;

- **Requirement:** The item only functions as a magic item under certain conditions, as specified by you.
- **Drawback:** The item has a drawback, chosen from the list of potential cursed item drawbacks.
- **Inverted Target/Effect:** The item either targets the wrong creature when used, heals when it should deal damage and vice versa, or imposes a penalty instead of a bonus. Discuss with your GM to determine the exact effect.

Regardless of the mechanical implications of the cursed item, it cannot be discarded without having remove curse cast upon the item.

Focused Dispel

Your have learned to apply your mastery over a school of spells towards dismantling those spells.

Prerequisites: Spell Focus, ability to cast *dispel magic*

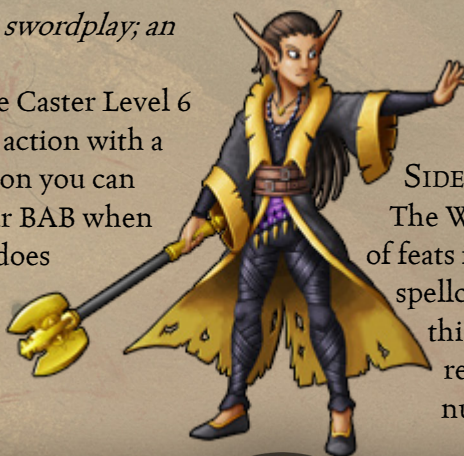
Benefit: Your bonus to the save DCs granted by Spell Focus and Greater Spell Focus also applies to caster checks made to dispel spells and spell effects of any school you have Spell Focus with.

Warrior-Wizard [Style]

You effortlessly blend sorcery with swordplay; an arcane tempest of skill and spell.

Prerequisites: Arcane Strike, Arcane Caster Level 6

Benefit: When making a full attack action with a magical, manufactured melee weapon you can use your caster level in place of your BAB when calculating your bonus to hit. This does not affect the number of iterative attacks per round you can make (use your normal BAB for that).



If you can make multiple attacks the 2nd attack is made at a -6 penalty and the penalty grows by an additional -6 on each additional attack after that.

Example: A 12th level wizard with this feat making a full attack would attack at +12/+6 instead of +6/+1 (before other bonuses). However, the wizard would not get a third attack for having a high BAB.

Mind Over Matter

"Thoughts flow into actions, guided by arcane sight, and influence reality. By my action, by my thoughts, by my arcane sight, I will defeat you."

-Arliden Yellowtail

Warrior-Wizard of the Sept of the Lost Horn

Prerequisites: Warrior-Wizard, Arcane Caster Level 8

Benefit: You can use the Warrior-Wizard feat on all melee attack rolls with manufactured, magical, melee weapons.

Normal: You can only use the effects of Wizard-Warrior when making a full attack action.

Martial Magic Master

None expect you, an unassuming mage, to hide within them the potential for destruction not only by spell but by sword as well.

Prerequisites: Warrior-Wizard, Mind Over Matter, Arcane Caster Level 12

Benefit: When using the Warrior-Wizard feat you can use the ability score modifier that you use to cast your spells in place of your Strength modifier when calculating your attack rolls. The ability score used must be Intelligence, Wisdom, or Charisma. In addition, you may now use your caster level -4 as your effective fighter level for the purpose of taking combat feats.

SIDEBAR: BAB & WARRIOR-WIZARDS

The Warrior-Wizard style is a very strong set of feats in the wrong hands. Bards, magi, and spellcasters with medium BAB will benefit from this immensely. We are, intentionally, not restricting their access to it as there are a number of reasons one could want it that do

not break the game (taking a prestige class that has poor BAB but progresses caster level, for example). GMs should be warned that this style is intended to allow full casters (such as wizards and sorcerers) the ability to contribute in combat a little rather than make a halfway decent martial character overpowered. Please talk to your GM prior to taking this style.

Metamagic Feats

Antimagic Spell

Your spell carries a powerful anti-magic "virus" within it that temporarily wreaks havoc on the magical stability of the target.

Prerequisites: Ability to cast *dispel magic* or *antimagic field*

Benefit: When you cast *dispel magic* or *antimagic field* all creatures who are affected by the spell cannot cast spells or use spell-like abilities on their next turn. If they stay under the effects of the spell (such as remaining within an *antimagic field*) this effects lasts for the duration of the spell's effect plus 1 round.

Level Increase: +2 (an antimagic spell uses up a spell slot one level higher than normal)

Bent Spell

You can bend your spells around corners to strike hiding foes.

Benefit: When you cast a spell that takes the form of a line or ray, you may create a single turn in the effect, up to a 90 degree turn, at any point along the effect. This does not affect the total range of the spell, only the path the effect takes. Calculate cover against the effect from the point the effect turns, and concealment from the point the spell is cast.

Level Increase: +1 (a bent spell uses up a spell slot one level higher than normal)

Improved Elemental Spell

You have perfected the art manipulating the elements of your spells.

Prerequisites: Elemental Spell

Benefit: Choose one energy type: acid, cold, electricity, fire, force, or sonic. You may replace a spell's normal damage with that energy type or split the spell's damage, so that half is of that energy type and half is of its normal type. You can chose the damage type(s) when preparing the spell (if you're a prepared spellcaster) or when casting the spell (if you're a spontaneous caster). The spell gains the appropriate descriptor based on the damage type(s) dealt by the spell.

Level Increase: +1 (an improved elemental spell uses up a spell slot one level higher than normal)

Mob Spell

You can infuse your spells to spread through crowds and mobs, moving like a virulent arcane plague that infects those huddled together.

Benefit: When you cast a mass spell (any spell with 'mass' in the name, such as *mass enlarge person*) with a duration longer than instantaneous, for the duration of the effect at the start of your turn any creature adjacent to at least 2 other creatures under the effect of the spell becomes targeted by the spell, using the current remaining duration. The creature gets a saving throw against the effect. A creature can only be targeted once per turn by a given spell this way, regardless of how many affected creatures they are adjacent to.

Level Increase: +3 (a mob spell uses up a spell slot three levels higher than normal)



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