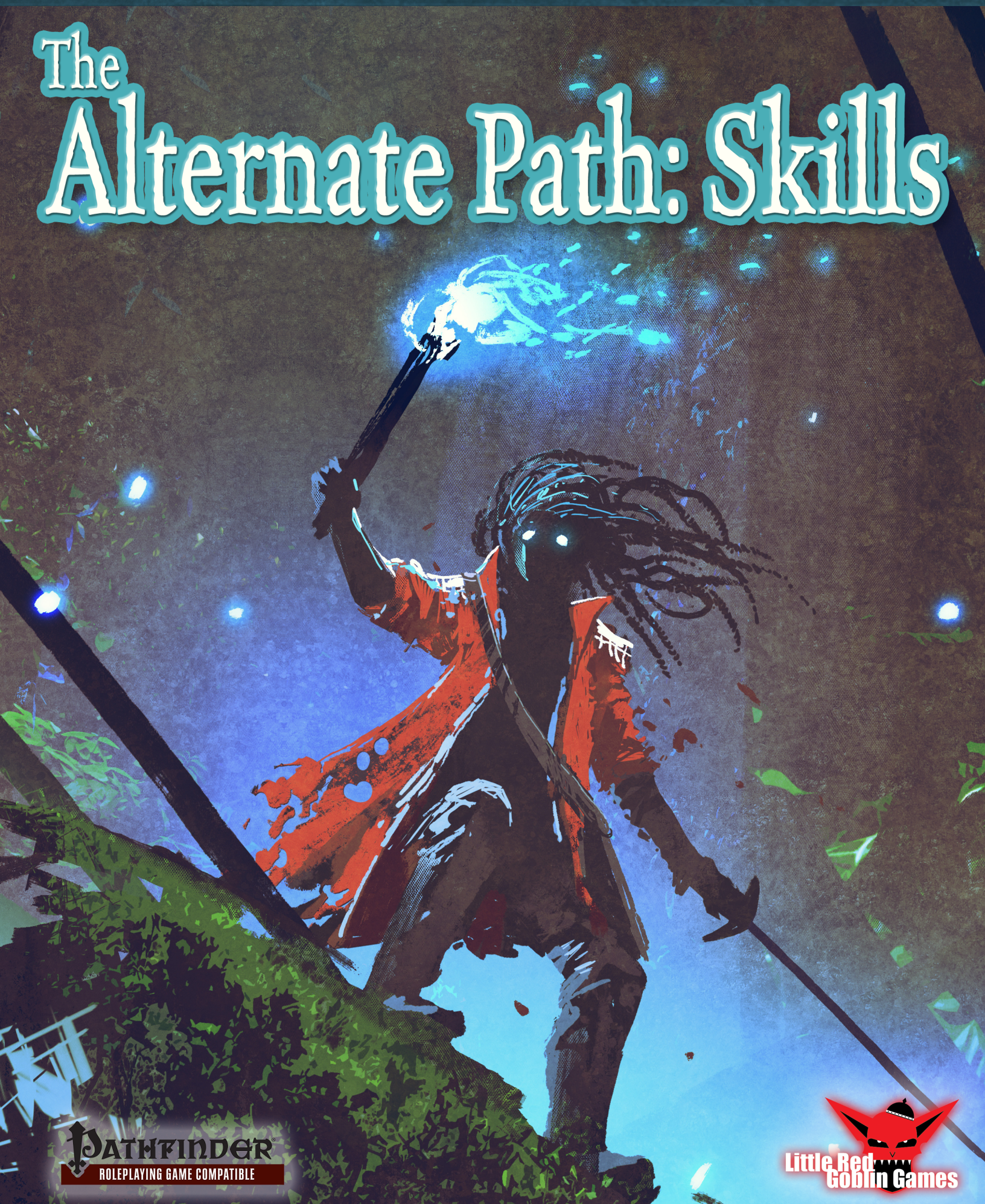
The Alternate Path: Skills



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Little Red Goblin Games

The Alternate Path: Skills

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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 martial characters. 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. By design, many of the classes in this book overlap with the fighter; expanding on the design space it normally occupies to give more options for martial characters. Why use an exotic class though? 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 puppeteer is a new spin on the companion/master relationship, the professor takes being a skill monkey to a whole new level, and the ritualist messes with action economy in a complex but exciting way.

When you combine the exotic classes with the alternate rules also presented in the books of out 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

Skills

The obvious focus of this book is skills and their impact on the game world. The classes in this book all have at least 6 + Int skill ranks per level, the feats are all focused on skills, we provide new uses for existing skills, new skills, etc. This book should be used in campaigns where skills are at the forefront: Robinson Crusoe style survival games, Ultimate Intrigue style political games, or exploratory style games.

Tools & Utility Equipment

We feel that tools get sidelined in favor or weapons and armor. There just aren't a lot of interesting things to do with tools. Most simply give a +2 bonus if they are masterwork and you can't do much with them beyond that. We set out to provide options that will allow you to customize your tools a bit more. To that end we've included simple rules to allow you to make or buy things like magical tools (+4 lute anyone?), tools made out of special materials (adamantine manacles are pretty hard to break out of), and added a slew of new magical tools. This became a theme for this book because we see tools and skill checks going hand in hand togethers.

Conspiracy & Intrigue

This book features a lot of content on misdirection, lies, bluffing, and conspiracies. The ritualist class is an agent of a secret order and the pseudoscience feats are all about misinformation working in your favor.

Diverse Options

We focused on encouraging diverse options for players. For example, rather than rewarding a character just pumping a single skill or two with a lot of ranks we have feats and abilities that encourage players diversify what kind of skills they put ranks in. This extends not only to literal skill selection but matters of conflict resolution. We want players to have a buffet of things to select from when it comes to overcoming an encounter; not just combat and not just a single skill or two that they are really good at. This is most exemplified in the skill synergy section and the professor class who have myriad options at their disposal.

Combating Power Creep

Supplemental books like this one present a problem: they add options without removing any and sometimes give new tools and venues for power by introducing new subsystems and alternate rules without limiting old ones. We want to combat that and, to that end we have done the following:

Too Many Skills

This book introduces optional skills and ways to use skills. The system was designed with a set number of skills in mind and gave classes the number of skill points they have based on that. If adding a new skill you can either: add 1 skill point per level to all classes for every 2 new skills you add or you can use condensed skills to reduce the total number of skills.

Massive Skill Bonuses

This book provides methods for characters to get higher skill bonuses than in a typical Pathfinder game. A character dedicated to gaining the highest bonus possible will exceed system expectations. This may be addressed by either having a talk with that player to limit what options they can take, embracing it and letting them have fun with something they enjoy (a godly Acrobatics check is cool but not inherently game breaking), or limiting the total bonus in a skill to three times their character level. This last option will encourage diversification of skills rather than hyper-specialization.

Implementation: In our alternate rules section each rule has a suggested method or methods by which the rule can be implemented.

How to Use This Book

There are several symbols in this book that we have included to make things easier for you to reference things. The following icons denote that something is specifically for, or related to, or is somehow related to a specific class:

Executioners

Ritualists

Professors

Rogues

Puppeteers

Bards

Abbreviations of Referenced Products

CRB: Pathfinder Core Rulebook (Paizo)
APG: Pathfinder Advanced Players Guide (Paizo)
ARG: Pathfinder Advanced Race Guide (Paizo)
UC: Pathfinder Ultimate Combat (Paizo)
UM: Pathfinder Ultimate Magic (Paizo)
UI: Pathfinder Ultimate Intrigue (Paizo)
AA2: Adventurer's Armory 2 (Paizo)
OA: Occult Adventures (Paizo)
Unchained: Pathfinder Unchained (Paizo)
RG4: Little Red Goblin Games Racial Guide 4 (Little Red)
AP:Magic: Alternate Path Magical Characters (Little Red)
AP:Skill: Alternate Path Skill (Little Red)
G2: Gonzo 2 (Little Red)
Saiga: Saiga Racial Guide (Little Red)

Niches

Some skills are too niche to really warant a full skill and few players would bother putting ranks into it (as a really high rank in something like "Perform: Skipping Rocks" wouldn't provide much of a benefit). To offset this we are introducing "niche skills", a subtype of skills.

- When you put ranks into a niche skill it provides a flat bonus, rather than just adding a +1 to rolls associated with it. 1 rank provides a +2 bonus, 2 ranks provides a total of +4, and 3 ranks provides a total of +8.
- A niche skill has a maximum of 3 ranks.
- Niche skills have limited combat uses (they never provide direct benefits like bonuses to attack rolls, damage roles, increases to DCs, etc).
- They are referred to as "niches", rather than skills (as they are a subtype of skill).
- Niche skills have an ability score associated with them that is determined by the GM ("Niche: Skipping Rocks" would be Dexterity, for example).
- Niches are never treated as class skills for any class (unless otherwise stated).
- Niches cannot be taken for feats like Skill Focus or selected for class features that provide a bonus to a skill.
- **Pathfinder Unchained:** Niches do not have skill unlocks.

Niche Tricks

A "trick" is a simple, mundane, rather useless, physical talent you've honed over the years- probably to show off with. They are sometimes referred to as "stupid human tricks" or "party tricks" in the common parlance. Niche tricks are niches, which are a subtype of skills. Like Profession or Perform skills, the potential list of Trick niches are endless; however, here are common Trick niches:

- Ventriloquism.
- Bouncing darts off platforms to hit a bullseye.
- Skipping rocks.
- Catching food thrown to you in your mouth.
- Jumping rope.
- Juggling.

- Balancing objects precariously on other objects in what seem to be impossible ways
- Balancing large objects on your body (ladders, chairs, etc).
- Human statue.
- Competitive eating.
- Chugging a drink in a stunningly short time.
- Freakishly good at beer pong.
- Writing with your eyes closed.
- Impressions.
- Air guitar / lute.
- Whistling obnoxiously loud.
- Holding your breath for a long time.
- Bench pressing.
- Dramatic posing.
- Hand jive.
- Sommelier (identifying wine and its qualities by taste).
- Goldfish swallowing.
- Pole sitting.
- Snake charming.
- Card throwing.

Cultured Niches

The Cultured niches grants you a somewhat shallow understanding of a topic but it creates a well rounded person if you take a lot of them. Each time you take a rank in this niche it grants you a bonus to one of the topics list below, though only if the DC is 15 or less (above that and it doesn't apply). If you have a skill that you have a higher total bonus that is relevant to the check, use that instead (rather than stacking).

Like Profession or Perform skills the potential list of Cultured niches are endless, however here are common Cultured niches:

- Raising kids
- Armchair politics
- Modern music
- Introductory philosophy
- Art appreciation
- Introductory math
- Popular literature
- Classic literature familiarity
- Simple elderly care
- Basic modern science
- Home cooking
- Casual Pet care
- Celebrity gossip
- Simple clothing repair
- Basic popular dance
- Amateur creative writing

Labor Niches

Some people bounce between jobs regularly, rather than settling down on a single job. Each time you put a rank into General Laborer you can select a single, narrowly defined profession and you gain a bonus in that area of labor, though only if the DC is 15 or less (above that and it doesn't apply).

The most appropriate uses of this skill are to covers manual labor like:

- Grave digging
- Logging
- Physical delivery
- Dairy farming
- Unskilled construction
- Animal husbandry
- Cattle driving
- Industrial painting
- Carriage driving
- Food service
- Portage (carrying boats)
- Textile work
- Food picking
- Rice farming
- Canoeing
- Tour guide
- Fisherman
- Midwife

Sidebar: Difference Between "Cultured", "Trick", and "Labor" Niches

Tricks tend to be physical talents one has picked up over time, cultured niches are more mental, and labor niches are social/economic niches. Trick niches are narrowly focused but are very deep, cultured niches are really broad and shallow, while labor niches are in the middle (not as focused as tricks but not as shallow as cultured niches).

Game Mastery Topics

Variable Ability Scores

Not every check uses the associated ability score described in the core rulebook. We want to encourage you to explore alternative ability scores for certain skills.

Examples

- Fly: When an angel flies (using the Fly skill) and wants to support a lot of weight while doing so, that would probably be a Fly (Str) check rather than a Fly (Dex) check.
- Ride: Ride covers a lot of kind of transports and while the quick reaction times associated with Dexterity might be important a large and slow-moving ship might be better piloted with careful planning and an intuitive understanding of the seas. A Ride (Wis) check might be better here than a Ride (Dexterity), though a case for Profession (Sailor) (Wis) could also be made.

What is a Staight Ability Score Check? (With No Skill)

Often overlooked is the "ability score check". This is a check that is entirely reliant on your ability score modifier rather than a skill.

As a GM, you should use ability score checks when:

- No skill is directly relevant.
- Many skills are sort of relevant but all of them rely on the same ability score.

As a GM, when using ability score check you should:

- If the DC of a check scales with level, reduce the DC of that check by 1/2 character level.
- Reduce the DC of the check by 3 if it does not scale with character level.

Here are common situations associated with various ability score checks:

Strength

- Can be used to break bonds in place of the Escape Artist skill.
- Lifting up an object.

Dexterity

- Things pertaining to physical accuracy like threading a needle while on a moving animal.
- Displays of grace like when trying to impress a gladiator coach.

Constitution

- Checks made to resist nonlethal damage from exhaustion.
- Checks made to continue running.
- Checks made to avoid nonlethal damage from a forced march.
- Checks made to hold your breath.
- Checks made to avoid nonlethal damage from starvation or thirst.

Intelligence

- Untrained knowledge checks.
- General knowledge checks.

Wisdom

- Common Sense checks.
- Reminders from the GM of things you already know. ("Recalling information")

Charisma

- Checks made to subtly project influence and/or status.

Critical Skill Checks

If your game is using this system skills can now critically succeed but also have a chance to critically fail. If you roll a natural 20 on a skill check, add 1/2 your level to the result. If you roll a natural 1 on a skill check, it automatically fails.

Progress: If this is a skill check to progress on a crisis (see the "Progress" section later in tihs chapter), it recovers 5 points (to a maximum of its maximum value).

Skill DC Chart

The following chart provides a general guideline on the difficulty for skills and uniform terminology for discussing their difficulty.

Table 1-1: Skill Difficulty

Difficulty (DC)	Example (Skill Used)
Very Easy (0)	Spot an elephant in a room. (Perception)
Easy (5)	Move across a surface 1-3 feet wide while keeping your balance. (Acrobatics) Guide a well trained mount with your knees. (Ride)
Average (10)	Climb a surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging. (Climb) Get along in the wild. Move up to half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10. (Survival)
Tough (15)	Craft a high quality item or trade good. (Craft) Find the average concealed door. (Perception) Keep from getting lost or avoid natural hazards, such as quicksand. (Survival)
Challenging (20)	Move across a surface 2 inches wide while keeping your balance. (Acrobatics) Control mount in battle. (Ride) Swim in stormy waters. (Swim)
Formidable (25)	Sense a burrowing creature underneath you. (Perception) Identify a 5th level spell by the effect it caused. (Knowledge (arcana).)
Heroic (30)	Rear a wild predator dinosaur, like a spinosaurus, and tame it. (Handel Animal)Escape manacles. (Escape Artist) Give an extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant patrons, or even from extraplanar beings. (Perform)
Nearly Impossible (40) [Extreme]	Use a scroll created by a 20th level caster. (Use Magic Device) Climb on an overhang or ceiling with handholds but no footholds, or a typical city wall while it is raining heavily. (Climb) Successfully play off an attack with a greatsword as not your fault (Bluff)
Impossible (50) [Extreme]	Open an lock of amazing quality without using the proper tools. (Disable Device) Run across a wire whose width is no wider than that of a few hairs. (Acrobatics Convince a seasoned adventurer of an absolutely absurd lie. (Bluff)

New Skills

In this section we will suggest some other skills to add to your game, if you feel they are relevant to your adventure.

Implementation: If you plan to use these additional skills you suggest you remove another skill from the game or increase the number of skill points all characters get by 1 for every 2 new skills you add.

Pilot (Wis; Trained Only)

The Pilot skill allows you to control non-human/non-animal powered vehicles. It supplants the plethora of skills (Ultimate Combat suggests that "Fly, Knowledge (nature), Profession (sailor), Survival, or even Acrobatics or Knowledge (arcana)" could be applicable to a vehicle, depending on its power source.)

Steps on the Toes of: Ride, Fly, Profession (Sailor)

Self Discipline (Wis; Trained Only)

You have developed an intense level of self control that allows you to assume manual control over your mind and body. This allows you to power though things that would break lesser people and reign yourself in when it would be detrimental to lose control.

Break Habit

Habits, compulsions, and addictions are hugely detrimental things to someone's life. With enough self discipline, professional help, and a developed support network you can overcome these things and take charge of your life.

A habit is a non-magical behavior that you generally exhibit on a day to day basis; swearing a lot, eating a

Table 1-2: Pilot

Task	Description	DC	Time
Driving Check	Any check pertaining to the driving or piloting of a vehicle (as laid out in Pathfinder: Ultimate Combat).	Base DC: 5 (Not in Combat) 20 (In Combat)	Varies
Accelerated Turning	If a vehicle's current speed is twice its acceleration, the driving check DC increases by 5 to make up to a 90 degree turn. If a vehicle's movement is three times its acceleration, the driving check DC increases by 10. If it is four or more times its acceleration, the DC increases by 20.	Base DC +5 Base DC +10 Base DC +20	Standard Action
Ease of Use*	Reduce any increases to the base DC of driving checks associated with a powersource by your ranks in Pilot (minimum of 0). If you have a relevant skill (like Craft (Alchemy) for alchemical ships) you can reduce this DC increase as well. Use the higher of the relevant skill or Pilot, they do not stack.	-	Passive
Difficult Boarding	You can take an immediate action to increase the DC of a creature attempting to board your ship. Make a Pilot check and the result replaces the Acrobatics check required to jump on or off your vehicle.	-	Immediate Action
Flying Prone	The driver of a prone air vehicle must succeed at a DC 25 Fly check immediately to avoid falling.	25	
Repair a Vehicle	In place of a relevant Craft skill, you can use your Pilot skill to repair vehicles you are familiar with.	Varies	Varies
Exotic Vehicles	Vehicles that are particularly advanced or exotic increase the DC required to make Pilot checks by +5 all the way up to +10.	+5 to +10	-

*Example: Vehicles powered by alchemy increase the base DC of driving checks by 10. If you have 5 ranks in Pilot, it would only increase the DC by 5. If you had 7 ranks in Craft (Alchemy) you would only increase the DCs by 3, as it is a relevant skill.

little too much, staying up too late, etc. When you plan to break a habit, make a Self Discipline check at the start of each day. If you beat a DC of 15 you will not do that habit during that day. After 7 successful checks you will change your habit. This can be used to form good behaviors rather than break bad ones.

A compulsion is a psychological obsession or behavior that has been magically forced on you. This might be a geas/quest spell, a suggestion, or avoidance behavior learned from trauma. To overcome a magical compulsion you can treat it like you are ignoring it (see the preceding section on ignoring conditions), the DC is the DC of the save against the spell, and if you are successful it suppresses it for 1 minute + 1 minute for every 2 your beat the save DC by.

To break a psychological compulsion or obsession, treat it like a habit but the DC to overcome it on a daily basis is 20 and you require 20 successes.

Addiction is a beast that you can never truly slay, though you can learn to fight it more effectively. You can use Self Discipline checks in place of Will saves to resist engaging in addictive behavior or consuming addictive substances (even saves against magic). If you are addicted you can make a DC 30 Self Discipline check each day to avoid engaging in your addiction. After 10 successes the DC goes down to 25 and the DC is reduced by a further 5 for every 10 successes after that, to a minimum of DC 10. A roll of a natural 1 is always a failure when combating addiction with Self Discipline. Failure on a Self Discipline does not mean your character will engage in that activity automatically but it just means that they are not immune to it for the day and will feel the urge.

Ignore (Conditions)

One of the most common use for the Self Discipline skill is to suppress the effects of a condition until the start of your next turn. Ignoring a condition is a swift action that can be done even if the condition normally does not allow for it. Any penalties imposed by the condition you are trying to ignore do not apply for Self Discipline checks made to ignore it (Example: A shaken character would ignore the -2 penalty on skill check penalty on the Self Discipline check to ignore it).

A character may not ignore conditions imposed by the use of class features, such as the barbarian's fatigued condition they gain after they rage.

Ignore (Poison)

You can suppress the effects of a poison with the power of your discipline. You treat it like you are ignoring it (see the preceding section on ignoring conditions), the DC is the DC of the save against the poison, and if you are successful it suppresses it for 1 minute + 1 minute for every 2 your beat the save DC by.

Table 1-3: Ignoring Conditions

Condition	DC
Cowering	35
Frightened	25
Shaken	20
Exhausted	30
Fatigued	25
Nauseated	25
Sickened	20
Fascinated	25
Dazzled	20

Memorize

You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Self Discipline check.

Stabilize

You can attempt a Self Discipline checks in place of a normal stabilization roll. You get twice the penalty you'd incur with a normal stabilization roll if you attempt to stabilize through sheer force of will.

Suppress Emotion

You can attempt a Self Discipline check to suppress emotions, causing them not to show on your face. It is a DC 15 check for regular emotions and DC 20 for strong emotions. You still experience the emotions but do not externalize them. This imposes a -8 penalty on anyone attempting to discern your attitude or opinion (generally, a Sense Motive check).

Bluff (New Use): If you are not using Self Discipline as a skill, this can be done as a Bluff check instead.

Waking Sleep

You can keep your mind somewhat awake while asleep, allowing you to remain somewhat vigilant while sleeping. If you successfully make a DC 40 Self Discipline check you can make sound-based Perception checks while asleep without penalties.

Travel (Con; Untrained)

This skill concerns itself with traveling from point A to point B. Characters skilled in travel tend to be nomads, woodsmen, messengers, and scouts.

Steps on the Toes of: Survival, Knowledge (Geography), Fly, Climb, Swim, Acrobatics

Table 1-4: Travel

Task	Description	DC	Time
Bypass Difficult Terrain (Mundane)	You can bypass mundane difficult terrain, treating it as mundane terrain. Make a check at the beginning of your movement. For every 1 you beat a DC of 10 by you can treat 1 square of your movement as normal terrain.	10 + number of squares	As Part of Movement
Bypass Difficult Terrain (Magical)	If a spell that creates difficult terrain allows for a save, you can make a Travel check in place of the save.	Equal to the Save	In Place of a Save
Reduce Dangerous Terrain (Mundane)	You can cause dangerous terrain to count as difficult terrain. Make a check at the beginning of your movement. For every 2 you beat a DC of 15 by you can treat 1 square of dangerous terrain you move through as difficult terrain.	15 + 2 for every square of movement	As Part of Movement
Gain Climb Speed	This grants you a climb speed equal to 1/2 your land speed until the end of your turn.	25 (1/2 land speed) 30 (full land speed)	As Part of Movement
Gain Swim Speed	This grants you a swim speed equal to 1/2 your land speed until the end of your turn.	25 (1/2 land speed) 30 (full land speed)	As Part of Movement
Speed Up Overland Movement	When you set out on overland movement, make a Travel check. For every 1 you beat a DC of 10 by you treat your overland speed as being 1 foot faster.*	10	As Part of Overland Movement

*This applies when traveling great distances, not in combat. Remember: movement only counts in full 5 foot increments.
Note: You may only use this skill to modify your movement in one way.

New Uses for Existing Skills

Extreme Skill Uses

There are occasions where a character will have an absurdly high skill bonus and be capable of nearly impossible and entirely impossible tasks. "Extreme" skill uses are skill checks with a DC of 40 or higher. This section will provide examples for skill checks that could be attempted with a DC of 40+ for each skill. These are marked [Extreme].

Acrobatics

Mid-Air Stall [Extreme]

Once per fall you can attempt a DC 40 Acrobatics check to reset your momentum to 0 midair. This causes you to remain in that position in the air until the start of your next turn. This is a free action but taking this action ends your turn. Calculate any falling damage from that point as if that was the highest point you fell from. Failure means you continue to fall take a -4 penalty on any Acrobatics check made to reduce falling damage during this fall.

Appraise

Appraise Abstract [Extreme]

With a DC 50 check you can appraise the monetary value and relative quantities of an abstract thing like "love" or "one's morals". This can let you know, in a quantifiable way, who has more justice in their heart, how much it would take to bribe a king to sell their country, or determine just how much saying something stupid at dinner is going to cost you before your spouse speaks to your again.

Appraise Settlement [Extreme]

You can quantify the price of the entire assets of a town or city. This gives you a general idea of the income, tax rates, amount of debt, value of assets held in trust, and the like. The DC varies by the size of the settlement (see Table 1-4: Appraise Settlement). This requires you to study the area for at least an hour and have a free roam to explore. Failure gives you no information and you can retry after 1 week.

Table 1-5: Appraise Settlement

Settlement Type	Population Range	Apprise DC
Thorpe	Fewer than 20	20
Hamlet	21-60	25
Village	61-200	30
Small Town	201-2,000	35
Large Town	2,001-5,000	40
Small City	5,001-10,000	45
Large City	10,001-25,000	50
Metropolis	More than 25,000	+1 per 1,000 over 25,000

Bluff

Deny Attack

You can act as though you didn't just attack someone, going from a neutral stance to battle-ready and back again. In order to deny an attack, you must draw a weapon, attack, and sheath the weapon all in the same round. If you do so, as a swift action you can make a Bluff check at a -10 penalty against an opposed Sense Motive check from your target (treating it as a far-fetched lie). If you succeed, the opponent doesn't recognize you as the source of the attack, although they are aware that something just hit them. It may be obvious that you made a hostile action and thus impossible to deny, though if done in a location like a crowd or with a ranged weapon denying it could be plausible.

Modifiers

- **Weapon Size:** You gain a +2 circumstance bonus to deny an attack when using a light weapon, and a -2 penalty when using a two-handed weapon.
- **Concealment:** If you have concealment, you gain a +2 bonus on attempts to deny an attack.
- **Alone:** If no other person is visible, you take an additional -10 penalty on attempts made to deny an attack, treating the attempt as an impossible lie instead of a far-fetched lie.

Craft

Craft with Theoretical Materials [Extreme]

You've reached such a level of talent that you can forge javalines out of bolts of lightning, weave cloaks out of shadow, chisel crowns out of dreamstuff, and beat scepters out of sorrow. Crafting with theoretical materials increase the DC of the Craft check by +20 but does not influence the total cost. This is because you cannot buy the material needed to craft with theoretical material- it must be harnessed. Each material has a special way it must be harnessed.

All theoretical materials have:

- **HP per Inch:** 5 x the crafter's ranks in Craft*
- **Hardness:** The crafter's ranks in Craft*

*At the time of crafting.

Primal Element

Yours spear can literally be forged out of a storm (dealing electricity damage), your kris an amorphous blade of acid, and your bow shooting arrows made of the very essence of fire.

Harnessing

To harness a primal element you must have a readily available and constant source of it. You'll require far more than the amount any spell can conjure up, and on a consistent and reliable basis. You may need to travel to an elemental plane and forge your piece of equipment out of the very fabric of that realm. Alternatively, supernatural feats that allow you to tame an element, like snatching a lightning bolt out of the air and forging it, may work instead.

Effect

Any weapon forged from a primal element deals all of its base weapon damage, including Strength and other normal bonus but excluding magic weapon properties, as the element it was forged out of. Ranged weapons do not impart this benefit to mundane ammunition, but ammunition forged out of a primal element also has this effect. Any armor or shield you forge in this fashion imparts energy resistance against its associated element based on the armor type: light armor (5), medium armor (10), heavy armor (15), shield (5), tower shield (10). Having armor and a shield forged out of the same primal element does not grant stacking resistances; only the highest resistance applies.

Emotion

The emotions of a crafter are literally woven into banners, worn as armor, and wielded as weapons. You could crown your successor with a circlet of arrogance, remind your students to center themselves with a badge of spiritual stillness, or drive your foes to madness with a hammer of unsettling anxiety.

Harnessing

One cannot spontaneously craft equipment out of an emotion unless the crafter is overcome by a natural and overwhelming period of emotion in their life. A smith may forge of shield of pure joy upon the birth of their child, a scepter of sorrow crafted when the smith watched their kingdom burn, and a ring of total surrender could only be forged by a priest witnessing a miracle for the first time. An artificially induced emotion always results in a failed Craft check.

Effect

An emotion-forged item imparts the feeling the crafter felt at the time of forging to any creature any time they interact with it. This causes any creature to is hit by an emotion-forged weapon to make a Will save (DC 10 + the crafter's ranks in Craft) or be overcome by the overwhelming emotion that the weapon represents. This is mostly a roleplaying impact, though mechanical impacts are possible: imparting the shaken condition is not out of the realm of possibility and a hammer of stillness, forged out of a monk's calmness, could end a

rage. The same thing happens if an enemy successfully hits a creature weapon wearing or wielding a defensive item made of this. A creature who has made this save once gets a +4 bonus on make all future saves against it for 24 hours. If someone wears or wields an emotion-forged item they constantly experience the emotion strongly. A worn item (specifically not a weapon, shield, or piece of armor) crafted out an emotion grants an insight bonus against opposing mental states equal to 1/2 the crafter's ranks in the associated Craft skill. Thus a hat made of happy thoughts would grant a bonus against fear, while a ring of serenity might protect against confusion.

Abstract Concept

An abstract-forged item considers the relation of its concept to things it interacts with. A sword of light may destroy the darkness, a shield of faith may block attacks from angels, a ring of purple may allow you to command all purple creatures, and stand tall in armor of pure unbending resolve.

Harnessing

To harness an abstract concept for forging you must find the single item that most embodies that concept in the most primal and absolute way. This may require you to forge gods into rings of divinity, an entire library into shields of knowledge, a sun into swords of light, and the hearts of the emperor of the world into a crown of nobility. Obtaining the material is only half the challenge; you must quest to obtain the knowledge of what the singular embodiment of the concept is. It may change as you seek it, it may move, and it may purposefully elude you until you are shown to be worthy of the concept itself. It is said that you must *become* the concept, at least in part, to harness it.

If an object forged out of the specific topic you want to harness exists, only that object is suitable material, although it can serve as enough material no matter the item you wish to create. For example, if you wanted to forge a *lance of the ocean* and there existed a *helm of the ocean*, you'd need to track down the *helm of the ocean* and reforge it. Many abstract-forged items belong to deities or other powerful entities.

Effect

When you strike something with a weapon forged from an abstract concept, compare the object struck's relation to the concept it was struck with. If it is directly opposed to it, add 2d6 additional damage (a sword made of light attacking a shadow). If it harmonious with the concept, it cannot hurt it (a sword of shadow attacking a shadow). If there is no clear connection or of its just kind of ancillary, it has no special effect (a sword of health attacking an elven swordsman). The connection must be obvious to have an impact.

In the same way defensive items forged from an abstract concept grants the user Damage Reduction that can only be overcome by opposing sources (meaning the wearer is protected from attacks from harmonious sources and sources that lack a meaningful relationship to the concept). The amount of DR is as follows: light armor (DR 1/

opposition), medium armor or shields (DR 3/ opposition), heavy armor or a tower shield (DR 5/ opposition). DR from objects forged from abstract concept does not stack, though they may apply in different circumstances if forged from different concepts.

When forging an object (not a weapon, shield, or defensive item) it becomes a detector of the abstract concept, grants you dominion over it, and exists as the purest embodiment of the abstract concept. It grants you an insight bonus equal to 1/2 the ranks in Craft of the crafter on checks made to command things directly tied to the abstract concept. This also allows you to influence the attitudes and communicate with things associated with your concept- even if they are mindless or do not share a language with you (as you communicate with their concept, not their physical being).

For example, if you had a *ring of purple* you'd always be aware of the presence or absence of the color purple, you'd gain an insight bonus on checks made to demoralize or improve the attitudes of anything that was colored mostly purple, could command purple paint to fall off a wall, and if anyone else wanted to forge an abstract item centered on the abstract concept of purple they'd need to re-forge it out of your ring.

Capture Likeness (Painting)

By carefully illustrating an individual creature you can so expertly capture their likeness that creatures that attempt to scry with it cause their target to take a -4 penalty to their Will save rather than a -2. This causes the picture to be treated like it was a possession or garment of the person illustrated rather than simply a likeness or picture.

In order to successfully create a useable likeness, you must make a Craft (paintings) check, with a DC 10 + target's HD + Charisma modifier. This takes 2d4 hours. You can reduce this to 4d6 minutes by taking a -10 penalty to your skill check.

Alternatively you may capture the essence of a particular vista, allowing other to use the painting as a focus for teleportation magic. When used as a focus as part of the casting, the spellcaster is treated as one step more familiar with the area painted, to a maximum of very familiar. If substantial changes have been made to the area since the painting was made, this has no effect. The Craft DC of capturing a landscape is 20-25, depending on the complexity of the landscape, and takes 2d6 hours.

This can be done most commonly with Craft (painting) or a similar Craft skill like drawing. With a GM's permission it may be done with Profession (Illustrator) or a similar Profession skill (draftsmen, survey artist, etc) at a -4 penalty. Some Crafts or Professions will only apply to *scrying* attempts while others may only apply to *teleportation* attempts.

Diplomacy

Inspire

You can inspire the best in others by giving them a rousing speech or offering a positive aphorism in harsh times. The DC of this check depends on the creature's alignment on the good/evil axis, adjusted by its Charisma modifier. This causes them to act as though they were one step more good aligned (though does not actually change their alignment).

You cannot inspire a creature that does not understand you or has an Intelligence of 3 or less. You can't inspire in combat or against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through imposing discipline generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

Table 1-6: Inspire

Creature's Alignment	DC to Inspire
Evil	20 + creature's Cha Modifier
Neutral	10 + creature's Cha Modifier
Good	0 + creature's Cha Modifier

Table 1-7: New Uses for Heal

Task	Description	DC	Time
Identify Wounds	You can gain insight into what caused wounds. The general DC is 15 for natural or common causes (fire, a longsword, etc) but increases to DC 20 if the source was exotic (an exotic weapon, a ghostly wound, etc).	15	1 Minute
Evaluate Medical Condition	You can identify the general medical state of a spell creature that you can clearly see as if you had a *deathwatch* spell active for 1 round. An adjacent ally can allow you to inspect them as a free action, reducing the DC to 10.	10 + Creature's HD	Swift Action
Identify Disease or Disease	You can identify a disease or poison afflicting a patient you study for 1 minute.	Save DC of the Disease or Poison	1 Minute
General Medical Knowledge	This provides you insight into general medical questions, the profession of being a doctor or nurse (and other medical professions), and basic biological questions.	10 (Common knowledge) 15 (Specialized knowledge) 20 (Professional knowledge) 30 (Impossible knowledge)	None

Handle Animal

Decrease Training Time [Extreme]

You can train an animal a new trick in 1 day rather than 1 week by adding 20 to the DC.

Heal

Diagnosis

The Heal skill also covers medical knowledge and practice and may be used like a Knowledge skill. Heal can be used to identify wounds on a body as a post-mortem examination as well as identify diseases and poisons. Any uses of these skill with a DC of 10 or higher requires the user to be trained in Heal to utilize.

Intimidate

Impose Discipline

You can impose discipline on a group of creatures, causing them to behave more orderly. The DC of this check depends on the creature's alignment on the law/chaos axis, adjusted by its Charisma modifier. This causes them to act as though they were much more lawfully aligned (though does not actually change their alignment).

You cannot impose discipline against a creature that does not understand you or has an Intelligence of 3 or less. You can't impose discipline during combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through imposing discipline generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

Table 1-8: Impose Discipline

Creature's Alignment	DC to Impose Discipline
Chaotic	20 + creature's Cha Modifier
Neutral	10 + creature's Cha Modifier
Lawful	0 + creature's Cha Modifier

Knowledge (Local)

Identify Taboo

You can recall customs and items considered anywhere from impolite to profane. By making a Knowledge (local) check you can gain information about local beliefs about forbidden or discouraged behavior. A common use of identifying a taboo is to avoid offending a group. Alternatively, you can use the information plan a way to "weaponize" a taboo to exploit it against a group.

Table 1-9: Identify Taboos

Taboo Severity	Example	DC
Cross-Cultural	Murder is bad	10
Standard	Greeting someone with your left hand is rude	15
Region-Specific	The local duke hates the color red	20

Special: If someone attempts to conceal a taboo from you, they can make a Bluff check opposed by your Knowledge (Geography) check.

Perform

Invent Genre [Extreme]

Expressing yourself in a totally new way allows you to invent an entirely new genre of performance in whatever art you engage in. The components of the genre have to be there (new genre are often a synthesis of elements of older ones) but you can codify it with a DC 50 Perform check. The check must be done in such a way that its influence can be spread to a wide number of people. Maybe it's a dance performed before the royal court, a new form of poetry published in a widespread book, a challenging new take on music that is passed around via sheet music or the like. However it is done a given creature can only define one new genre per year. If the attempted check fails you may not attempt to introduce the world to the same genre against.

Retry? No

Lighten Mood

You can make a Perform check to give a single willing ally a new save against a single ongoing emotion or fear effect. As a full-round action that provokes, you can make a Perform check against the DC of the effect in question. If you succeed, the ally gets a new save against the effect. The ally must be able to see and hear to gain this benefit. This can only be done once per effect per 24 hours.

Retry? No, but you can attempt a check against a different effect.

Prime Mind

In the same way your allies can seed an audience to be receptive to certain methods of persuasion in a verbal duel, you can make a Perform check to prepare a creature's mind for influence. If you perform uninterrupted for 1 minute, you can make a Perform check against a non-hostile target that can see and hear

you. The Perform check has a DC of of 10 + the target's HD + their Wisdom modifier; if you succeed the target takes a -2 penalty against the next mind-affecting effect that targets them within the next minute, and the next attempt to adjust their attitude gains a +2 bonus for the same duration. For every 5 you pass the DC, this effect lasts for 1 additional minute. This is a mind-affecting effect that is audio-dependent, visual-dependent, or a combination of the two.

Retry? No

Ride

Guide with Intent [Extreme]

You can attempt to guide your animal so long as you have some form of physical contact with them (a hand, the seat of your pants, a foot). You are so in tune with mounts that you can impart simple emotional commands via physical contact. This functions in the same fashion as guiding your mount with your knees but the DC is 30 and you can do so so long as any part of your body is touching your mount.

Sleight Of Hand

Steal Worn Item [Extreme]

You can steal an single item worn by an unaware creature so long as you have at least 1 minute to do so. This imposes a -40 penalty but otherwise functions as trying to take something unnoticed.

Stealth

Hiding Someone or Something Else

You can use your knowledge of stealth to better hide others or even camouflage buildings or objects.

Camouflage

After spending 1 minute per 1 square foot of an object or building you can camouflage it to be harder to spot in a natural setting. After completing the task roll a Stealth check using your Stealth bonus and modify the roll based on the object's size, not yours. Creatures attempting to spot the camouflaged object or structure must beat the stealth check.

Hide Someone Else

You can take a full round to hide another creature. The creature must be willing or helpless. After attempting to hide the target, roll a Stealth check at a -8 penalty using your Stealth bonus. Modify the roll based on the target's size, not yours, and apply any penalties to Stealth the target has.

Social Stealth

There is more to stealth than just not being seen. A clever person can been seen but not noticed by presenting themself in a particular fashion. Without using a disguise a person may give off the air of belonging to such a degree that they blend into a crowd. This requires a clever mix of body posture, key empty phrases, and moving with confidence. Many of the key ideas of stealth still apply to social stealth; you shouldn't be clearly seen for too long, you don't want to be the center of attention, and you need to talk your time.

You don't need concealment or cover to attempt a Social Stealth check; instead you require the presence of groups of sentient creatures, or at a setting where groups of creatures are expected. In these settings you may roll Stealth to "hide" as normal, adding your Charisma modifier in place of your Dexterity modifier. Creatures attempting to notice you may attempt a Sense Motive check to realize you don't belong and are out of place. So long as you remain "hidden" you are treated as part of the greater crowd and treated as such.

It is important to note that social stealth is not an *invisibility* effect or the act of going unseen. Instead, it is the art of blending into the crowd and being cultural white noise. If the general public isn't allowed into a particular guarded room, social stealth won't stop a guard from denying you entry but it might keep him from remembering details of the encounter or raising the alarm.

Social Stealth Modifiers

The normal bonuses and penalties that apply to Stealth checks also apply to social stealth checks, with the following exceptions and additions

- **Different Creature Type/Subtype:** If you are a different creature type (or subtype, if relevant) than the most prevalent creature type/subtype, you take a -4 penalty.
- **Magic:** *Invisibility* and similar effects do not provide bonuses to social stealth, but *glibness* effects provide a +20 bonus to such checks.
- **Fashion:** Depending on your attire, you may attract more or less attention. A GM may assign a bonus (dressed as a servant, neutral tones) or penalty (flashy clothes, high fashion) to social stealth checks. The bonus or penalty should be no greater than +/-2.
- **Openly Armed:** If you are openly armed, you take a -4 penalty to social stealth checks. If you visibly have a weapon drawn, you instead take a -8 penalty.

Survival

Endure Elements

With a DC 35 Survival check you can grant yourself a mundane version of the *endure elements* spell for 24 hours. You may include other creatures in this but the DC increases by 5 per creature. This check may only be attempted once per day and take 10 minutes to attempt to instruct and outfit the creatures for the environment they are in.

Swim

Swim in Dense Liquids

Swimming in dense liquids like molasses or tar is a difficult if not impossible feat but you can attempt it at a -10 penalty. You cannot take 10 on attempts to swim in dense liquids.

Swim Up a Waterfall [Extreme]

You can attempt to swim up a waterfall, water spout, or similar vertical water feature with a DC 50 check each round. This moves you up the waterfall a distance of 1/2 your swim speed to a maximum of 10 feet. If you don't have a swim speed, you move 5 feet. For every 5 you beat the DC, your maximum move speed increases by 5 additional feet. Failing the check means you gain no distance, failure by 5 or more means you fall to the bottom.

Condensed Skills

Sometimes skills can be a bit much and having a more condensed skill list lets people get more out of their skill points. You will note that the Athletics skill list more than one ability score for it. This is so the GM can tell you on a case by case basis what the best ability score would be for this skill.

Table 1-10: Condensed Skills

Condensed Skill	Ability Score(s)	Old Skills
Athletics	Str or Dex	Acrobatics, Climb, Fly, Swim
Skullduggery	Dex	Disable Device, Disguise, Escape Artist, and Stealth
Lore	Int	The following Knowledges: arcana, dungeoneering, history, planes, religion.

Progress

Skills only play sporadically critical roles in most combat encounters. If you are interested in giving them a more prominent role in encounters, or are just looking for a new use for skills, you can add the progress system. It affords skill based characters greater important in encounters and allows for skill checks that may require more than one turn to resolve.

Progress

During encounters there are "crisis". A crisis does not have HP but has "progress". This is akin to "Hit Points" that can be "damaged" by skill checks and represents work put into resolving an issue. There may be multiple crisis in a given encounter as well as possible combat considerations. Completing an action (as described below) puts work towards a crisis. When a crisis has 0 (or less progress) left to be done, it ceases to exist and thus be a threat.

Means

You must have a means by which to effect the crisis at hand: a tunnel threatening to collapse will need something to brace it with Knowledge (engineering), a magical rift of pure chaos would require you to have certain magical components to seal with Spellcraft, and a rioting crowd must be able to clearly see and hear you to be settled down. You must also be in a position to fix the situation and cannot attempt to resolve crisis if you are untrained in a skill.

DCs

Crisis have DCs that need to be beaten in order for any work to be done on them. The DC of a crisis will be dependent not only on the difficulty of solving the problem but also the way a character is attempting to solve the problem. The following chart has some suggested DCs.

Sidebar: DC vs Progress

The DC is how difficult something is to do and it's progress is how long and how much effort will be required to solve it. A task with a high DC but low progress denotes a crisis that requires a high degree of technical skill or knowledge but can be done simply. A task with a low DC but high progress can be an example of unskilled labor; it doesn't take a lot of skill but requires a lot of hard work (like apple-picking). A GM can adjust the DC or progress required for a given crisis if they feel it is required, in the same fashion they could adjust the statistics of creatures in a combat encounter.

New Related Actions

Any action to attempt to resolve a crisis that meets or beats the DC accomplishes a minimum of 1 point of progress.

Table 1-11: Crisis

Crisis	DC	Progress Required to Complete	Example	CR
Average	10	12	Plug a small hole on a ship with Profession (sailor) or Pilot	1
Tough	15	52	Stabilize a collapsing tunnel with Knowledge (engineering)	5
Challenging	20	85	Quiet a rioting crowd with Diplomacy or Intimidate	7
Formidable	25	126	Divert a mudslide or avalanche with Survival	10
Heroic	30	217	Close a magical rift to hell with Spellcraft or Knowledge (planes)	15
Nearly Impossible	40	370	Apocalyptic crisis event	20

Quick Fix: A swift action that progresses work by a value equal to the DC minus the amount rolled. (Example: A crisis has a DC of 25 and your total is a 28. You make 3 points of progress.)

Work: A standard action that progresses work by a value equal to the DC minus the amount rolled, plus your level. (Example: A crisis has a DC of 25 and your total is a 28. You are level 6. You make 9 points of progress.)

Dedicated Effort: A full round action that progresses work by a value equal to the DC minus the amount rolled, plus twice your level. (Example: A crisis has a DC of 25 and your total is a 28. Your level 6. You make 15 points of progress.)

Check Work: An a reaction to an ally making a skill check you can double-check an ally's work. This requires you to make the same DC as your ally. If successful, you add 1/4th your level (minimum +1) to the work done. If you have at least as many ranks in the skill as your ally who made the check, you add 1/2 your level instead.

Other Uses

This system can be useful to allow people to accomplish skill checks that might not normally fit into a single turn; picking a lock for example. It can also be used to accomplish things that might not normally be covered by traditional uses of skills: pulling down tree branches to block hail with Survival and securing it.

EXECUTIONER

A Base Class for the Pathfinder Roleplaying Game

The traditional idea of a stoic black-hooded slayer of men is only one side of an executioner. In reality it was a job that no one wanted to do because of the potential to be damned to hell and ostracized from your community. They did have certain benefits though and occupied a unique place in their community. Branded with a mark or by the removal of an ear, executioners did the jobs no one else would; dealing with vagabonds and prostitutes, the disposal of animal carcases and human remains, torture and physical punishments like flogging, and serving as barber-surgeons due to their exceptional knowledge of human anatomy (given their work).

Despite their profession they were not well training men-at-arms and most were, in fact, criminals who had been condemned to die but were allowed to commute their sentence to becoming an executioner (thought to be a fair trade because the profession would damn them to hell). Still, a well trained executioner could kill a motionless man in a single blow.

They did have some benefits, though they differed by jurisdiction. The most common was the right to the possessions their victims wore at the time of their execution. Other included the rights to any dead animals in town, a near monopoly on unpleasant jobs (for which they could charge high prices), and the right of *droit de havage* ("right to dip into"). This was the right to get a small cut of the food grown as they were ostracized from their community and this was the only way to ensure they and their family didn't starve; a right they shared only with the local lord. Work was hard to come by despite this because even a large city didn't have many executioners per years and, as such, they had to find many odd-jobs and some would ply their trade across large areas; serving as the executioner for an entire region rather than just a city.

Because the taint of one's profession was extended to one's family, the children of executioners were often forced to find work as an executioner or in other undesirable fields. This lead to unbroken hereditary lines of executioners; some lasting a hundred years or more.

Hit Dice: D10.

Branded

Executioners have some kind of clearly visible mark, disfigurement, or brand that identifies themselves as an executioner. A DC 12 Knowledge (local) check identifies the brand and it imposes a -2 penalty on Disguise checks to appear as someone else or a DC 10 Disguise check to cover it up.

Table 2-1: The Executioner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Execute
2nd	+1	+3	+0	+0	Odd-Jobs, professional executioner (+1)
3rd	+2	+3	+1	+1	*Droit de havage*
4th	+3	+4	+1	+1	Execute
5th	+3	+4	+1	+1	Odd-Jobs
6th	+4	+5	+2	+2	Professional Executioner (+2)
7th	+5	+5	+2	+2	Friends with the Reaper (+2)
8th	+6/+1	+6	+2	+2	Execute
9th	+6/+1	+6	+3	+3	Odd-Jobs
10th	+7/+2	+7	+3	+3	Behead, Professional Executioner (+3)
11th	+8/+3	+7	+3	+3	Friends with the Reaper (+3)
12th	+9/+4	+8	+4	+4	Execute
13th	+9/+4	+8	+4	+4	Odd-Jobs
14th	+10/+5	+9	+4	+4	Professional Executioner (+4)
15th	+11/+6/+1	+9	+5	+5	Friends with the Reaper (+4)
16th	+12/+7/+2	+10	+5	+5	Execute
17th	+12/+7/+2	+10	+5	+5	Odd-Jobs
18th	+13/+8/+3	+11	+6	+6	Professional Executioner (+5)
19th	+14/+9/+4	+11	+6	+6	Friends with the Reaper (+5)
20th	+15/+10/+5	+12	+6	+6	Execute

Role

The executioner is somewhat akin to a rogue in that, while they can reasonably contribute to combat, they are as at home making skill checks as they are fighting. They have a whole slew of skills from odd-jobs and their trade that make them useful in a pinch and in combat they can devastate addled enemies. When playing an executioner do not go in thinking that you are playing a fighter; you are, however, exceptionally good at punishing creatures who are in compromised positions. If you team up with a skilled wizard or bard the heads will roll!

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 executioner's class skills are Bluff (Cha), Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Survival (Wis), and Swim (Str)

Skill Ranks per Level: 4 + Int modifier.

Sidebar: The Executioner's Chassis
Veteran players will note that the executioner is a little unusual in that they have medium BAB progression (+15 at 20th level) and d10 hit dice and rather than the more tradational d8 hit dice which is often associated with medium BAB progression. We decoupled HD and BAB progression to differentiate the executioner- they are rather thuggish but not exceptionally well trained at combat, mostly picking up what they know in the same way a rogue might. They are brutes born to a martial life but they lack the martial training other classes have.

Class Features
The following are the class features of the executioner.

Weapon and Armor Proficiency
The executioner is proficient with all simple weapon, martial weapons, and with the butchering axe [AA2]. In addition, they are proficient with light armor but not with any sort of heavier armor or any shields.

Execute (Ex)
At 1st level, all weapons wielded by the executioner gain the deadly [UC] special weapon feature (not magic weapon quality). They cease to gain it once it leaves their grip or, for ranged attacks, after an attack has been resolved. In addition a *coup de grace* does not provoke an attack of opportunity if an executioner makes it.

Finally, an executioner can "execute" someone. An execution is a special full round attack action that delivers a single melee attack against a target (or a ranged attack against an adjacent target). It the attack hits, it is considered a *coup de grace*. An executioner can only execute a target that is valid for a *coup de grace* attack. This attack cannot be combined with the Vital Strike feat or similar feats.

In place of an attack roll, an executioner can make a full-round Profession (executioner) check to deliver the attack, comparing the result of the creature's AC. Any penalties that would apply to an attack roll being made under those circumstances, such as using Power Attack, apply as penalties to the skill check. If the executioner succeeds, they strike the target with a *coup de grace* attack, provided they were a valid target.

At 4th level, an executioner can perform a *coup de grace* against creatures who are not helpless but are suffering from one of the following conditions: disabled, cowering, pinned.

At 8th level, an executioner adds the following conditions to the list of conditions that allow them to perform a *coup de grace* against creatures: exhausted, panicked, stunned.

At 12th level, an executioner can deliver *coup de grace* attacks against creatures who are otherwise immune to critical hits and/or death effects. If the creature is immune to either of those, they simply gain a +4 bonus on the save against the death effect.

At 16th level, an executioner adds the following conditions to the list of conditions that allow them to perform a *coup de grace* against creatures: fatigued, flat-footed, grappled, prone, staggered.

At 20th level, an executioner adds the following conditions to the list of conditions that allow them to perform a *coup de grace* against creatures: shaken, sickened.

Reprint: Deadly Weapon Property (Ultimate Combat)
When you use this weapon to deliver a coup de grace, it gains a +4 bonus to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack

Reprint: Coup de Grace

As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace. Delivering a coup de grace provokes attacks of opportunity from threatening opponents. You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

Odd-Jobs (Ex)

Executioners essentially had a monopoly on unsavory, unclean, jobs in a community (and sometimes a much wider area). To represent this they have a list of "odd-jobs" to represent the various undesirable jobs they had to familiarize themselves with. The executioner gains their first odd job at 2nd level. At 5th level and every 4 level after that the executioner gains an additional odd job. A complete list of odd-jobs can be found later in this class.

Professional Executioner

Executioners undergo not-insignificant training before they can kill a convicted criminal, practicing first on animals and assisting a more senior executioner before moving onto humans. One of the reasons for the skill was that if they messed up

an execution (in some places, if it took more than 3 swings) they'd be executed themselves.
At 2nd level, an executioner gains a +1 bonus on Profession (executioner) checks. This improves by +1 at 6th level and every 4 levels thereafter to a maximum of +5 at 18th level.

Droit de Havage (Ex)

Beginning at 3rd level, when in an area where the executioner's profession is recognized and employed they can always acquire rations or supplies whose total GP value does not exceed twice their executioner level by heading to a market and invoking *droit de havage*. This may only be done once per day and, if overused, may offend the locals.

Friends with the Reaper (Ex)

At 7th level the executioner gains a +2 bonus on saves against death and fear effects as they are rendered numb to such things, given their line of work. This bonus improves by +1 at 11th level and every 4 levels thereafter, to a maximum of +5 at 19th level.

Behead (Ex)

At 10th level, an executioner can execute a creature as a standard action, though never more than once per round.

Sidebar: Your Best Friends

An executioner is a very terrifying character... if they have the right setup. They are in desperate need of a character who can inflict conditions on a foe. At early levels you are looking for a character who can inflict disabled, cowering, or pinned. This makes for a nasty one-two punch with a wizard or grappling focused character (like a monk or fighter). At higher levels you'll be able to team up and execute things set up by other characters but we almost don't recommend playing an executioner unless you have a reliable means of setting up an execution. If you are playing without one you'll find that you end up focused mostly on social endeavors and out of combat skill utility with the occasional situational opportunity to execute a foe. If you are without ally to help set up your foes for you, a *wand of hold person* or a *wand of ray of exhaustion* will be invaluable to your combat experience.

List of Executioner Odd-Jobs

Barber-Surgeon: An executioner's familiarity with human anatomy begins to lend itself to practical medical effects (though not academic ones). An executioner who has this odd-job can substitute their level for their ranks in Heal or gain +1/4th level bonus on such checks so long as the check being made isn't a long term care check.

Bodyguard: The executioner gains the Bodyguard feat as a bonus feat even if they do not possess Combat Reflexes.

Criminal Element: Due to their forced ostracization but employment by court officials, an executioner finds themselves straddling the line between civil servant and the criminal underworld. They gain a +1/4 bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks on known members of the criminal underworld and court officials.

Damned By Death: With their official duty being the killing of others, executioners were often seen as damned. An executioner with this odd-job may choose to count as an evil creature (rather than neutral or good) for all effects and purposes as a free action. Resuming their true alignment takes a swift action. This has no impact on evil executioners.

Expert Briber: An executioner is no stranger to bribery: families of the condemned often bribed executioner to allow their loved one some small comforts or to strike well (aka: "don't intentionally mess up"), and court officials often did the same for unmentionable jobs they needed doing. An executioner who has this odd-job can substitute their level for their ranks in Appraise, Diplomacy, and/or Sense Motive when trying to gauge how much a bribe will cost, offering a bribe, or evaluating a bribe.

Gardner: An odd but commonly cited side-profession of an executioner was that of an unskilled landscaper or gardener for a local lord. An executioner who has this odd-job can substitute their level for their ranks in Profession (gardener) or gain +1/4th level bonus on such checks. In addition, they can use Profession (gardener) to identify plants.

Hangman's New Boots: In some jurisdictions, the executioner had the right to claim any clothing worn by those they legally executed. Once per day when the executioner successfully coup de graces an enemy, the may can increase the effective treasure of the creature by +50%. This might be loose coins, jewels, or other useful items of value.

Hone Edge: When an executioner hones a weapon with a whetstone, a task taking 15 minutes, they can hone the edge of even magical weapons. Rather than impart a +1 to the weapon's damage roll the first time they hit after being honed, they impart a +2. Additionally this effect extends to magical weapons, not just mundane ones.

Labor Niche: If using the niche subsystem you may select 1 labor or trick niche in place of an odd-job and count as if you had 3 ranks in that niche.

Roadkill du Jour: An executioner can produce a meal out of an animal; be it roadkill or a Cornish game hen. An executioner who has this odd-job can substitute their level for their ranks in Profession (cook) or gain +1/4th level bonus on such checks. In addition, any meal they provide using at least one animal carcass yields twice the number of meals and is treated as if it had a mundane version of a *purify food and drink* spell cast upon it.

Sword Of Justice: Some executioner's swords became symbols of judicial power once they they were no longer used for their gruesome function. An executioner with this odd-job treats any weapon they wield as a lawful-aligned weapon for the purpose of overcoming DR. This only functions while the executioner is commanded by a legitimate lawful-aligned civil or religious authority.

Thug: Executioners are sometimes employed as enforcers, muscle used to scare the opponents of local leaders into seeing things their way. An executioner who has this odd-job can substitute their level for their ranks in Intimidate or gain +1/4th level bonus on such checks.

Unskilled Labor: An executioner who has this odd-job can substitute 1/2 their level for their ranks in any Profession skill they are not trained in.

Unsavory Work: An executioner takes on a lot of jobs they are not proud of and some of the less savory ones (mucking latrines, lancing boils, disposing of human remains, etc) have made them all but immune to the worst humanity has to offer. The executioner becomes immune to the stetch universal monster rule and gains a +1/4th level competence bonus on saves against sickened and nauseated conditions.

Table 2-2: Executioner Alternate Favored Class Bonuses

Race Name	Benefit	Source
Human	+1/6th of a new odd job.	CRB
Half-Orc/Orc	+1/2 an exotic weapon proficiency.	CRB/ARG
Dwarf	+1/4th damage to attack rolls against giants, orcs, and goblinoids that the dwarf is flanking or if the giant, orc, or goblinoid would be a valid target for the executioner's execute class feature.	CRB
Arma	+1/4 to the save DC to avoid death as a result of *coupe de grace*/execution attack if the weapon used is the same as the arma's weapon form.	RG4
Tarrasqueling	+1/4th damage to attack rolls against magical beasts that the tarasqueling is flanking or if the magical beast would be a valid target for the executioner's execute class feature.	RG4

Writ Of Law: Their place within the system gives the executioner a unique insight in the workings of law. An executioner automatically passes any Knowledge (local) checks made to decipher or recall local laws with a DC of 15 or less, and gains a +1/4th level competence bonus to all other Knowledge (local) checks.

Sidebar: What Was a Barber-Surgeon?

Nobles were attended by physicians but barber-surgeons were the doctors for the common man. While not well versed in academic medical practices they were responsible for first aid and basic medical treatment for the lower classes and soldiers. Skilled with a knife they could amputate without infection and remove harmful elements just as easily as they could give you a clean shave.

PROFESSOR

A Base Class for the Pathfinder Roleplaying Game

"Fear not my lad, the Professor is hear to save you from your mediocre life! Yes yes, there will be terrible danger but I dare say that there will be adventure and rewards that transcend the merely commercial! Good god man, can you not see that there are still unknowns in the world to know?!"

-Prof. Peter Penrose
1st Chair of Dinosaurology
Elven University of Chandamook

Professors are perfectly positioned to be at the pinnacle of performance. Their cognitive capacity countermands concern and through cohesion and cunning can count with confidence on completing challenges. Simply sublime in their studious style these scientists and swashbucklers entrepreneurially explore exciting environments as envoys and erudite experts. Their majesty is most marvellous, meeting the measure of mastery manifested by men and women whose wonder wows the world. So seek such spectacular sophisticates when delving your deep and dangerous dungeons!
Hit Dice: D8.

Role

Professors are, hands down, the definitive experts when it comes to their use of skills. Being academically trained, Intelligence is the most important ability score to them, but otherwise a Professor has a wide range of skills dependent on their department and that facilitates the need for other ability scores.

Alignment: Any

Inspirations

Professor Challenger (Sir Arthur Conan Doyle), Reed Richards (Marvel Comics), Dr. Benton Quest (Jonny Quest)

Starting Wealth: 5d6 × 10 gp (average 175 gp.).

In addition, each character begins play with an outfit worth 10 gp or less and academic robes that have trim in his department's color.

Class Skills

A professor treats **all** skills as class skills.
Skill Ranks per Level: 8 + Int modifier.

Table 3-1: The Professor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Department, professorial beatdown
2nd	+1	+0	+0	+3	Skill focus
3rd	+2	+1	+1	+3	Professorial beatdown +1
4th	+3	+1	+1	+4	Wonder
5th	+3	+1	+1	+4	Cross discipline, skill focus
6th	+4	+2	+2	+5	Danger delver
7th	+5	+2	+2	+5	Professorial beatdown +2
8th	+6/+1	+2	+2	+6	Cross discipline, skill focus
9th	+6/+1	+3	+3	+6	Wonder
10th	+7/+2	+3	+3	+7	Tenure
11th	+8/+3	+3	+3	+7	Professorial beatdown +3, skill focus
12th	+9/+4	+4	+4	+8	Reimbursement
13th	+9/+4	+4	+4	+8	Cross discipline
14th	+10/+5	+4	+4	+9	Skill focus, wonder
15th	+11/+6/+1	+5	+5	+9	Professorial beatdown +4
16th	+12/+7/+2	+5	+5	+10	Tenure
17th	+12/+7/+2	+5	+5	+10	Skill focus
18th	+13/+8/+3	+6	+6	+11	Cross discipline
19th	+14/+9/+4	+6	+6	+11	Professorial beatdown +5, wonder
20th	+15/+10/+5	+6	+6	+12	Omnidisciplinarian, skill focus

Class Features

The following are the class features of the professor.

Weapon and Armor Proficiency

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

Department (Ex)

"No, I'm sorry ol' chap, I'm a doctor of Criminology, not a criminal. Safe cracking is not quite my department."

-Prof. Sylvester Silverstein
Adjunct Criminology Professor
St. Dulhan's Community College

It is a cold day on the sun when two professors of the same specialty meet outside of an academic setting without first arranging it. After all, there are as many topics to study as there are stars in the sky. At 1st level a professor must decide their "department", which represents their general field of study. Once the decision is made a professor is obliged to wear their academic robes with the correct trim color so long as the situation allows it. This may open doors for the professor and not wearing it and claiming to be a professor may bring down grievous chastisement.

Upon picking their department a professor is given some position in society that reflects their mastery. This might be an appointment as a Judge for a professor of law, a governorship of a small town for a political professor, the royal groundskeeper for the hunting forests of the king for a professor of forestry, a court physician, etc. This is an initial convenience (think of it like starting equipment) but the retention of this position is not guaranteed.

A professor also gains the bonus feat (even if they do not meet the prerequisites) associated with their department and Skill Focus in the skill associated with it. Some departments will have a unique bonus rather than a feat.

Professorial Beatdown (Ex)

The professor can choose to use their Intelligence modifier in place of their Strength and/or Dexterity modifier on attack and damage rolls with weapons against a creature they or an ally have identified. Any damage dealt using this class feature is precision damage.

Table 3-2: Departments

Department	Robe Trim Color	Common Title	Associated Skill	Bonus Feat
Agriculture	Maize	Professor	Knowledge (nature)	Self-Sufficient
Alchemy	Olive Green	Professor	Craft (alchemy)	Master Alchemist [APG]
Business	Drab	Professor	Appraise	Persuasive or Magical Aptitude
Education	Light Blue	Professor	Profession (teacher)	+2 on all Aid Another checks
Engineering	Orange	Professor	Knowledge (engineering)	Improved Sunder
Fine Arts	Brown	Professor	Pick 1 Craft or Perform skill	Master Craftsman (in all Craft skills regardless of ranks)
Forestry	Russet	Professor	Pick 1: Handle Animal or Knowledge (geography)	Animal Affinity or Self-Sufficient
Humanities	White	Professor	Knowledge (local)	Cosmopolitan [APG]
Journalism	Crimson	Professor	Linguistics	Cosmopolitan [APG]
Law	Purple	Lawyer, Esquire (suffix), Judge, "The Honorable"	Knowledge (local)	Deceitful or Persuasive
Librarian Studies	Lemon	Professor	Knowledge (history)	Cosmopolitan [APG]
Magical Studies	Grey	Professor	Knowledge (arcana)	Magical Aptitude
Medicine	Green	Doctor	Heal	Self-Sufficient
Music	Pink	Professor	1 Perform skill	Insightful Advice [UI]
Philosophy	Dark Blue	Professor	Knowledge (arcana)	Iron Will

Physical Education	Sage Green	Professor	Acrobatics	Endurance
Politics	Peacock Blue	Professor	Knowledge (nobility)	Iron Will
Science	Golden Yellow	Professor	1 of the following Knowledges: dungeoneering engineering, nature, or planes.	Insightful Advice [UI]
Theology	Scarlet	An appropriate religious title ("Reverend", "Father", "Rabbi", "Imam", "Abbess", "Pastor", etc")	Knowledge (religion)	Iron Will
Warfare	Citron	Professor or a military rank	Knowledge (history)	Any teamwork feat

Additionally, at 3rd level and every 4 levels thereafter the professor gains a +1 insight on attack and damage rolls against creatures they have identified.

Sidebar: Ex-Professors
Ex-professors can only add 1/3rd their level's worth of their Intelligence modifier in place of their Strength and/or Dexterity modifier.

Skill Focus
At 2nd level and every 3 levels thereafter, the professor gains Skill Focus as a bonus feat.

Wonder (Ex*)
Professors are known for their wondrous inventions, discoveries, finds, and become famous for the breakthroughs they achieve in their fields. At 4th level, the professor has developed or found something remarkable, referred to as their wonder. This takes one of several forms and once the form of their wonder is selected it cannot be changed and should be discussed with the GM.

When taking a wonder the professor has a choice (that they must discuss with their GM); to share their discovery with the world or not. If they do so they may gain wealth, greater fame, and may even improve the world. Such things are not without consequences. If a professor elects to share their breakthrough with the world it becomes commonplace within a year. This may not always be practical as the professor may be out of contact with civilized society, it may be unable to be replicated, etc.

A list of available wonders can be found at the end of the class.

*While this class feature has effects similar to Su or Sp abilities ability, it is achieved via mundane means.

Cross Discipline (Ex)
Starting at 5th level, the professor gains advancements in their arts through cross training. They gain Skill Synergy as a bonus feat that they qualify for and gain it again at 8th level and every 5 levels thereafter.

Danger Delver (Ex)
At 6th level, the professor can use Disable Device to disarm magic traps. Furthermore, a professor can use their Intelligence modifier in place of their Dexterity modifier on Initiative checks.

Tenure (Ex)
At 10th level, the professor is granted free admission to any and all centers of learning while wearing their academic regalia. Additionally, the initial attitude of all scholars, educators, and extremely learned folk improves by 1 step (to a minimum of neutral).

At 16th level, the initial attitude of all scholars,

educators, and extremely learned folk improves by 2 steps (to a minimum of neutral).

Reimbursement (Ex)

At 12th level, whenever a professor buys equipment directly related to their research they may buy said items at half price (as if they had crafted them) as their institution pays for this. If a professor squanders or misuses this they may have their reimbursement privileges revoked for a period of time or asked to pay the institution back for the discounted price.

Omni-Disciplinarian (Ex)

At 20th level, the professor can take 10 on any skill check they have at least 5 ranks in without increasing the time it takes. If that skill was the skill they gained Skill Focus in from their department class feature, they may take 20 on the skill check without taking extra time.

List of Professor Wonders

Cure All

Suggested Departments: Agriculture, Alchemy, Magical Studies, Medicine, Physical Education, Theology

"Shake it off Michael! We have work to do! No... actually, don't shake. Last time you did that your arm fell off. Here, actually, stay in bed. Take one of these and call me in the morning."

-Dr. St. Andrew
Professor of Zombology

The professor creates a cure all that can fix all minor health issues with a single dose or major ones with a regular regime. A professor can manufacture a number of such pills per day equal to their Intelligence modifier and consuming one is equivalent to consuming a potion. If not used in 24 hours the pill becomes inert. Each pill costs 1 GP worth of mundane materials (simply deducting 1 GP from the professor's gold is sufficient for this) and consuming one has all the following benefits:

- *Remove disease*
- *Neutralize poison*
- Restores 1d6 hit points per 3 levels of professor

If the professor is at least 9th level any cure alls they make have the following additional benefits:

- *Remove curse*
- *Lesser restoration*

If the professor is at least 14th level any cure alls they make have the following additional benefits:

- *Restoration* instead of *lesser restoration*

If the professor is at least 19th level any cure alls they make have the following additional benefits:

- *Greater restoration* instead of *restoration*
- *Regenerate*

A professor uses their professor level as their caster level for their cure all effects and their Intelligence modifier as their casting modifier, though the effect is entirely mundane.

Sharing This Wonder: Low-grade curatives become more common, and disease mortality rates drop in civilized areas. People live longer and healthier lives due to the medical wonder.

Cure for Death

Suggested Departments: Alchemy, Medicine, Theology

"It's alive Francis! Well... not so much 'alive' as undead... but still! I have animated it! It shall serve me without question and I will be TREATED AS THOUGH I WERE A GOD!"

-Famous Last Living Words of Dr. Morningstar, Professor of Necronautical Activities

This functions like a druid's animal companion, using the professor's level as their effective druid level. The professor can only select Frankenstein's monster as their companion. If the revified corpse is destroyed, the professor may obtain a new one by performing a special ritual that takes 24 hours to perform.

Unlike a normal animal companion it is an intelligent construct instead of animal. This has wide-ranging implications; it is more loyal to the professor than totally subservient to it. While it functions like an animal companion mechanically it may disobey things on ethical or moral grounds; making it a bit more of a "thinking man's animal companion".

As it has an Intelligence score it can take most feats and skills which is a huge advantage over other animal companions.

At 9th level a professor with this wonder can use *lesser raise dead* once per day as a spell-like ability. At 19th level this becomes *raise dead.*

Frankenstein's Monster

Starting Statistics

Size Medium; Speed 30 ft.; AC +1 natural armor; 2 slams (1d4); Ability Scores Str 14, Dex 8, Con -, Int 12, Wis 12, Cha 8; Special Qualities berserk, construct traits

Berserk (Ex): When a Frankenstein's monster enters combat, there is a cumulative 1% chance each round that its mind will unravel, devolving into madness out of existential despair; causing it to go berserk. The Frankenstein's monster goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The professor, if within 60 feet, can try to regain control by speaking firmly and persuasively to their Frankenstein's monster, which requires a DC 19 Charisma check. It takes 1 minute of non-combat and profound discussion with Frankenstein's monster to reset its berserk chance to 0%.

14th-level Advancement
Size Large; AC +1 natural armor; 2 slams (1d6); Ability Scores Str +2, Dex -2, Int +6, Wis +2; Special Qualities immunity to magic, loses berzerk quality

Immunity to Magic: Frankenstein's monster is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a Frankenstein's monster (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on frankenstein's monster and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause frankenstein's monster to exceed its full normal hit points, it gains any excess as temporary hit points. Frankenstein's monster gets no saving throw against attacks that deal electricity damage.

Sharing This Wonder: It's probably not a good idea to share this wonder but if one does they can expect undead to become more common and death will become less of a barrier. Stigma about undead will probably remain though there is likely to be at least one undead-rights group that springs up (particularly in favor of intelligent undead).

Firearms

Suggested Departments: Business, Engineering, Physical Education, Science, Warfare

"Behold, my latest invention: the improved gun! It only explodes 'some' of the time. That's a vast improvement on the current model, which explodes most of the time."

-Famous Last Words of Zick the Indomitable, Goblin Magister of Ingenuity

The professor advances science to the point where they can make reliable firearms. This grants the professor Exotic Weapon Proficiency (firearms) as a bonus feat and, during the process of making their breakthrough, they craft a mundane firearm of their choice. If the game lacked firearms, these are early firearms. If the game had early firearms, this game uses advanced firearms. This cannot be taken in a game with advanced firearms.

Finally, a professor with this wonder gains a +1/4th professor level insight bonus on damage rolls with firearms (minimum +1) and starting at 9th level their firearms never misfire.

Sharing This Wonder: Simple firearms become more prevalent among well-funded military groups. Highly metropolitan areas might sell simple dueling pistols as items of prestige.

Found Relic

Suggested Departments: Business, Forestry, Journalism, Humanities (history), Magical Studies, Politics

"What's that in the sand over there? Egads! An unopened tomb. Quick Mr. Smith, hand me the pry bar! I must see what's inside it!"

-Famous Last Words of Dr. Greenwich, Professor of Archeology

The professor is known for an amazing find they uncovered. This can be an ancient artifact, a piece of alien technology, some immensely powerful holy relic, a piece of mysterious equipment from the far future, or even an accidentally-created magical superweapon. The professor gains a spell-completion item that can replicate a magical effect. This allows them to select a single spell from the sorcerer/wizard list and the item can produce that spell (as if it were a wand) a number of times per day that a wizard of equal level could cast a spell of that level (without bonus spells per day due to ability score modifiers). For example, a 6th level professor could have their find cast a specific 2nd level spell 3 times per day (a 6th level wizard could cast 2nd level spells 3 times per day). A professor may never select a spell higher than 6th level. This item is otherwise treated like a wand, with a caster level equal to the professor's level and using the professor's Intelligence modifier

as the casting modifier. A find regains all uses after remaining unused for 8 hours and the professor studies it for 1 hour.

A GM is the final arbiter if a spell selected is appropriate for a find to reproduce. For example, spells with high/difficult casting requirements or a casting time longer than 1 round are a poor choice for this and should not be allowed.

At 9th level the professor can activate a second component of the item they found, granting them a second spell. This spell may not be of the same spell level as any other spells their find has (they may have a 5th level spell and a 4th level spell for example). The uses per day of this second spell is independent of the first. For example, a professor could have its find cast a specific 5th level spell once a day (as a 9th level wizard can cast 5th level spells once per day) and also have it cast a specific 2nd level spell 4 times per day.
At 14th level and 19th level the DC of the spells cast by the find are increased by 1 (for a total of +2 at 19th level). If the spell has an associated attack roll, it is made at a +1 (14th level) and eventually a +2 (19th level).

If the item is lost or destroyed the professor takes 3 negative levels for 1 week but then the item reappears in their possession (it is cursed to always remain with them, someone finds it and mails it back, or by some other means of recovery) or is replaced with a similar item. A professor can never intentionally sell or attempt to lose their find. The find only functions for the professor and does not require a Use Magic Device check to activate. A professor may take 12 hours of research and study to re-select which spells their find can produce. A find is treated like an artifact for the purpose of being dispelled.

Sharing This Wonder: Civilized areas produce weaker versions of the artifact for sale. It might become seen as a novelty or a needed part of everyday life. The mass produced item cannot change the spell produced.

Manifesto

Suggested Departments: Any

A professor writes something so profound and important that it changes the world and the way people see a specific topic. Once per week a professor can write a pamphlet, book, song, or other form of communication that has a deeper, more profound meaning. Those who consume that media willingly and in its entirety are subject to a mundane version of *suggestion* with an indefinite duration and a DC equal to 10 + 1/2 professor level + Intelligence modifier.
At the time of creation the professor must make a simple command relating to the subject matter of the manifesto.

Table 3-4: Professor Alternate Favored Class Bonuses

Race	Bonus	Source
Elf	+1/6th to attack roll bonus on attacks made with professorial beatdown.	CRB
Gnome	+1/6th a new instance of the Skill Focus feat.	CRB
Gnome (Wonderous Professor)	+1/2 to your effective level for your second wonder if using the wondrous professor archetype	CRB
Human	+1/6th a new instance of the Skill Synergy feat.	CRB
Drow	+1/3rd to the DC of any poisons and venoms they craft.	ARG

At 9th level this becomes a mundane *dominate monster*, at 14th level this becomes *geas/quest* and at 19th level the DC of the save increases by 3.

Sharing This Wonder: On the surface level this is a simple ability with limited implications (as it's nearly impossible to use in combat) but the real danger of this comes in its dissemination. Once created a manifesto can spread through reproductions of the work. For example; if a professor starts an exercise craze people replicating it will be compelled to work out more and more or if the professor writes a paper on communism it could eventually lead to a revolution that overthrows the monarchy. The dissemination of information takes time however and it may be very slow going if an area does not have good means of communication. The danger is that once it is out in the wild, the professor has little or no control over who is impacted by it...

Table 3-3: Rare Creature CR

Level	Creature CR
4th	1 or less
9th	3
14th	8
19th	13

Rare Creature

Suggested Departments: Agriculture, Forestry, Communication

"Mein gott Herschel, have you ever seen a creature with such wonderfully large horns?! I simply must study it. Quick, help me with the net!"

-Famous Last Words of Her Breslau, Professor of Draconic Studies

The professor has captured and/or befriended a rare and wonderful creature. This takes the form of a creature whose CR is equal to 1 or less (with GMs approval of course). At 9th level and every 5 thereafter the professor can change their creature (or watch the astounding an unexpected transformation of their rare creature into a different rare creature) whose CR is described on Table 3-3: Rare Creature CR. It is advisable to select a creature that is either an animal or magical beast, though a GM may approve other options. The professor is allowed to pick the scientific name of this new find.

However, unlike a standard creature this one is a bizarre and wonderful find; the professor selects an appropriate 1 point evolution from that of the summoner's eidolon and applies it to any of the creature they gain. This evolution is selected at the time of acquisition and cannot be changed until the creature selected changes.

A professor's relationship with their rare creature is like that of a wizard and their familiar however it does not gain increased ability score or the special abilities associated with one. It, however, specifically does not count as an animal companion or familiar. A professor

can always communicate with their rare creature and it will generally follow its commands. To that effect a professor is treated as if they had the wild empathy class feature of the druid, but only for the purpose of communicating with their rare creature.

Sharing This Wonder: Knowledge of the creature's existence spreads. It might become a favored attraction in private menageries and zoos.

Wondrous Professor

An Archetype for Professors in the Pathfinder Roleplaying Game

If you're not using the skill synergy system, or don't wish to use it, you can give up the cross discipline class feature in exchange for:

Second Wonder

At 13th level, the wondrous professor gains a second wonder, though the wondrous professor's effective level for determining their benefits from it is -10. They may not take a wonder they already have. At 18th leve they gain the 9th level benefit from their wonder.

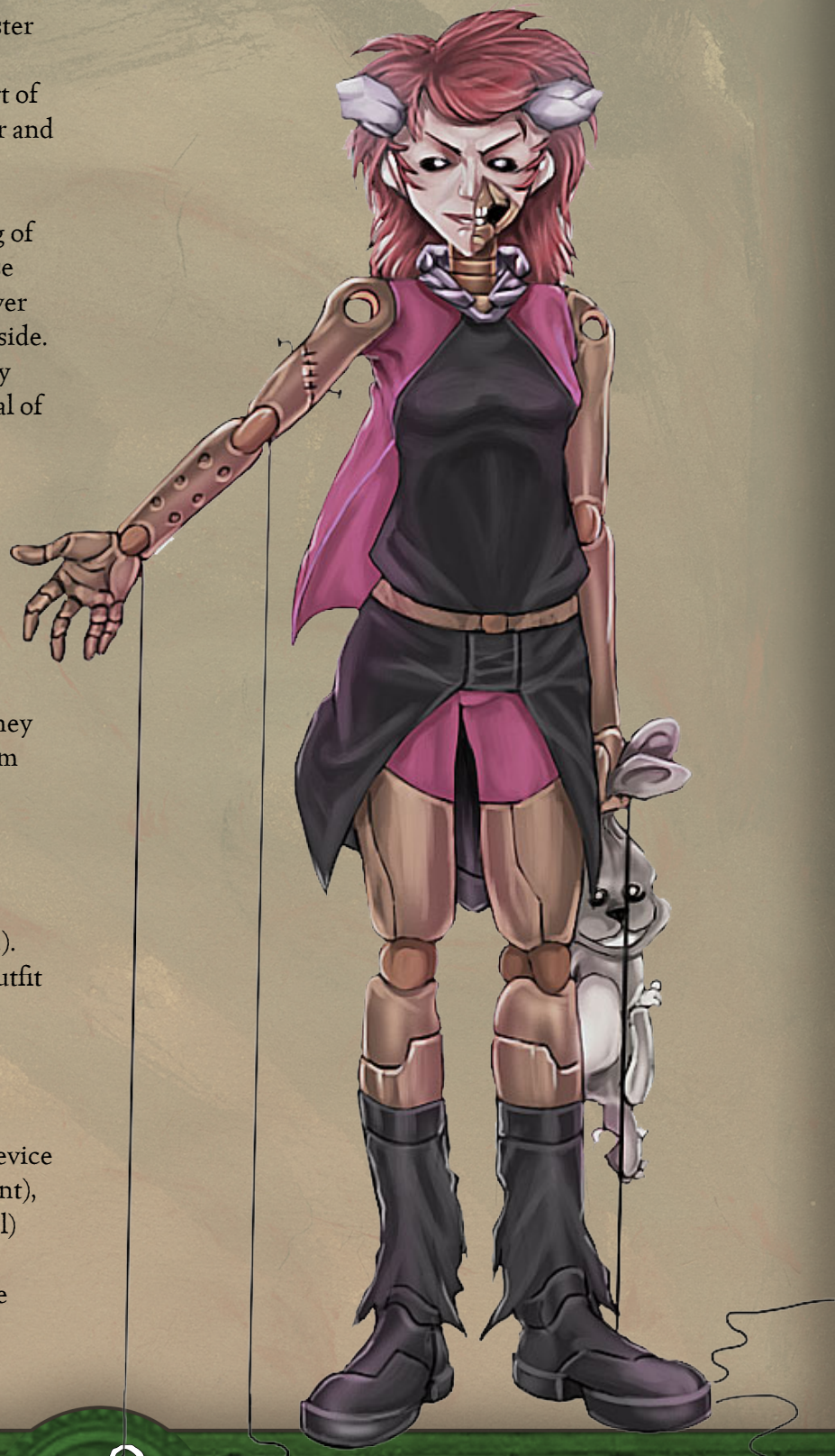
This ability replaces cross discipline.

PUPPETEER

A Base Class for the Pathfinder Roleplaying Game

Puppets are magical things. In the hands of a master they create the illusion of a living thing and they can enthrall the masses. Trained in the ancient art of puppet magic a puppeteer is part street performer and part master magical manipulator.

Like their puppets, puppeteers can pull the string of their foes, causing them to act possessed. They use their puppets, assuming direct sensory control over them, as line-breakers to mitigate losses on their side. As battle puppets are considered expendable, they are often used for the most dangerous and suicidal of mission as they are considered to be expendable.
Hit Dice: D8.



Role

Puppeteers can possess their enemies, putting weaker ones under their direct control. Their body is vulnerable during this time and any damage can sever the link! When fighting strong opponents or when martial combat is required, they can possess their puppet companions- giving them life and sending them on a murder spree!

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 puppeteer's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Disable Device (Dex),Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (local) (Int), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).
Skill Ranks per Level: 6 + Int modifier.

Table 4-1: The Puppeteer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Attune, battle puppet, upgrade
2nd	+1	+0	+0	+3	Puppeteer trick, skilled operator (+1)
3rd	+2	+1	+1	+3	Mana strings
4th	+3	+1	+1	+4	Bonus feat
5th	+3	+1	+1	+4	Skilled operator (+2), Troupe master (+1)
6th	+4	+2	+2	+5	Puppeteer trick
7th	+5	+2	+2	+5	Puppet show, troupe master (+2)
8th	+6/+1	+2	+2	+6	Bonus feat
9th	+6/+1	+3	+3	+6	Improved mana strings, troupe master (+3)
10th	+7/+2	+3	+3	+7	Puppeteer trick, skilled operator (+3)
11th	+8/+3	+3	+3	+7	Troupe master (+4)
12th	+9/+4	+4	+4	+8	Bonus feat
13th	+9/+4	+4	+4	+8	Troupe master (+5)
14th	+10/+5	+4	+4	+9	Puppeteer trick
15th	+11/+6/+1	+5	+5	+9	Skilled operator (+4), troupe master (+6)
16th	+12/+7/+2	+5	+5	+10	Bonus feat
17th	+12/+7/+2	+5	+5	+10	Troupe master (+7)
18th	+13/+8/+3	+6	+6	+11	Puppeteer trick
19th	+14/+9/+4	+6	+6	+11	Troupe master (+8)
20th	+15/+10/+5	+6	+6	+12	Bonus feat, skilled operator (+5)

Class Features

The following are the class features of the puppeteer.

Weapon and Armor Proficiency

The puppeteer is proficient with all simple and martial weapons and with light armor, but not heavier armor or shields.

Battle Puppet (Ex)

The puppeteer begins play with an old damaged battle puppet. A battle puppet is a trick-ladened construct that can only be brought to life by a skilled puppeteer controlling it with mana strings.

As a swift action a puppeteer can affix mana strings by touching a battle puppet that it owns (see attuning). Mana strings take up both hands and requires fine manipulation. During a puppeteer's turn they can cause their battle puppet to take either a swift, move, or standard action. A battle puppet must remain within 30 feet of their puppeteer and the puppeteer must have line of effect to them or immediately fall limp and lifeless (requiring it to be reactivated). A battle puppet's abilities and statistics are described in the section on battle puppets below. A battle puppet can be upgraded by the puppeteer with their upgrade class feature.

Deeper Rules

- A battle puppet can make attacks of opportunity, though it is subtracted from the total number the puppeteer themselves can make. Furthermore, if the battle puppet makes an attack of opportunity against a creature the puppeteer themselves cannot make an attack of opportunity against the same creature for the same action that provoked the attack of opportunity.
- If the puppeteer is ever knocked unconscious their battle puppet gains the broken condition, rendering it unable to be used until repaired. A DC 20 Craft or Knowledge (Engineering) check that takes 1 hour of work is required to get a battle puppet back up and working. During the repair process the battle puppet may be upgraded as well.

Attune (Su)

A puppeteer can bind a battle puppet to their will in a ritual that takes 1 hour. The battle puppet in question must be unattuned to any other puppeteer. Attunement lasts for 1 year. A puppeteer may only have 1 battle puppet attuned to them at a time. When a puppeteer attunes to a battle puppet, all existing upgrades are removed. A puppeteer can only attune to a battle puppet of their level or lower. A puppeteer can elevate the level of a battle puppet at a rate of 1 per 6 hours of work, to a maximum of their own level.

Upgrade

A puppeteer can adjust their battle puppet by imbuing it with their own magical essence. Doing so take 1 hour of work, can be done once per day, and requires artisan's tools. Any scraps are incidental and can be salvaged from odds and ends. A puppeteer can change their upgrades on a per-day basis.

When upgrading a battle puppet a puppeteer can install upgrades into their puppet. Upgrades take up "parts" on the battle puppet. A battle puppet gains the capacity to utilize more parts at once as it progresses in level, as indicated on Table 4-2: Battle Puppet. Most upgrades utilize more than one part and must be centralized in a specific equipment slot.

Puppets have all the same equipment slots as a character but can only wield equipment given to them via the upgrade class feature.

Upgrades mimic items, equipment enchantments, spells, and feats. This gives a battle puppet enormous potential for customization and utility.

For a complete list of upgrades, see the "Battle Puppet Upgrade" section at the end of this class.

Puppeteer Tricks

At 2nd level and every 4 levels thereafter, a puppeteer gains one puppeteer trick. If the trick is a spell-like ability they use their puppeteer level as their caster level and their Charisma as their relevant casting ability score modifier.

A full list of puppeteer tricks can be found at the end of this class.

Skilled Operator (Ex)

At 2nd level, the puppeteer gains a +1 competence bonus on attack and damage rolls when making attacks via their puppet. This improves by an additional +1 at 5th level and every 5 levels thereafter. Starting at 2nd level a puppeteer counts their BAB as being equal to their level for the purpose of qualifying for combat feats.

Mana Strings (Ex)

Starting at 3rd level, the puppeteer can use the small magical strings they create to manipulate their puppets for other uses. They appear as nearly invisible threads about as thin as hair but as strong as steel. In order to make use of these abilities, at least two hands must be used. Mana strings can be used in the following ways:

- **Control a Battle Puppet:** This is their typical use. See the battle puppet class feature for more information.
- **Mana Lash:** When unattached to another other creature a puppeteer can use their mana strings as if they were a *ghost touch whip*. Switching to this use of it requires a swift action though they can be dismissed as a free action. This cannot be disarmed and if it is sundered it dissipates immediately and returns at the start of the puppeteer's next turn.

- **Guide Ally:** The puppeteer can touch an ally and affix their mana strings to them as a standard action. This enhances the ally's abilities and can even allow the puppeteer to direct them out of danger. So long as they have line of effect to them and remain within 30 feet of the creature, this grants their ally a +1/4th puppeteer level on Reflex saves (minimum +1). This may be ended as a free action by either the puppeteer or the ally.
- **Hamper Enemy:** A puppeteer who makes a successful touch attack against an enemy with their hand can affix their mana strings to an enemy as a standard action. The puppeteer naturally inhibits all their actions, imposing a -1/4th puppeteer level penalty on Reflex saves to the enemy (minimum -1). This only ends if the enemy breaks line of effect with the puppeteer, moves more than 30 feet away, or makes a Escape Artist or Strength check (DC 10 + 1/2 puppeteer level + Dexterity modifier).

Bonus Feat

At 4th level and every 4 levels thereafter, the puppeteer gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Troupe Master (Ex)

At 5th level a puppeteer gains a bonus on Perform checks made to earn a living if that check involves a puppet in their performance. This could be a vaudevillian talking dummy act, a shadow play, puppet theater, a marionette performance, etc. At 5th level this is a +1 competence bonus but it improves by +1 at 7th level and every odd level thereafter. This bonus also applies on Diplomacy checks made with traveling performers, circus folk, on checks made to secure a job performing, on Appraise checks to evaluate the value of a performance contract, and on Diplomacy checks made to influence the attitude of non-mindless constructs.

Puppet Show (Ex)

At 7th level, the puppeteer spend a move action to give their battle puppet both a standard and a move. While doing this a battle puppet may make as many attacks as their puppeteer could, based on their BAB.

Improved Mana Strings (Ex)

At 9th level the puppeteer's master over their mana strings improve in the following ways:

- **Mana Lash:** The mana lash gain an enhancement bonus equal to 1/4th their level (minimum +0) when used.
- **Guide Ally:** They puppeteer also grants their ally the evasion class feature of the monk (see Chapter 3 of the Pathfinder Core Rulebook).
- **Hamper Enemy:** The mana strings begin to inflict pain on the creature, causing a massive distraction. Any living creature with a discernible anatomy who is not mindless has the penalty to Reflex saves also applied to its Will saves as well.

List of Puppeteer Tricks

Autonomy (Su): A battle puppet remains active so long as they are within 1 mile of the puppeteer who activated them. They still need line of effect (unless they have the cut the strings trick). This also applies to the range at which they may guide allies or hamper enemies.

Cut the Strings (Su): Once activated the battle puppet does not need mana strings connecting the puppeteer to it. The puppeteer may issue mental commands, freeing up their hands to be useful in other tasks. A puppeteer with this trick also doesn't need line of effect to control their battle puppet. This has no effect on the puppeteer's ability to guide allies or hamper enemies. A different use for the puppeter's mana strings can be used while their puppet is active.

Deluxe: Battle puppets that the puppeteer controls grow one size category. This has no impact on their ability scores but increases their natural attack damage, the kind of weapons they can wield, their reach, etc. Additionally, a puppeteer with this talent causes their mana lash to gain an addition 5 feet of reach and can inflict damage against creatures with any armor or natural armor bonus.

Doppelganger (Su): Any battle puppet the puppeteer uses can look and feel like the actual puppeteer. It seems to breath, can appear to eat, perfectly mimics the puppeteer's voice, and moves in the exact way the puppeteer does down to the smallest quirk. This trick also allows the puppeteer to look exactly like their battle puppet. Either effect can be activated or suppressed as a swift action but requires the puppeteer to have mana strings affixed to their puppet for the change to occur. This effectively gives the puppeteer a +20 bonus on Disguise checks to appear as their puppet and vice versa. If the puppet is changed into this form but not controlled, it looks as if it is sleeping.

Dummy Swap (Sp): As a swift action a puppeteer can swap places with their battle puppet, as if by *dimension door*. A puppeteer's effective character level for this class feature is equal to his full character level. Unlike with *dimension door* this does not end their turn. A puppeteer can also do this with a willing ally who they are linked to via their mana strings.

Exploding Puppet: A puppeteer can cause their battle puppet to violently explode. When detonated it automatically gains the broken condition but deals 1d6 points of fire damage for every HD the battle puppet has in a 10 foot radius. A Reflex save (DC = 10 + the battle puppet's HD) reduces the damage by half. Triggering this can be done when a certain condition is met (when a command word is given, when at a certain HP value, on a condition that you could use to ready an action, etc) or simply done as a swift action. After use, the puppeteer must expend 20 gp worth of materials to restore its explosive capability. If a puppeteer is linked to an enemy via mana strings when they die the puppeteer may cause them to explode in this fashion.

Table 4-3: Puppeteer Alternate Favored Class Bonuses

Race	Bonus	Source
Humans	+1/6th a new puppeteer trick.	CRB
Gnome	The puppeteer's battle puppet gains +1/2 a new part.	CRB
Dwarf	The puppeteer's battle puppet gains +1/2 a new part.	CRB
Ves	+1/4th damage with mana strings.	RG4
Marionette	+1 on all Disguise checks to appear like their puppet and their puppet to appear like the puppeteer.	RG4

Geppetto (Su): The puppeteer awakens any battle puppets they are attuned to. The puppet gains an Intelligence and Charisma score of 12, can speak all languages their puppeteers can, and can use all the Charisma and Intelligence based skills the puppeteer can use (using the battle puppet's ability scores and the puppeteer's ranks in those skills). They otherwise do not change but can speak and think for themselves.

Pinocchio: The battle puppet may take a full turn's worth of actions under its own volition, as if it were an animal companion, on the puppeteer's turn. The puppeteer must have the Geppetto and cut the strings talents to take this talent.

Puppet Guard: So long as a puppeteer has their battle puppet in an adjacent square the puppeteer gains a +2 shield bonus to their AC. In addition, the battle puppet is treated as if it had the Bodyguard feat if the puppeteer has this trick. If a puppeteer is linked to an ally via their mana strings they grant the shield bonus to the puppeteer's AC instead when adjacent, but do not gain the Bodyguard feat.

Twins: The puppeteer gains the use of two battle puppets rather than just one. Both battle puppets have a level equal to the puppeteer's level -3 and they must split the total parts listed for a puppet of the puppeteer's level between them. (Example: If the puppeteer was 10th level they could have two battle puppets, both of level 7, and the battle puppets collectively would only have 20 parts.) A puppeteer can only control one puppet with each action, though if they are at least 7th level or higher they can take a full round action to give both puppets a move and a standard action. A puppeteer can maintain control over each puppet with just 1 hand's worth of mana strings each. This allows a puppeteer to use 2 uses of their mana strings at the same time (guiding allies, hampering enemies, controlling puppets, controlling a mana lash, or a mix), one with each hand.

BATTLE PUPPET

Table 4-2: Battle Puppet

Class Level	HD	Natural Armor Bonus	Str / Dex Bonus	Special	Parts
1st	2	+0	+0	Share senses	2
2nd	3	+0	+0	-	4
3rd	3	+2	+1	-	6
4th	4	+2	+1	Ability score increase	8
5th	5	+2	+1	-	10
6th	6	+4	+2	-	12
7th	6	+4	+2	-	14
8th	7	+4	+2	-	16
9th	8	+6	+3	Ability score increase	18
10th	9	+6	+3	-	20
11th	9	+6	+3	-	22
12th	10	+7	+4	-	24
13th	11	+7	+4	-	26
14th	12	+7	+4	Ability score increase	28
15th	12	+10	+5	-	30
16th	13	+10	+5	-	32
17th	14	+10	+5	-	34
18th	15	+12	+6	-	36
19th	15	+12	+6	-	38
20th	16	+12	+6	Ability score increase	40

Base Attack Bonus: As per the puppeteer.
Base Saves: As per the puppeteer.
Skills: None
Feats: None
Bonus Hit Points at 1st Level: 10
Hit Dice: d10
Natural Armor Bonus: The number noted here is an improvement to the battle puppet's existing natural armor bonus.
Str/Dex Bonus: Add this value to the battle puppet's Strength and Dexterity scores.
Ability Score Increase (Ex): The battle puppet adds +1 to any one of its ability scores.
Shared Senses: The battle puppet has no senses of its own but gains the senses and perceptive abilities of their puppeteer.
Attuned: A battle puppet can be targeted by things that it is normally immune to due to being a construct. If it fails the save the puppeteer takes the effect.

Battle Puppet Types

When you gain a battle puppet you must select its basic form from the list below:

Doll

Starting Statistics
Size: Small; Speed: 30 ft.; Attack slam (1d3); Ability Scores: Str 16, Dex 16, Con -*, Int -*, Wis 12, Cha 1; Special Qualities: mindless, construct traits
7th-Level Advancement
Ability Scores Str +2, Dex +2.

Marionette

Starting Statistics

Size: Medium; Speed: 30 ft.; Attack slam (1d4); Ability Scores: Str 18, Dex 14, Con -*, Int -*, Wis 12, Cha 1; Special Qualities: mindless, construct traits

7th-Level Advancement

Size: Large, Attack slam (1d6), Ability Scores Str +2, -2 Dex

(Note: -1 AC, -1 Attack Rolls, +1 CMB from being large)

Quadruped

Starting Statistics

Size: Small; Speed: 30 ft.; Attack bite (1d6); Ability Scores: Str 18, Dex 14, Con -*, Int -*, Wis 12, Cha 1; Special Qualities: mindless, construct traits, +4 vs trip

7th-Level Advancement

Size: Medium

Ability Scores Str +2, Dex +2.

Battle Puppet Upgrades

Armored

Requirements: None

Components: Armor the puppeteer is proficient in.

Equipment Slot: Armor

Description: The battle puppet wears the armor given, gaining the appropriate armor bonus, including any enhancement bonus.

Part Cost: Dependent on the kind of armor: Light (1) Medium (3), Heavy (6)

Concealed

Requirements: Ranks in Sleight of Hands or Stealth

Components: None

Equipment Slot: N/A

Description: One upgrade installed is concealed, requiring a Perception (DC 10 + the puppeteer's Sleight of Hand or Stealth bonus) to spot. Once activated or otherwise used it is immediately visible and takes 1 minute of work to rest the concealment.

Part Cost: +1

Enchanted

Requirements: Ranks in Craft (arms and armor) or Knowledge (arcane), an attack

Components: Gems equal to the monetary value of the weapon enchantment (not consumed)

Equipment Slot: None

Description: The weapons of the puppet receives a weapon enhancement or special ability on a single weapon they have installed.

Part Cost: 2 per +1 modifier (or equivalent)

Extra Arms

Requirements: Knowledge (engineering) or Craft 5 ranks

Components: None

Equipment Slot: N/A

Description: The battle puppet gain 1 additional arm. This arm can wield weapons, manipulate objects, and other tasks like it was a normal arm. This doesn't increase the number of attacks the puppet can make per round, only the numbers of items it can have ready and wielded at a given time.

Part Cost: 4 per arm.

Extra Legs

Requirements: Knowledge (engineering) or Craft 5 ranks

Components: None

Equipment Slot: N/A

Description: The battle puppet gain 1 additional leg (or equivalent). For every 2 legs added, increase their base land speed by 5 feet and the battle puppet gains a +1 circumstance bonus to their CMD against trip, bull rush, and reposition attempts as well as a +1 bonus on Acrobatics checks the puppet attempts. These bonuses stack with themselves, though a battle puppet cannot increase its speed by more than +15 feet.

Part Cost: 4 per leg.

Injectors

Requirements: Ranks in Craft (alchemy) or Knowledge (nature) or Survival equal to the number of doses stored, an attack

Components: Doses of poison (consumed)

Equipment Slot: None
Description: The battle puppet can be loaded with doses of poison. Each time the battle puppet successfully hits an opponent with a weapon it is wielding it inflicts that poison. Installing doses of poison takes 1 minute and requires a DC 15 Craft (alchemy) or Knowledge (nature) or Survival check. Failure results in the puppeteer poisoning themselves.
Part Cost: 2 per maximum dose stored

Natural Attack
Requirements: None
Components: None
Equipment Slot: Face (bite or gore), wielded (claw or slam)
Description: The battle puppet gains a single primary attack (per time taken) that deals damage based on their size.
Part Cost: 4 per natural attack

Purpose Built
Requirements: 5 ranks in any skill
Components: None
Equipment Slot: Any one
Description: Select one skill the puppeteer has at least 5 ranks in. The battle puppet provides a +1/4th puppeteer level circumstance bonus to their puppeteer when their puppeteer attempts that skill check on the battle puppet's behalf or if they utilize the battle puppet to make the skill check. A battle puppet can only have one of these upgrades at a time. Example: An 8th level puppeteer builds a battle puppet built for Stealth (referred to as a "Stealth-Built Battle Puppet"). The puppeteer has 5 ranks in Stealth so they can do this. When they make a Stealth check and utilize their battle puppet (such as using the camouflage cloak it has to hide them) they get a +2 circumstance bonus.
Part Cost: 4

Spell Gem
Requirements: Ranks in Knowledge (arcane) or Spellcraft equal to the spell level being cast.
Components: One scroll containing a spell or other spell-completion item (isn't consumed)
Equipment Slot: Any
Description: The battle puppet can cast the spell specified on the scroll or other spell completion item, without consuming it.
Part Cost: Twice the spell level in parts x the number of times per day you wish to be able to cast it.

Tools
Requirements: Ranks in Craft or Knowledge (engineering)
Components: Multiple masterwork items (not consumed)
Equipment Slot: None
Description: The battle puppet has 3 masterwork items that it can use in a typical fashion without using its limbs.
Part Cost: 1 per 3 masterwork items

Weapon
Requirements: None
Components: Any weapon or shield the puppeteer is proficiency in the use of.
Equipment Slot: Wielded
Description: The battle puppet wields the weapon or shield.
Part Cost: Dependent on the kind of weapon: Light (1) One-Handed (2), Two-Handed (3), ranged (4). Multiply the cost by 2 for martial weapons or by 3 if exotic. Shields cost 2 for all shields, though a tower shield costs 6 parts.

Sidebar: Magical Replacement Limbs and Puppets
You can install a magic replacement limb on a battle puppet, replacing the relevant limb, with a DC 10 Craft check. No battle puppet upgrades can be installed on a limb that is a magical replacement limb. It must be paid for normally and once applied last until removed. Removing a limb in this fashion destroys it.

RITUALIST

A Base Class for the Pathfinder Roleplaying Game

Steeped in lore, conspiracy, and ritual- the ritualist begins his journey as an initiate in an ancient and clandestine order. To outsiders they appear as indomitable mystical warriors but, in reality, their skill comes from jealously guarded, mundane, martial techniques and fanatical training. They use their skills to guard the honor of their order and silence those who would talk.

Ritualists have an odd relationship with the truth. It is their job to follow the orders of their secret organization and guard their secrets, not to know them. They perform archaic rituals that give them power, acts that they don't understand themselves.

As they progress in level they are given "need to know" information that might put things in perspective a bit but it is their sacred duty to remain ignorant of all the secrets of their organization. They have a fanatical faith, faith in their organization and in their leaders, and are willing to be used as avenging angels against those who would offend their honored organization.

Ritualists always adventure with their organization's goals in mind. They are the martial arm of their organization. The can be intelligence officers, warrior-spies, royal guards, masters of ceremony, or even knight templar.

Hit Dice: D10.

Table 5-1: The Ritualist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Rituals, custom (ordained arms), initiate
2nd	+2	+0	+0	+3	Secret
3rd	+3	+1	+1	+3	Custom
4th	+4	+1	+1	+4	Clandestined hypnotism
5th	+5	+1	+1	+4	Bonus feat, extended ritual 1/day
6th	+6/+1	+2	+2	+5	Secret
7th	+7/+2	+2	+2	+5	Custom
8th	+8/+3	+2	+2	+6	Clandestined hypnotism
9th	+9/+4	+3	+3	+6	Bonus feat
10th	+10/+5	+3	+3	+7	Extended ritual 2/day, secret
11th	+11/+6/+1	+3	+3	+7	Custom
12th	+12/+7/+2	+4	+4	+8	Clandestined hypnotism
13th	+13/+8/+3	+4	+4	+8	Bonus feat
14th	+14/+9/+4	+4	+4	+9	Secret
15th	+15/+10/+5	+5	+5	+9	Custom, extended ritual 3/day
16th	+16/+11/+6/+1	+5	+5	+10	Clandestined hypnotism
17th	+17/+12/+7/+2	+5	+5	+10	Bonus feat
18th	+18/+13/+8/+3	+6	+6	+11	Secret
19th	+19/+14/+9/+4	+6	+6	+11	Custom
20th	+20/+15/+10/+5	+6	+6	+12	Extended ritual 4/day, grand marshal

Secret Organizations

A ritualist is a member of an ancient organization with secrets it jealously guards. This is meant to conjure images of the Illuminati, the Templar, and the Freemasons; very ritual-steeped secret societies with a long history. However, this class has a basis in whatever ancient clandestine organization exists in your world. You (or your GM) can create your own that doesn't quite fit this mold. It just needs to be: ancient, martial, have secrets to keep, and be exclusive. Maybe your ritualist is part of a very public, mercenary, demon-hunting, guild with a thousand year history but the actual methods you use to hunt and kill the demons are proprietary. A secret organization can dovetail nicely with a cavalier's order, a church for a paladin or cleric, evil cabals, ancient cults, or even be part of something like an mystic organization of magic practitioners.

Role

Ritualists are martial characters who must utilize their action economy to its absolute fullest. If you can master it you'll be able to deal damage with the best of them but if you don't you'll find yourself lagging behind. Ritualists are Intelligence based character and share a spot with the magus as characters who benefit most from a strong Strength in addition to a good Intelligence.

Alignment: Any Lawful

Ritualists come from secret societies who do not offer initiation to any but the most tight lipped and composed. Training in their art requires total obedience and strict adherence to traditions and customs, not creativity and free thinking.

Table 5-2: Ritual Actions

Type of Ritual	Action Type	Provoke?	Example
Offhanded	Free	No	Making a hand sign of reverence, reciting a short mantra, or checking your humoral alignments.
Minor	Swift	No	Eating a sacrament, unsheathing a weapon in an ostentatious fashion, or making sure your attacks form a certain shape when viewed from your perspective.
Major	Move or Standard	Yes	Anointing oneself or their weapon with oil, reciting several verses of dogma, doing an elaborate series of gestures.
Grand	Full Round	Yes	Elaborately prostrating yourself on the ground, a choreographed dance, or a protracted speech.

Relationship With Other Classes

Ritualists get along famously with cavaliers and inquisitors due to their dedication to an organization and the jobs they may be asked to carry out. As a ritualist's is more or less consumed by their dedication to their organization, they may see cavaliers or inquisitors who are not part of the same organization (or, heaven forbid, an opposing one) as rivals or even enemy agents. They understand paladins and lawful clerics; ritualists who are dedicated to a religious secret organization may even be aligned with them. They don't like the moral inflexibility of a paladin and clerics often preach rather than act. Rogues are another class that they have a complex relationship with. They like the fact that they will do things by any means, but dislike their often flippant or flexible loyalty.

Code of Conduct: Total Secrecy

A ritualist has sworn to never divulge the secrets of their secret organization under pain of death. Should a ritualist accidentally communicate any secrets of their order they must, at all costs, report what they said and to who. If at all possible, they must kill the person or people who know. Failing that, if the information becomes public knowledge in the local area. they are to report the transgression in person and expect execution or punishment in return for their failings.

A ritualist who divulges secrets and/or who is excommunicated from their organization cannot progress any further in the ritualist class until he has rectified the situation.

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 ritualist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Cha)

Extra Skills: Self Discipline (Wis)

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the ritualist.

Weapon and Armor Proficiency

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

Initiate (Ex)

As an initiate, at 1st level, a ritualist gains a bonus on all saves that would result in them divulging information about their secret organization equal to 1/2 their ritualist level (minimum +1). This most commonly affects Will saves against mind affecting effects but can, rarely, also apply to other saves (a Fortitude save against a truth serum for example) if it directly applies.

Ritual (Su)

Rituals give a ritualist power and cause supernatural effect when practiced. The more ornate the ritual, the more impactful it is. To perform a ritual a ritualist expends a certain type of action and this allows them to perform certain "customs", supernatural benefits brought on by the ritual. A ritual must be performed before the custom is used. A ritualist may perform as many rituals as they have actions to make during a given turn.

Customs (Su)

A custom is a supernatural benefit that a ritualist gains after performing a ritual. When the ritual is performed they must state what custom they are choosing to benefit from. The benefit of a custom lasts until the start of their next turn, unless otherwise noted.

At 1st level the ritualist only knows the ordained arms custom. At 3rd level and every 4 levels thereafter, they learn a new custom.

Ordained Arms

Ritual: Offhand, Minor, or Major
Benefit: The ritualist gains a +2 morale bonus on attack and damage rolls if they performed an offhand ritual. If the ritualist performed a minor ritual this bonus is instead equal to 1/4 their class level and increases to +1/2 level if they perform a major one (both have a minimum of +1).

A full list of customs can be found at the end of this class.

Secrets (Sp)

At 2nd level, a ritualist gains a secret. These represent trainings and assets available to the ritualist on behalf of their secret order. At 6th level, and every 4 levels thereafter, the ritualist gains a new secret. A given secret can only be selected once unless otherwise noted.
A full list of secrets can be found at the end of this class.

Clandestin Hypnosis (Sp)

At 4th level, once per day per Intelligence modifier a ritualist can use *modify memory* as a spell-like ability on a creature they touch, but only to erase memories of their secrets, their presence, or of their order.

At 8th level, a ritualist can use *modify memory* at will in this fashion and may use *repress memory* [OA] once per day in the same way.

At 12th level, a ritualist can use *repress memory* on themselves at will and may do so as a free action. Additionally, a creature killed by a ritualist of 12th level has their mind automatically wiped of all information regarding the ritualist, his organization, or any secrets relating to the organization.

At 16th level, the first time in a 24 hour period a creature is successfully struck by a ritualist the ritualist may additionally chose to use *modify memory* on the creature.

Bonus Feat

At 5th level and every 4 levels thereafter, the ritualist gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Extended Ritual (Su)

Starting at 5th level, when they perform a ritual to activate a custom, the ritualist may extend the duration of its benefit until the end of their next turn rather than the start of their next turn. This has no effect on customs that lost longer than the start of the ritualist's next turn. The ritualist may do this once per day, plus one additional time per day at 10th level and every 5 levels thereafter.

Grand Marshal

At 20th level, the actions required for each kind of ritual is reduced by one step. Grand rituals now take a move or standard action, major rituals now take a swift action, and minor rituals now are free actions. This has no impact on offhand rituals.

List of Ritualist Customs

Admonition to the Dead

Ritual: Major, Grand
Benefit: By performing a special rites, the ritualist gains a +4 bonus on saves against all death effects, on saves against ability score damage, on rolls to stabilize, and on saves against negative energy damage. In addition they gain a constant mundane *deathwatch* spell. If done as a major ritual this lasts for 1 round per Intelligence modifier and if done as a grand ritual it lasts for 1 minute.

Anointed Armor

Ritual: Offhand, Minor or Major
Benefit: The ritualist gains a +1 insight bonus to their AC if they performed an offhand ritual. If the ritualist performed a minor ritual this bonus is instead equal to 1/8th their class level and increases to +1/4 level if they perform a major one (both have a minimum of +1).

Arming Ritual

Ritual: Major, Grand
Benefit: If the ritualist takes the time to draw their weapon in a highly ritualized and ceremonial fashion that show reverence towards their weapon (taking the time of a major ritual) the enhancement bonus of that weapon increases by 1 (maximum +5) until the end of their next turn. If done as a grand ritual the bonus is instead increased by 2 (maximum +5). This ritual can only be done on a sheathed weapon.

Penitent's Flagellation

Ritual: Major
Benefit: The ritualist flagellates themselves with a flail or other instrument of physical punishment, causing 1d6 points of damage. This immediately ends all mundane bleed effects. If not bleeding the ritualist immediately receives a save against one ongoing effect that allows for a Fortitude or Will save. The effect does not end if the damage from the flail is not taken.

Personal Salvation
Ritual: Minor, Grand
Benefit: The ritualist adds their Intelligence modifier to their next saving throw in addition to the normal modifier associated with the save. If the ritualist does a grand ritual, they instead their Intelligence modifier to all saving throws.

Protest the Foe
Ritual: Minor, Major
Benefit: Declare a single creature who opposes the ritualist's work or their secret order. The ritualist adds 1d6 precision damage to their attacks against that creature if they performed a minor ritual. If the ritualist performed a major ritual this bonus damage increases to 1d6 +1d6 per 4 levels of ritualist.

Ritualistic Preparation
Ritual: Minor
Benefit: The ritualist performs a minor ritual on their turn. So long as that was the only ritual they performed during that turn they gain an extra move action on their next turn that can only be used to perform a major ritual.

Ritualistic Waltz
Ritual: Minor
Benefit: So long as the ritualist only moves in straight lines and turns only at 90 degree angles during their movement, they gain a +10 foot bonus to their movement. In addition, they can charge while doing this so long as they don't make more than 1 turn during their movement.

Secret Slayer
Ritual: Minor, Grand
Benefit: With a thundering call for silence the ritualist seals the lips of a creature within 30 feet of them who can both see and hear the ritualist. If done as a minor ritual the creature must make a Will save (DC 10 + 1/2 ritualist level + Intelligence modifier) or be unable to communicate for 1 round per Intelligence modifier of the ritualist. If done as a grand ritual the DC of the Will save is increased by 3 and the silence last for 1 minute per Intelligence modifier.

Tempered Mind
Ritual: Major, Grand
Benefit: The ritualist become immune to fear effects if they do this as a major ritual. If the ritualist does a grand ritual they instead becomes immune to all harmful mind-affecting effects.

Witch Guard
Ritual: Minor or Grand
Benefit: The ritualist gains 11 + class level in Spell Resistance until the start of their next turn if they performed a minor ritual. If the ritualist does a grand ritual for this the Spell Resistance lasts for rounds equal to their Intelligence modifier.

Sidebar: Are Ritualists Religious?
Despite sounding rather religious not all ritualists are religious and their power does not come from a divine source. They use ancient rituals and customs to evoke their powers; the exact nature of this power is lost to time and secret. It is fairly likely that the ritualist themselves does not know where their power comes from. They are like dogs who know if they roll over that they will be given a treat, despite not having idea about the economic systems that allow their owner to buy the treat. Some ritualists do in fact follow deities and their secret order is a religious one but there are just as many martial orders of knights, defenders of mage towers, and political orders loyal to a king or country.

List of Ritualist Secrets

Clean Body, Clean Spirit (Ex): The ritualist has been taught secret and ancient ways of purifying their body of worldly maladies, inside and out, via diet and lifestyle. Like Mithridates, if they follow this strict diet and cleanliness policy they are rendered immune to poisons and diseases.

To obtain this the ritualist must follow a strict diet, an act requiring them to prepare all their food themselves. As mentioned above they must also remain clean: this means bathing, scrubbing of the skin, and keeping themselves well groomed. They must also launder their clothing and keep it clean from blood, grime, and in impeccable condition (magical cleaning is suggested) at least once a week. Finally, the ritualist must adorn themselves in simple clothing of a single color (often white linen) to show their cleanliness. If a ritualist fails to do this for a week they lose this benefit until they adhere to it for a week.

Discretion (Ex): The ritualist learns to speak covertly at almost all times, except to dear friends. They gain a +1/4th level bonus on all Bluff checks to lie or pass hidden messages. Furthermore, the ritualist may say two things when they speak. This allows them to automatically pass any checks to pass hidden messages to another character without fail. The ritualist must still roll as a perceptive creature can still pick up on it with a Sense Motive roll.

Disguise (Su): The ritualist can pass unknown as easily as a doppelganger might. They gain the at will usage of the *disguise self* spell a supernatural ability. They use their ritualist level as their caster level. A ritualist must be at least 6th level to learn this secret.

Legitimacy (Ex): The ritualist can lend an air of legitimacy to what they are saying because of their intimate familiarity with lies, propaganda, and power structures. A ritualist can use Bluff in place of Diplomacy and Intimidate when attempting to improve the attitude of creatures or demoralize creatures.

Organizational Resources (Ex): The ritualist, given their pull within the organization, can ask for specific favors. They may request the personal use of an object worth no more than 2,000 gp per level. Once formally requested, this object will be delivered to them in a reasonable fashion (delivered via post, magically teleported, etc) to the ritualist when available. A ritualist can only have one such item at a time, returning the item to the organization before getting another. If the item breaks or is a consumable the ritualist must pay for the item before getting a new item. This item may be swapped as often as the ritualist can reasonably send the item and the organization can exchange it for another.

Skillful: The ritualist can take Skill Focus or Signature Skill [Unchained] in any class skill in place of a secret as a bonus feat. The ritualist may take this multiple times, though each time it grants them a bonus feat in a different class skill.

Veil of Humility (Su): So long as the ritualist's face is covered they cause spells and supernatural effect that only target one creature have a 25% of failure against the ritualist. They may wear a mask, a deep hood that obscures their face, or blur it with some kind of magic spell but it must remain unguessed to achieve this effect. A ritualist must be at least 14th level and have the disguise secret to learn this secret.

Table 5-3: Ritualist Alternate Favored Class Bonuses

Race	Bonus	Source
Humans	+1/6th a new ritualist secret.	CRB
Dwarf	+1/6th a daily uses of extended ritual.	CRB
Drow	+1 on Bluff and Intimidate checks when attempting to keep a secret for their order or bully someone into not speaking about their order.	ARG
Te-ra	+1 on attempts to recall ancient knowledge, particularly about organizations, customs, and rituals.	RG4
Saiga	+1/2 on all attempts to seem harmless, bungling, and otherwise innocent.	Saiga

Word Forge (Ex): The ritualist can lie as well on paper as they can in person and thus can create expert forgeries and detect them with uncanny ease. They add 1/4th their level on all Linguistic checks to make or detect forgeries.

GRANDMASTER

A Prestige Class for the Pathfinder Roleplaying Game

Renown the world over for your mastery of a specific skill, you are regarded as the foremost authority on it. You have achieved fulfillment of the Japanese concept of "ikagi", one's "reason for being" or the purpose for your own existence though the study of a skill or craft. As you spent years elevating your art, your art now elevates you to impossible levels.

Hit Dice: D8.

Requirements

To qualify to become a grandmaster, a character must fulfill all the following criteria:

- **Requirement:** Skill Focus in any skill that you have at least 7 ranks in. This skill is referred to as your "grandmaster skill".
- **Requirement:** Must have created a "master work"; an object, thesis, or demonstration of your grandmastery skill that has obtained world renowned among the top experts of your field.

Sidebar: Niche Tricks and Grandmaster

If you are using niche skills in your game and you are at least a 7th level character with 3 ranks in a niche trick, you can qualify for this class with GM approval. You still must do a masterwork and the niche skill must be something appropriate to the class's abilities.

Class Skills

The grandmaster treats all skills as class skills.

Skill Ranks per Level: 8 + Int modifier.

Class Features

The following are the class features of the grandmaster prestige class.

Weapon and Armor Proficiency

The grandmaster gains no proficiency with any additional weapon or armor.

Skill Bonus (Ex)

At 1st level, the grandmaster gains a +2 competence bonus to their grandmaster skill. At 3rd level this improves to +4, and at 5th level to +6.

Grand Mastery (Ex)

At 2nd level and every level of grandmaster thereafter, the grandmaster gains a new seemingly impossible talent that allows them to use their skill in a new way.

Expert Advice: As a swift action a grandmaster can offer advice on their grandmastery skill. All allies that can see and hear the grandmaster gain a +4 bonus on that skill.

Table 6-1: The Grandmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+0	Skill bonus (+2)	-
2nd	+1	+1	+1	+1	Grand mastery	+1 level of existing class
3rd	+2	+1	+1	+1	Grand mastery, skill bonus (+4)	+1 level of existing class
4th	+3	+1	+2	+2	Grand mastery	+1 level of existing class
5th	+3	+2	+2	+2	Grand mastery, skill bonus (+6)	-

Grand Demonstration: The grandmaster can make a check in their grandmastery skill in place of an Diplomacy check to improve the attitudes of those who watch them demonstrate their grandmaster skill for the duration of the demonstration.

Grandmaster's Edge: The grandmaster gains all skill unlocks for their grandmastery skill that their ranks in the grandmastery skill allow.

Ikigai: The grandmaster can make a check in their grandmastery skill in place of an Initiative check so long as they are currently engaged in the act of practicing their grandmastery skill in some fashion.

Military Application: Select an implement related to the grandmaster's grandmaster skill that could conceivably be wielded in one hand. This implement, when wielded by a grandmaster, is treated as if it were a martial weapon (or exotic weapon if the grandmaster is proficient in all martial weapons) that it most resembles and the implement it actually is. While it may share the same weapon profile as the weapon it most resembles, it is treated as its own weapon (Example: If you have violin and treat the bowstring like a short sword it deals damage like a short sword but you'd have to take "Weapon Focus (bowstring)".) While wielding this weapon it gains an enhancement bonus equal to 1/4th the grandmaster's total character level. The grandmaster is always proficient in the use of this weapon.

Patient Mentor: You gain a +10 competence bonus on aid another checks to provide a bonus on your grandmaster skill.

Raison D'etre: While wielding an implement associated with the grandmaster's grandmaster skill they can use the ability score associated with their grandmaster skill for attack and damage rolls. (Example: If you chose Survival and opted to wield a bear trap on a chain as a meteor hammer you could use your Wisdom modifier in place of your Strength modifier for attack and damage rolls with it.) The grandmaster must have the military application grand mastery before selecting this.

Skill Mastery: The grandmaster becomes so confident in the use of their grandmaster skill that they can use it reliably even under adverse conditions. When making a skill check with their grandmaster skill, they may take 10 even if stress and distractions would normally prevent them from doing so. This functions like the advanced rogue talent of the same name.

Casual Proficiency: The grandmaster "takes 12" whenever they attempt to take 10 with the skill.

Endured the Trials: They say mastery takes 10,000 hours to achieve and grandmaster has endured that journey. They may add the ability score modifier associated with their grandmaster skill to their lowest base save (i.e before adding modifiers to it). If this would cause the grandmaster to apply an ability score to a save twice, the grandmaster instead multiplies the modifier by 1.5 when determining that save.

Sidebar: Groundwork Feats

If you are using the groundwork subsystem from Alternate Paths: Prestige Classes the grandmaster gains groundwork feats at 2nd and 5th levels.

Cerebral Enhancement

(Arcane Discovery)

The wizard has bolstered their already prodigious mind with magical enhancements. This ritual takes 24 hours of magic enhanced meditation before re-awaking with a changed and vastly expanded mind. The wizard gains 1 additional skill point per level retroactively and continues to gain 1 additional skill point per level from that point forward. They may select 2 non-class skills of their choice and add them to their list of class skills. The wizard must be 5th level to select this arcane discovery. If the wizard has selected this once they may select it a second time at 10th level.

Order of the Mind

(Cavalier Order)

Cavaliers belonging to the order of the Mind dedicate themselves to expanding their consciousness and recording their experiences in an analytical and scientific fashion. They believe in empirical truth, the beauty of mortal achievement, and the essential nature of progress.

Edicts: The cavalier must always seek new scientifically valuable information and never turn their back on a new venue of progress so long as it does not violate their own moral code.

Challenge: Whenever an order of the mind cavalier issues a challenge, its allies receive a +1 bonus on Knowledge checks to identify the creature. This bonus increases by +1 for every 4 levels the cavalier possesses.

Skills: An order of the mind cavalier adds 3 Knowledge skills of their choice to their list of class skills. In addition, whenever an order of the mind cavalier uses a Knowledge check to identify a creature they receive a bonus on the check equal to 1/2 their cavalier level (minimum +1).

Order Abilities

A cavalier that belongs to the order of the mind gains the following abilities as he increases in level.

Academic Insights: Starting at 2nd level, the order of the mind cavalier gains 2 additional skill points per level retroactively and continues to gain 2 additional skill point per level from that point forward.

Efficient Challenge (Ex): At 8th level, if an order of the mind cavalier first identifies a creature via a Knowledge check there is a 50% chance that when they issue a challenge they will not expend a daily use of the challenge class feature.

Empirical Punishment (Ex): At 15th level, an order of the mind cavalier gains a +4 insight bonus on critical confirmation rolls against creatures they have successfully identified via Knowledge check.

Keeper of Secrets

An Archetype for Paladins in the Pathfinder Roleplaying Game

Charged with reading scripture, heretical or sacred, and storing it within their minds for safekeeping- keepers of secrets are paladins who guard their church's vaults of knowledge. They are expected to have encyclopedic knowledge that they are expected to be able to call upon during times of strife to offer guidance both on the battlefield and off. Still, some truths are too dangerous in the wild and a Keeper of Secrets will hunt down anyone who spreads heresy or the deeper secrets of their church.

Code of Conduct (Addendum)

Unlike a normal paladin a keeper of secret can lie, but only to protect sacred knowledge.

Class Skills

The keeper of secret's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 6 + Int modifier.

Replacement: This increase in skills replaces the keeper of secret's ability to cast spells.

Detect Alignment (Sp)

At 1st level, at will, a keeper of secrets can use *detect chaos*, *detect evil*, *detect good*, or *detect law*. She can only use one of these at any given time.

This ability replaces *detect good*. A keeper of secrets also gains 1 less use of smite evil per day. Because of this they gain smite evil at 4th level rather than 1st.

Savage Sage

An Archetype for Barbarians in the Pathfinder Roleplaying Game

Savage sages are people from the so-called "civilized world" who have embraced naturalistic philosophies and become so enriched by the experience that they turn fully savage by embracing the ways of animals. Socially they mimic animals: if a dog will sleep on the side of the road, why is it too good for a person? Tapping into this primal wisdom they become renown sages; able to see hard truths by ignoring the trappings of the civilized world. Their rage becomes an expression of their inner animal and though their study of the natural world they reach a sort of apotheosis and spiritual calmness.

Code of Conduct

Taking a page from Diogenes' playbook, a savage sage must do that which they do in nature in civilized lands with little regard for decency. A savage sage who is prohibited from doing these things for 1 week loses access to their barbarian class features other than proficiencies and skills until they return to their naturalistic ways for 24 hours.

Skill Ranks per Level: 4 + Wis modifier.

This replaces the barbarian's fast movement class feature.

Natural Apotheosis (Su)

When unarmored and unencumbered, the savage sage adds their Wisdom bonus (if any) to their AC and their CMD while raging. In addition, a savage sage gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 savage sage levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the savage sage is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

A savage sage is proficient with all simple and martial weapons but with only light armor and no shields rather than their normal proficiency list.

Spiritual Stillness (Ex)

At 4th level, while raging a savage sage can take actions that require concentration.

This ability replaces the rage power normally gained at 4th level.

Suggested Skill-Based Archetypes

The following archetypes for classes are ones that we recommend for a skill focused game:

Cleric: Cloistered Cleric [UM]

Fighter: Tactician [UC]

Ranger: Skirmisher [APG], Trapper [UC], Wild Stalker [UC]

Items Made of Special Materials

Crafting an item out of special materials has not been covered previously so please use the following guidelines to craft those lead-lined chests, adamantine manacles, etc. This system equates the weight of an item with an existing kind of item that is covered in the special materials section. Items must be masterwork before being made of a special material. You'll note some weights overlap. Use the higher price if the weapon is large for its weight and lower if it is a particularly small item. If a material just specifies a "weapon" (as adamantine does) this covers items from 1-5 lbs.

For Example: We want to buy adamantine masterwork manacles. They weighs just 2 lbs. so they'd count as "weapons" and cost 50 gp. To make a weapon adamantine you'd need to spend 3,000 gp so our adamantine masterwork manacles cost 3,050 gp.

Table 7-1: Guidelines for Items Made of Special Materials

Item Weight	Counts as
>1 lb.	Ammunition
1-3 lb.	Light weapon
3-5 lbs.	One-handed weapon
5-10 lbs.	Two-handed weapon
10-20 lbs.	Light armor
20-40 lbs.	Medium armor
40-100 lbs.	Heavy armor
+10 lbs (over 100 lbs)	+10% of heavy armor's cost for every 10 lbs.

Sidebar: Items Heavier than 100 lbs.

For every 10 lbs above 10 lbs add +10% of the base price of the special material for heavy armor. For example: if an item weighed 130 lbs and you wanted to make it out of adamantine you'd approach it in the following fashion. Heavy armor costs 15,000 gp. For every 10 lbs over 100 lbs you'd add 1,500 gp to the price. Since this is 30 lbs over 100 lbs you'd add 4,500 gp to the price for a grand total of 19,500 gp on top of the base item price.

Magic Tools

Masterwork tools that produce a skill bonus can be made magical to increase the bonus they give. These items grant an enhancement bonus to the skill in question on top of the bonus provided by being masterwork. A magical +4 lute, for example, would give an additional +4 bonus on Perform (string) checks when played, for a total of +6 to such checks.

To make a set of magical tools the item must first be masterwork (typically 50 gp). Then add the price listed on Table 7-2: Magic Tool Pricing by Bonus.

Table 7-2: Magic Tool Pricing by Bonus

Tool Bonus	Base Price (gp)
+1	100
+2	400
+3	900
+4	1,600
+5	2,500

Wondrous Magic Items

Adventurer's Tent

Aura faint evocation; **CL** 5th; **Slot** none; **Price** 30,000 gp; **Weight** 15 lbs.

This medium sized fabric tent appears threadbare and heavily used, but the interior always exists at a comfortable temperature and resists any winds weaker than hurricane-force winds without blowing away. Up to two medium-sized creatures can use the tent at a time.

Construction Requirements

Craft Wondrous Items, *tiny hut*; **Cost** 15,000 gp

Caedicus Pack

Aura moderate conjuration; **CL** 9th; **Slot** none; **Price** 9,000 gp; **Weight** 2 lbs.

This healer's kit has a silver caedicus embroidered prominently on its front. This item counts as a healer's kit, though the number of uses it has remaining refreshes each morning after you drop 2 drops of blood on it (a superficial effect, this does not cause damage).

Construction Requirements
Craft Wondrous Items, *minor creation*; **Cost** 4,500 gp

Dimensional Tent

Aura strong conjuration; **CL** 13th; **Slot** none; **Price** 182,000 gp; **Weight** 10 lbs.
This small tent looks like it could barely hold a full grown man. Despite its appearance, the tent actual serves as a gate to an extradimensional living space. The interior of the tent appears as a cabin, with rooms for up to 8 medium-sized creatures. Since the cabin exists in extradimensional space, outside conditions do not dictate the conditions of the interior. However, if the tent is destroyed, all creatures and their items in the cabin are immediately ejected into the space around the tent.
Construction Requirements
Craft Wondrous Items, *mage's magnificent mansion*; **Cost** 91,000 gp

Folding Tool Platform

Aura moderate conjuration; **CL** 9th; **Slot** none; **Price** 90,000 gp; **Weight** 5 lbs.
This 15 sq. ft. square wooden platform can hold static nonliving matter, such as an alchemical lab or a telescope, and reduce it a convenient portable form. It can hold no more than 30 lbs on its surface and it can only store tools and kits. By speaking the command word, the platform quickly folds in on itself, down to a 1' square, and stores items on its surface in extradimensional space. Creatures on the platform are thrown to the nearest safe empty space, and must make a Reflex save (DC 12) or be knocked prone. The platform finishes folding after 1 full round. A separate command word unfolds the platform, releasing the stored items back as they were placed on the platform before it was folded. No matter the weight of the stored items, a folded folding tool platform only weighs 5 lbs.
Construction Requirements
Craft Wondrous Items, *secret chest*; **Cost** 45,000 gp

Graverobber's Gloves

Aura faint divination; **CL** 5th; **Slot** gloves; **Price** 2,500 gp; **Weight** 1 lb.
These permanently blood-specked leather gloves allow the wearer to immediately become aware of the most valuable item on the creature they just killed. This does not offer any insight into what the item is, the wearer of these gloves simply knows which is the most expensive one.

This also allows the wearer the ability to immediately cast *identify* as a spell-like ability (using the wearer's level as their caster level) and attempt a Spellcraft check on that item as a free action. This may be done up to 3 times per day. The wearer can make Spellcraft checks untrained if done in this fashion.
Construction Requirements
Craft Wondrous Items, *identify*; **Cost** 1,250 gp

Lightning in a Bottle

Aura moderate evocation; **CL** 9th; **Slot** none; **Price** 2,000 gp; **Weight** - lb.
Lightning captured in a specially prepared bottle offers a spark of inspiration but also... lightning. When drank (as per a potion) *lightning in a bottle* causes 4d6 points of electricity damage. It has one of two possible effects depending on what the drinker wishes. The first is a moment of sudden inspiration that allows them to see their situation more clearly; if the player is missing some obvious thing or just can't seem to fit the last piece of the puzzle together the GM can tell them or at least give them a hint. The second use is that, if the user attempts a skill check immediately after drinking lightning in a bottle (next turn is acceptable during combat), they gain an insight bonus on that skill check equal to the amount of electricity damage they suffered, to a maximum of 1/2 their character level. Any damage that is negated or absorbed does not count towards the skill bonus.
Construction Requirements
Craft Wondrous Items, *bestow insight* [ARG], *lightning bolt*; **Cost** 1,000 gp

Moral Scales

Aura moderate divination; **CL** 7th; **Slot** none; **Price** 42,000 gp; **Weight** -

These brass scales can weigh the nature of one's soul. By placing as little as a few hairs from yourself and a similar quantity of biological material from another creature on the other side, you can tell the creature's alignment in regards to your own. It can determine if a creature is one of the following: "more chaotic", "more lawful", "more good", and/or "more evil". For example: if you were lawful good and you measured some fingernail clippings from a lawful evil creature against your own you'd get a reading of "more evil".

Construction Requirements

Craft Wondrous Items, *aura sight*; **Cost** 21,000 gp

Very Shiny Trinket

Aura moderate enchantment; **CL** 9th; **Slot** none; **Price** 24,300 gp; **Weight** 1 lb.

What appears as a brilliantly gilded jewel is in truth a brilliant fake, but is enchanted to draw the eye and captivate the mind. Once activated, anyone within 20 feet of the item must make a Will save (DC 16) or approach the object. If a creatures is adjacent to an active very shiny trinket, it must make another Will save (DC 16) or become fascinated with the item for 1d4 rounds. The very shiny trinket can be activated as part of an action made to throw it. The very shiny trinket remains active for 1 minute, or until the command word is spoken by a creature within 20 feet.

Construction Requirements

Craft Wondrous Items, *beguiling gift*, *hypnotism*; **Cost** 12,150 gp

Magic Weapon Special Abilities

Riddling

Price +1 bonus **Aura** moderate divination; **CL** 8th; **Weight** -

A *riddling* weapon is a weapon that probes your mind, teasing out psychic power to enhance your weapon by asking your subconscious riddles. At the end of their turn a wielder is asked a riddle (a GM should have a book of riddles for this). If the player can answer it at the start of their next turn, the weapon's enhancement bonus counts as +2 higher until the start of your next turn (maximum of +5). Failing to solve this riddle causes it to remain it normally is for that round.

Additionally, when a *riddling* weapon confirms a critical hit, the stuck creature must answer a riddle posed by the wielder or become confused for 1 round (if the creature is controlled by the GM, they must answer it).

Construction Requirements

Craft Magic Arms and Armor; *identify*; **Cost** +1 bonus

Sidebar: Too Tough Riddles

Some riddles are just too tough to solve. For every 1 Intelligence modifier a character has they can say, "I don't like that riddle. Give me a different one." once per round. If an NPC is asked to solve it it is acceptable for the GM to attempt an Intelligence check (DC 20) to attempt to "solve" the riddle.

Magic Replacement Limbs

Sometimes utility is the name of the game and you feel a powerful urge replace your arm with a magical grappling hook. First developed by magical puppeteers they have become widespread in certain communities and are famously used by adventurers and soldiers who lose limbs but want to keep fighting.

The prosthetic limb is not a recent invention; replacement limbs have existed throughout history to varying degrees of utility. With the inclusion of magic to the equation it is possible to create fantastic prosthetics that put natural limbs to shame. There are those who frown on heedlessly chopping off arms to install fanciful arcane clockwork ones, seeing those with prosthetics as incomplete or less than they were before. The possibility remains and is a blessing for those who lose a limb to the dangers of the adventuring profession.

Mechanics

Magic replacement limbs are a distinct set of magic items that are installed rather than equipped. You can only have replacement limbs equal to the normal number of physical limbs you possess; this means 2 arms and 2 legs for the average humanoid. Magic replacement limbs don't interfere with the function of magic item equipped, so having a magic prosthetic arm doesn't reduce the number of rings you can wear or prevent you from using the wrist slot.

Installing a limb on a creature takes 8 hours and requires a DC 18 Heal check; failure means the limb doesn't connect properly and doesn't work, leaving the creature treating the limb as damaged beyond use. Failure by 5 or more deals 2d6 damage to creature having the limb installed in addition to the limb not working. You can retry installing a magic replacement limb.

As magic items, these limbs are vulnerable to being dispelled. When a magic replacement limb is targeted by *dispel magic* the limb is treated as having a caster level equal to the HD of the creature it is attached to. When a limb is dispelled it stops functioning for 1d4 rounds, during which it counts as a limb damaged beyond use. This also occurs to any magic replacement limb that enters an *antimagic field*, except the effect lasts until the limb is removed from the field.

Deeper Rules

- You can create magic replacement limbs out of special materials like adamantine or darkwood; treat the limb as a one-handed weapon.
- Effects that would alter the physiology of a limb don't function against a replacement limb; this means a godhand (LRGG's godhand) can't have a magic replacement limb as their divine arm. This doesn't apply to magical polymorph effects or limbs gained through spells or spell-like abilities.
- You can install a magic replacement limb on a battle puppet, replacing the relevant limb, with a DC 10 Craft check. No battle puppet upgrades can be installed on a limb that is a magical replacement limb. It must be paid for normally and once applied last until removed. Removing a limb in this fashion destroys it.
- When attempting to determine the cost associated with creating your own magical replacement limb use the following formula: 1,000 gp (base) + the cost of the nearest equivalent item.

Basic Magic Prosthetic

Slot: 1 arm or leg
Effect: This functions as a normal limb.
Cost: 1,000 gp

Golem Limb

Slot: 1 arm or leg
Effect: Your new limb is actually a lesser form of construct linked to your spirit. Your limb is immune to being dispelled and functions normally inside an *antimagic field*. Additionally, unarmed strikes made with this limb deal lethal damage and don't provoke attacks of opportunity.
Cost: 4,000 gp

Grappling Arm
Slot: 1 arm
Effect: Your arm houses a grappling hook launcher, along with a length of rope. You are always considered to have a grappling hook equipped and ready, along with 50 feet of hemp rope attached to the hook. You must have your hand free to fire the grappling hook. You may add to or replace the rope, but you must pay for the additional or replacement rope.
Cost: 1,500 gp

Integrated Weapon
Slot: 1 arm
Effect: Your limb has a one-handed or light weapon integrated into it. It may be drawn or put away in such a fashion that it doesn't interfere with your normal movement as if you were sheathing it. An integrated weapon cannot be disarmed, though can be damaged. If the weapon becomes broken, so too does the limb. Enhancements for the limb's weapon are done as per the kind of weapon it is. You gain a +4 circumstance bonus on Sleight of Hand attempts to conceal the weapon in your limb.
Cost: 1,000 gp + (price for masterwork version of the weapon x 1.5)

Pocket Space Limb
Slot: 1 arm or 1 leg
Effect: You can hide things in a hidden compartment in your limb. You gain a +8 bonus on Sleight of Hand checks made to conceal items in the limb. You can only store light weapons or things you could easily conceal in one hand within the limb.
Cost: 2,000 gp

Recuperative Prosthetic
Slot: -
Effect: This allows a person who lost the functionality of some part of their body to function normally once again. This can allow a person who lost functionality below the waist the ability to walk, a person who lost their hearing the ability to hear, a lost hand to function on a basic level, allow the blind to see again, offer someone with nerve damage full control of their body and a reprieve from pain, etc. This covers any one thing that can be healed/repaired/regrown by a *regenerate* spell. It may not be comfortable, as functional as an uninjured person, or the like but it functions. D20 rolls associated with the use this repairs suffer a -2 penalty but grants you the use of it again. A masterwork version of this removes this penalty.
Cost: 3,000 gp (basic), 6,000 gp (masterwork)

Sidebar: Not Just a Limb Replacement
A recuperative prosthetic does not just replace a limb but otherwise follows all the same rules for applying a limb.

Reload Assistant
Slot: 1 arm or leg
Effect: Your limb has a complex system of pulleys and cranks on the side that can link to a crossbow, aiding you in reloading crossbows. Once per turn, you can press a crossbow to your limb to reload the weapon without provoking an attack of opportunity. This does not affect the time it takes to reload a crossbow. Additionally, you can store a quarrel of crossbow bolts (10 bolts) within the limb.
Cost: 2,800 gp

Spring Legs
Slot: all legs
Effect: Hidden within your legs are small coiled springs, ready to give you that extra power needed to leap into the air. You gain a +8 bonus on Acrobatics checks made to jump.
Cost: 3,750 gp

Toolkit
Slot: 1 arm
Effect: You new arm, when held a certain way or with a few quick adjustments, can function is a particular set of artisan tools or a musical instrument. You are always treated as having a particular set of artisan's tools or musical instrument on hand. You must have the arm free to use the tool or instrument, although it requires 1 less hand than normal to use or play.
Cost: 1,000 gp + (cost of the tool or instrument x1.5)

LIVING ITEMS

Introduction

Sentient, ambulatory objects that grow limbs to move around and perform their intended item function. Living items are animate objects that possess a life and will unseen in other magically animated items. They are musical instruments created with such love and care that they spring to life with a soul of their own, the craftsman's beloved tools used so long that they have become infused with the spirit and passion of the craft, and the beloved heirloom that has been with the family so long that it becomes an integral member in its own right. All are masterwork items that have sprung to life in a manner that makes them an entirely different creature from animated objects or constructs.

Physical

A living item looks like a normal object until it stands up and moves around. When awake and ambulatory living items grow stubby arms and legs right out of their form, with these limbs sharing the color and texture of their main body. It is difficult to tell the difference between a living item and mundane items and they are universally well-made; varying from age worn to sparkling pristine. Living items can function as their base item and take great pleasure in performing their intended function.

Despite being objects, living items still need to eat, drink, and breath. This leads to strange situations, like a cookpot eating dinner out of itself. When there is an opening in an item (the opening to a lute's resonance chamber, the top of a teapot, etc), a living item can use that as a "mouth". If there isn't an easily identifiable "mouth", a single specified area acts as a mouth for consuming food and drink, although it has no visual presence. For example, an urn might place an apple against its side to take a bite out it with an invisible mouth. Living items have mysterious pocket dimensions that serve as their digestive systems and they have perplexed arcane scholars for generations.

It's also not well understood exactly how living items perceive and speak as they don't have true speech or sensory organs, just the facsimile of them. They clearly display a mental indication of what is their "front" and will turn to speak with someone. When their magic aura is viewed, there is an area of high concentration that generally indicates where their "face" is.

Mental

Living items are predisposed to crafts and arts related to their base item; a lute loves to create music, an anvil wants nothing more than to work metal, and a cookpot longs to share its cooking with others. In fact, sharing the craft is seen as just as important as the craft itself to living items. When abandoned, whether due to neglect or outliving their crafter, living items will toil alone for a time before becoming lonely, at which point they will attempt to join a passer-by so they have someone to show off to. This is not to say that living items are entirely subservient. If they feel ignored or underappreciated they will leave for greener pastures.

Cultural

Since they aren't commonplace living items have no true culture of their own. Instead, they will conform to the culture of the ones who craft them. A living item made by a dwarf will behave similarly to a dwarf, which is different from how a gnomish living item will behave, and a different still from an elven living item. Many living items will become part of the family of the one who crafts them, acting as surrogate children or apprentices. Living items don't age in the same fashion as other races, so as long as they are cared for physically they can effectively live forever barring dramatic events. Because of this, craft and trade guilds will often court living items related to their field as instructors and master craftsmen; a living anvil can serve a smithing guild in perpetuity, maybe even outliving the guild itself.

Living items do have sense of camaraderie with other item-based races, especially the arma [RG4]. Living items are fascinated by the switching between humanoid and item shapes, while the arma are amazed by these small cousins that retain their item form all the time. Conversely, living items have a strong distaste for mimics, seeing them as a cruel imitation and akin to cultural appropriation.

Adventures

Living items aren't ones to go on adventures on their own, but will happily join in someone else's adventure. Many see the chance to experience the larger world as a way to expand their talent as a craftsman or performer. Others seek comradery, having outlived their creators or mortal companions, and see an adventuring party as new group to share their passion with. The living item that goes on their own journey is looking for new masters to learn from, rare materials to craft with, and the means to craft a magnum opus of their own.

Racial Traits

- **Ability Score Racial Traits (0):** Living items are surprisingly spry and personable, but they lack the physicality of other races. They gain a +2 bonus to Dexterity, +2 Charisma, and -2 Strength.
- **Size (0):** Living items are small creatures, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.
- **Type (3):** Living items are outsiders with the native subtype.
- **Base Speed (-1):** Living items have a base speed of 20 feet.
- **Languages (1):** Living items begin play speaking Common. Living items with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **Masterwork Item (2):** Living items count as a masterwork version of their item types. Most masterwork items, particularly tools, grants a circumstance bonus on checks but this is covered under the purpose racial trait. This trait allows an living lute to play itself or an animate set of manacles to secure someone. Additionally, a living item never takes damage from mundane sources related to its use; a living cookpot takes damage from a *fireball*, but not from sitting in a fire.
- **Purpose (3):** Because an living item is a masterwork version of the item it is based on, they gain a +2 on a specific skill, chosen at character creation, and always treat that skill as a class skill if they use their own body to help with the check. For example: an animate lute would likely get a bonus on Perform (string) and a living astrolabe would get a bonus on Knowledge (geography).
- **Animate Life (3):** Living items count as constructs for the purpose of spells and effects that only affect constructs or items, such as make whole. Additionally, they detect as a magic item with a strong aura of transmutation.

Racial Points: 13

Alternate Racial Traits

- **Travel-Sized (+1):** Some objects are so small they can be placed in a backpack, and while these living items are strong for their size, they are fragile and shy. These tiny sized living items gain a +4 bonus to Strength and a -2 penalty to Charisma and Constitution*. Additionally, as tiny creatures they gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a -2 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

  When combined with the ability score bonuses and penalties from size, a tiny living item has +2 Strength, +2 Dexterity, -2 Constitution, and -2 Charisma.

  This replaces the living item's ability score and size traits.
- **Animate Face:** Some living items have crafted or painted faces, allowing them to be more expressive. They gain a +1 racial bonus to Bluff and Diplomacy checks, and learn an additional language every time they put a rank into the Linguistics skill. This replaces the purpose racial trait of the living item.

Table 8-1: Living Items Alternate Favored Class Bonuses

Class	Bonus	Source
Bard	Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.	CRB
Cleric	Add +1/2 to checks made to craft magic items.	CRB
Rogue	+1/2 to Disguise checks made to appear as their base item and Disable Device checks made to disable or rig items	CRB
Professor	+1 to the skill associated with the living item's base item	AP: Skill
Worldshaper	Add one spell known from the wordshaper spell list. This spell must be at least one level below the highest spell level the worldshaper can cast.	AP: Magic
Battle Butler	+1/4th a daily use of contract.	G2
Henchling	+1/2 on Profession checks.	G2

Sidebar: Living Items and Armor

Given their diverse body types and unusual anatomy, it would follow that living items would require specially designed mundane armor that doesn't interfere with their base item function. However, we encourage GMs and players to extend the magic armor resizing rules to reshaping magic armor around living items. If your game is so fantastical that it allows for a living guitar, allowing it wear full plate while still being able to be played shouldn't be a stretch.

Random Living Item Starting Ages

- **Adulthood:** 0
- **Intuitive:** +1d4
- **Self Taught:** +1d6
- **Trained:** +2d6

Living Item Height and Weight

- **As Base Item**

Racial Feats

Construct Whisperer

As a living animate object, you can 'speak' to normally unthinking constructs in an attempt to influence them.

Prerequisites: Living item

Benefit: You gain construct empathy. This functions as a the druid's wild empathy class feature, using your character level as your druid level, except it only functions against constructs. This ability specifically allows you to influence constructs even if they are mindless.

Construct Soul

Your understanding of how constructs process information allows you to mess with their thinking.

Prerequisites: Living item, Construct Whisperer, caster level 3rd

Benefit: Your may target constructs with mind-affecting effects, even if they are mindless.

Skill Synergy

Some skills just go together like peanut butter and chocolate. In place of taking a favored class bonus you may choose to gain a "skill synergy" that you qualify for. To qualify for a skill synergy you must have 5 ranks in two complimentary skills, as described on the table below.

If you have at least 5 ranks in both skills, you gain a +1 competence bonus on the check.
If you have at least 10 ranks in both skills, you gain a +2 competence bonus on the check.
If you have at least 15 ranks in both skills, you gain a +3 competence bonus on the check.
If you have at least 20 ranks in both skills, you gain a +4 competence bonus on the check.

To gain it you need to do one of the following:

- Take the Skill Synergy feat. This affords you 3 skill synergies that you qualify for.
- You can gain 1 skill synergy that you qualify for in place of a favored class bonus.

Table 9-1: Skill Synergy

Skill 1	Skill 2	Bonus
Acrobatics	Bluff	You gain a bonus to feint attempts in combat.
Acrobatics	Climb	You gain +5 ft. to your movement while climbing. At 10, 15, and 20 ranks you gain an additional 5 feet of movement.
Acrobatics	Escape Artist	You gain a bonus to your CMD against grapple attempts.
Acrobatics	Fly	You gain +5 ft. to your movement while flying via non-permanent magical means. At 10, 15, and 20 ranks you gain an additional 5 feet of movement.
Acrobatics	Sense Motive	You gain a bonus against being feinted in combat.
Acrobatics	Swim	You gain +5 ft. to your movement while swimming. At 10, 15, and 20 ranks you gain an additional 5 feet of movement.
Appraise	Knowledge (arcana)	You gain a bonus on checks to identify magic items.
Appraise	Knowledge (dungeoneering)	You gain a bonus on checks to identify creatures with your Knowledge (dungeoneering) checks.
Appraise	Knowledge (nature)	You gain a bonus on checks to identify creatures with your Knowledge (nature) checks.
Appraise	Knowledge (nobility)	You gain a bonus to identify noble regalia and items of office.
Appraise	Knowledge (planes)	You gain a bonus on checks to identify creatures with your Knowledge (planes) checks.
Appraise	Perception	If you have darkvision or low light vision, extend the range by 10 ft. At 10, 15, and 20 ranks you gain an additional +5 feet of those vision types.

Appraise	Profession	You gain a bonus on appraising the quality of someone's work or their skill in a particular profession.
Bluff	Diplomacy	You gain a bonus on saves to resist the effects of compulsion spells.
Bluff	Intimidate	You gain a bonus on saves to resist the effects of fear effects.
Bluff	Linguistics	You gain a bonus to forge documents.
Bluff	Perform (act or comedy)	You gain a bonus to feint attempts in combat.
Climb	Knowledge (engineering)	You reduce the penalty imposed by surface or activity so long as you have some kind of purpose built tool.
Climb	Ride	You gain a bonus to any attempts to make your mount leap.
Craft (firearms)	Knowledge (Engineering)	Once per day, if you misfire a weapon you can attempt a DC 20 Knowledge (engineering) check as a free action. If successful, the weapon does not suffer the ill effects of a misfire. At 10, 15, and 20 ranks you gain 1 additional re-roll per day.
Craft	Profession	You gain a bonus on checks to earn a living.
Diplomacy	Handle Animal or Knowledge (nature)	You gain a bonus on Diplomacy checks with animals and magical beasts.
Diplomacy	Heal	You gain a bonus on Diplomacy checks made to improve the attitude of your patients or other severely injured creatures.
Diplomacy	Intimidate	You gain a bonus on attempts to change a creature's attitude.
Diplomacy	Knowledge (dungeoneering)	You gain a bonus on Diplomacy checks with dragons.
Diplomacy	Knowledge (nobility)	You gain a bonus on Diplomacy checks with creatures of the same race.
Diplomacy	Knowledge (planes) or (religion)	You gain a bonus on Diplomacy checks with outsiders who share one aspect of your alignment.
Diplomacy	Linguistics	Your words are all the sweeter in a shared tongue. You gain a bonus on attempts to improve the attitude of a creature who shares a language other than common with you.
Diplomacy	Sense Motive	You are adept at anticipating your allies needs and thus gain a bonus on aid another checks.
Disable Device	Knowledge (arcana) or Spellcraft or Use Magic Device	You gain a bonus on attempts to disable magic traps.
Disable Device	Knowledge (engineering)	You gain a bonus on attempts to disable mechanical traps.
Disable Device	Perception	You gain a bonus on attempts to spot traps.
Disable Device	Sleight of Hand	You gain a bonus to pick small locks and rig fine machinery.
Disguise	Bluff	You gain a bonus on attempts to impersonate a specific individual while disguised as them.
Disguise	Heal	You gain a bonus to appear injured or to faking injuries.
Disguise	Knowledge (geography) or Knowledge (local)	You gain a bonus when appearing to be from the local region.
Disguise	Knowledge (nobility)	You gain a bonus to appear as a higher station or hide your noble status.

Disguise	Perform (act or comedy)	Creating a complete disguise requires 1 minute less than normal. At 10, 15, and 20 ranks you reduce the time by 1 additional minute.
Disguise	Stealth	Spend 1 minute applying special camouflage to gain a bonus to stealth in a specific terrain type.
Escape Artist	Survival	You gain a bonus to escape mundane bonds.
Escape Artist	Knowledge (arcana) or Spellcraft or Use Magic Device	You gain a bonus to escape magical restraints.
Fly	Handle Animal or Ride	You gain a bonus on handling a flying mount.
Fly	Knowledge (nature)	You gain a bonus when attempting to fly in strong winds.
Fly	Knowledge (arcana) or Spellcraft or Use Magic Device	You gain +5 ft. to your movement while flying under the effects of magically granted flight. At 10, 15, and 20 ranks you gain an additional 5 feet of movement.
Handle Animal	Heal	You gain a bonus on Heal checks made on tame animals.
Handle Animal	Knowledge (nature)	You gain a bonus on checks to rear or tame wild animals.
Handle Animal	Ride	You gain a bonus on Ride checks with a DC of 20 or higher for mounts you have spent at least 1 week with.
Handle Animal	Perception	You gain a bonus on spotting animals.
Heal	Intimidate	You gain a bonus to influence a creature's attitude through threat of physical pain.
Heal	Craft (Alchemy), Knowledge (Nature) or Survival	You gain a bonus while treating wounds with natural or alchemical remedies.
Heal	Use Magic Device	When healing a creature's hit points with a wand or other spell completion item you heal bonus hit points.
Intimidate	Knowledge (arcana)	You gain a bonus to intimidate creatures that could be identified with Knowledge (arcana).
Intimidate	Knowledge (dungeoneering)	You gain a bonus to intimidate creatures that could be identified with Knowledge (dungeoneering).
Intimidate	Knowledge (nature)	You gain a bonus to intimidate creatures that could be identified with Knowledge (nature).
Intimidate	Knowledge (planes)	You gain a bonus to intimidate creatures that could be identified with Knowledge (planes).
Intimidate	Knowledge (religion)	You gain a bonus to intimidate creatures that could be identified with Knowledge (religion).
Intimidate	Linguistics	Your curses are more impactful. You gain a bonus on attempts to demoralize a creature when speaking a language they don't understand.
Knowledge (arcana)	Knowledge (engineering)	You gain a bonus on identifying constructs.
Knowledge (arcana)	Knowledge (planes)	You gain a bonus on saves against spells with an elemental descriptor (acid, cold, fire, etc).

Knowledge (arcana)	Knowledge (religion)	You gain a bonus on saves against spells with an alignment descriptor (chaos, evil, good, law).
Knowledge (arcana)	Linguistics	You gain a bonus when attempting to use magic scrolls
Knowledge (arcana)	Spellcraft	You gain a bonus on attempt to identify arcane or psychic spells.
Knowledge (arcana)	Use Magic Device	You gain a bonus on attempt to activate magic items blindly.
Knowledge (dungeoneering)	Disable Device	You gain a bonus on spotting traps in a dungeon.
Knowledge (dungeoneering)	Stealth	You gain a bonus on hiding in areas of natural darkness with Stealth in a dungeon.
Knowledge (dungeoneering)	Survival	You gain a bonus on finding supplies and food in a dungeon with Survival checks.
Knowledge (dungeoneering	Knowledge (engineering)	You gain a bonus to identify dangerous construction and identify a structure's style and age with Knowledge (engineering)
Knowledge (engineering)	Ride	You gain a bonus to driving vehicles.
Knowledge (geography)	Knowledge (local)	You gain a bonus on identifying a creature's ethnicity or accent.
Knowledge (geography)	Perception or Profession (Sailor)	You gain a bonus to navigate by the stars.
Knowledge (geography)	Survival	You gain a bonus on knowing the location of the nearest community or noteworthy site.
Knowledge (history)	Knowledge (religion)	You gain a bonus on recalling information about ancient deities, past cultural traits, forgotten cults, and old customs.
Knowledge (history)	Linguistics	You gain a bonus to interpret dead or ancient languages
Knowledge (history)	Handle Animal or Knowledge (nature)	You gain a bonus on checks to identify, rear, and train animals who have not significantly changed over great spans of times. These include sharks, crocodiles/alligators, and megafauna.
Knowledge (history)	Knowledge (local)	You gain a bonus on recalling information about local legends, native folktales, and regional myths.
Knowledge (local)	Survival	You gain a bonus on finding supplies and food in urban environments with Survival checks.
Knowledge (nature)	Survival	You gain a bonus on finding supplies and food in natural areas with Survival checks.
Knowledge (nobility)	Perform	You gain a bonus to entertain and impress nobles with all Perform skills that would be considered "high art" in that noble's culture.
Knowledge (nobility)	Sleight of Hand	You gain a bonus on stealing jewels and/or coins from a creature with the Steal combat maneuver.
Knowledge (planes)	Spellcraft	Reduce any miss chance for teleportation by 10%. Increase the amount you reduce your miss chance by an additional 10% at 10, 15, and 20 ranks. (Example: At 20 ranks, you could use teleport and roll 1d100 for your accuracy. You could reduce the amount rolled by up to 40)
Knowledge (religion)	Spellcraft	You gain a bonus on attempt to identify divine or cosmic spells.
Linguistics	Craft (runes) or Profession (scribe)	You gain a bonus on attempts to craft runes (AP: Magic 2) or write to earn a living.

SKILL SYNERGY

Perception	Sleight of Hand	You gain a bonus on spotting hidden items.
Perception	Stealth	You gain a bonus on Stealth checks opposed by Perception checks and vice versa.
Perception	Spellcraft	You gain twice the normal bonus on checks to spot invisible creatures.
Perform (Dance)	Stealth	You gain a bonus on Stealth checks while moving at your full speed. In addition, you gain +5 ft. to to the distance you can jump with the shadow jump class feature. At 10, 15, and 20 ranks you can jump an additional 5 feet of distance.
Perform (legerdemain or juggling)	Sleight of Hand	You gain a bonus on entertaining people with legerdemain, stage magic, or juggling or other such acts.
Perform (Oratory)	Diplomacy or Intimidate	Creatures can hear you at twice the distance they normally could. At 10 ranks this is thrice the distance, quadruple at 15 ranks, and ten times the distance at 20 ranks.
Profession (Sailor)	Ride	You gain a bonus on handling watercraft powered by muscle and riding sea creatures.
Ride	Stealth	You gain a bonus to push an animal to move in a stealthy fashion.
Ride	Swim	Aquatic mounts you ride gain +5 ft. to their movement while swimming. At 10, 15, and 20 ranks your mounts gain an additional 5 feet of movement.
Sense Motive	Use Magic Device	You gain a bonus on sensing enchantments.
Sense Motive	Bluff or Linguistics	You gain a bonus to understand hidden and secret messages.
Sleight of Hand	Stealth	You gain a bonus to hide items on yourself.
Survival	Swim or Climb	You reduce armor check penalties to climb or swim checks.

Class Support Feats

Extra Custom

Prerequisites: 5th level Ritualist
Benefit: You gain an extra custom.
Special: You may take this multiple times, though never more than once for every 5 levels of ritualist you possess.

Extra Odd-Job

Prerequisites: Odd-job class feature.
Benefit: You gain an additional odd-job
Special: You can take this feat multiple times; each time you gain a new odd-job.

General Feats

Adaptable

You are exceptionally talented at thinking on your feet and are able to adapt to their surroundings and improvise solutions.
Prerequisites: 4 non-combat feats
Benefit: Select three non-combat feats that you do not have but whose prerequisites you meet. Once per day as a move action, you can gain the benefit of one of these feats for 1 minute. Each time you gain a level, you can replace one of these three selected feats with a different feat that you don't have but meet the prerequisites for.

Commoner Empathy

You "get" the common man. You may have been one growing up or you might just have skill at blending in with them.
Prerequisites: None
Benefit: You gain a +2 morale bonus on any attempt to use Bluff, Diplomacy, Intimidate, or Sense Motive on commoners.

Clinical Detachment

Scientists and doctors become numb to blood and viscera.
Prerequisites: Knowledge (local) 3 ranks OR Heal 3 ranks
Benefit: You gain a +4 bonus against sickened and fear effects caused by humanoids.
Death Trance
You can will yourself to death, and restart your body after a predetermined time.
Prerequisites: +3 Will base save OR 1st-level monk OR 1st-level ninja
Prerequisites (Alternative): Self Discipline 3 ranks
Benefit: You can will yourself to death or a death-like state. As a free action you may gain the dead condition, though your hit point value does not change. During this time your body will not decompose and requires no food or water to survive, but you are at the mercy of the world around you (insects, weather, unfriendly orcs with an axe, hungry wolves, etc). You can designate hours, measured in days, at which your biology will restart. This occurs within + or - 60 minutes of the time you died, on the designated day. You may not designate a time longer than 1 week or shorter than 2 hours. If your body is ever reduced to a negative hit point value during your time dead you will not return to life.

Mental-Biological Control

Through a tantric trance you can will yourself to gain certain conditions.
Prerequisites: Death Trance
Benefit: You may will yourself to gain that condition for a set duration (measured in rounds) as a free action. This only applies for the following conditions: blinded, dazed, dazzled, deafened, exhausted, fascinated, fatigued, flat-footed, nauseated, paralyzed, petrified, shaken, sickened, staggered, stunned. The condition lasts for the duration you specified +1d2 rounds, ending at the same point in your turn that it was activated. This does not end other conditions, even the same condition, if achieved by another means. (Example: If you willed yourself to become sickened and then were hit with a poison that caused you to become sickened

for 1 minute, when you ended the sickened condition you imposed on yourself, the other one would not be cured as well).

Expert Researcher

You've spent countless hours trapped behind piles of papers and towers of books and you can navigate them like a fish navigates a stream.

Prerequisites: At least 5 ranks in 3 different Knowledge skills

Benefit: When researching a topic in an place of learning (a library, an academy, etc) you can use your ranks (not total bonus) in your lowest Knowledge skill as your total bonus in any Knowledge skill you are untrained in.

Example: If you had 5 ranks in Knowledge (local) and no ranks in Knowledge (arcane) you'd count as if you had a +5 bonus in Knowledge (arcane) while researching in the library.

Extremely Skilled

When the chips are down and all hope seems lost you can push yourself do the impossible.

Prerequisites: Any 3 skills with 15 ranks

Benefit: When attempting [Extreme] skill checks or skill checks with a DC of 40 or higher, you gain a +2 competence bonus.

Gross

You are really gross- challenges like eating dirt don't phase you, you're able to sleep like a baby in a bunkhouse full of gassy lumberjacks, and kissing a hag is just another Monday for you.

Benefit: You gain a +4 morale bonus on Fortitude saves to resist being sickened and to resist being nauseated. In addition you are immune to the stench universal monster rule.

Neophilia

You don't fear the unknown but embrace it wholeheartedly; you can't go through a day without trying something new.

Prerequisites: Does not have the Skill Focus feat, Wisdom 13

Benefit: You gain a +1 bonus on attempting untrained skill checks.

Special: If you gain Skill Focus as a feat, you may exchange this feat for Skill Focus in a class skill.

Unconventional

You thrive on unconventionality; if you aren't doing things half wrong it doesn't feel quite right. You are always trying new ways of doing things to see if it might actually be more convenient.

Prerequisites: Neophilia

Benefit: You gain a +1 bonus when attempting a skill check that does not utilize the suggested ability score modifier.

Example: You'd gain the +1 bonus if you were attempting to use Strength for a Fly check rather than Dexterity by attempting to carry a very heavy thing while flying.

Note: This feat can only be used if your GM allows for variant ability score modifiers for skills as described in chapter 1 of this book.

Region Lore

You grew up in or are well acquainted with a region, its lore, and its people.

Prerequisites: Character must have spent at least 6 months traveling in the region (even in their backstory)

Benefit: You gain a +2 bonus on all Knowledge on topics specifically related to or occurring within the region you qualified for this feat with and on Survival checks when in the region.

Special: This may be taken in lieu of a ranger combat style feat or a wizard's bonus feat.

Special: This may be taken multiple times. Each time it pertains to a different region you've traveled through.

Note: When selected this feat is named thusly, "Region Lore (Region)". If you were to take this feat in the "Lands of the Iron Hall" it would be "Region Lore (Lands of the Iron Hall)".

Skill Specialty

You have studied one skill, to the exclusion of others, and achieved a level of mastery in it that few in history can rival.

Prerequisites: Skill Focus in no more than 1 skill, 15 ranks in that skill

Benefit: You can put up to 1.25x your level's worth of ranks in a given skill (round down).

Normal: You can put up to your level's worth of ranks in a given skill.

GM Note: This allows a character to potentially qualify for things earlier than intended. If this is a concern you may limit a character to their character's level in rank for the purpose of meeting prerequisites.

Skill Synergy

You have learned to apply the talents of diverse skills in interesting new ways.

Prerequisites: 5 ranks in at least 2 different skills

Benefit: You gain up to 3 skill synergies that you qualify for. You must have at least 5 ranks in both qualifying skills for a given skill synergy.

Special: This feat can be taken in place of a bard's versatile performance at 6th level or higher.

Swift Plans

You are adept at changing your plans on the fly; improvising to meet changing situations.

Prerequisites: Wisdom 13

Benefit: If you make a readied action,you may alter what action you take but not the trigger condition or action type, unless you are consuming a lesser action type. (For example: If you chose to attack anything that came through a door as a standard action you could change it to a move action to run away.)

Wise Planning

You are wise about how you prepare your plan and can rebound quickly, ready for anything.

Prerequisites: Swift Plans, Wisdom 15

Benefit: When you ready an action you do not change your position in the initiative order.

Masterplan

Your plans are masterful and never wasteful.

Prerequisites: Wise Planning, Intelligence 13

Benefit: If you make a readied action and it does not trigger, you may take your action at the end of the turn. (For example: If you chose to attack anything that came through a door as a standard action and nothing came through the door, you could take your standard action at the end of the round)

Special: If multiple creatures have this ability, use initiative order to determine who takes their actions first.

Wind Down

Your playing helps your allies in small, mundane, ways that takes the edge off a harsh and unforgiving world.

Prerequisites: Perform 1 rank

Benefit: This feat has two benefits. One allows your allies to rest easier and the other allows you to help your allies march.

- **Resting:** If you play a soothing instrument (or play any instrument in a suitably relaxing fashion) for your allies prior to a rest for at least 10 minutes you may attempt a DC 15 Perform check. If successful, your allies require 1 hour less sleep to get a full night's rest (typically 8 hours). If you beat a DC 25 they instead require 2 hours less rest to get to get a full night's rest. Multiple applications of this effect do not stack.
- **Marching:** You may attempt a DC 15 Perform check while moving at overland speed. If successful your party's base speed (determined by the slowest party member) increases by 5 feet and the party gains a +4 morale bonus on checks make to continue marching.

Player Traits

The Beginner's Luck trait is designed to afford new player a safety net to compensate for their lack of familiarity with the system. The Veteran Soul player trait is likewise designed to afford more senior players the ability to help new players succeed where they, at first, might find frustration. A player trait must be assigned by a GM, it may not be taken as a matter of course.

Beginner's Luck [Player Trait]

Beginners always seem to get away with a little more as if the gods are saying, "Take your time and learn how things work".

Prerequisites: Player must have played in less than 10 game session in their lifetime

Benefit: You may elect to re-roll a failed d20 roll 10 times per session, minus 1 for every level you have. You cannot re-roll more than once per turn.

Special: If/when you no longer qualify for this feat or no longer gain a benefit from it, you may select another trait or feat in its place.

Veteran Soul [Player Trait]

Becoming a veteran isn't just about knowing how to do something but possessing the capacity to pass that on to others.

Prerequisites: Player must have played in 3 different campaigns, collectively totaling at least 10 games, in their lifetime

Benefit: After a character who is played by a player who does not meet the prerequisites for this trait has rolled, but before the results are known, you may grant that character a +2 bonus on the roll. You may do this 10 times per session, minus 1 for every level you have.

Pseudoscience Feats

A pseudoscience feat is a feat that requires a character with a low enough mental ability score to believe in its effects. While it doesn't work as they believe, the character's believe is enough to give them some related benefit (general through focus).

Prerequisites: All feats with the [Pseudoscience] tag require 9 or less in either Intelligence or Wisdom and should the lower of the two ability score rise above 10 they cease to benefit from it. This is in addition to any other prerequisites.

Conspiracy Theorist [Pseudoscience]

You believe in a series of completely irrational beliefs and, as such, you are critical of all beliefs.

Prerequisites: None

Benefit: You gain a +2 bonus on Sense Motive checks to oppose Bluff checks but you treat most conventional information as suspect, as if it were a lie. This may cause you to roll Sense Motive checks against things like Diplomacy checks and, if you fail, regard it as a false information (even if it's true).

Crystal Healing [Pseudoscience]

You believe that semiprecious stones and crystals such as quartz, amethyst and opals have spiritual healing properties, despite the cleric telling you that regents don't work without the ability to cast spells.

Prerequisites: None

Benefit: When healed by a divine spell you gain a +1 morale bonus to your Will save until the start of your next turn so long as you have 500 gp worth of crystals on you. These crystals "lose their power" after 1 week and you must procure another 500 gp worth of crystals to continue to receive this benefit.

Iridology [Pseudoscience]

You honestly believe that if you can see someone's eyes and inspect their iris, you can see what is wrong with them. This is not even remotely true but, hey- whatever works for you.

Prerequisites: None

Benefit: You gain a +2 luck bonus on Heal checks if you gaze into the eyes of a creature and study their iris for at least a 1 minute as part of your medical diagnosis.

Phrenology [Pseudoscience]

By running your fingers over bumps and tiny imperfections of the skull you imagine you gain some special insight into the personality of the ones they are investigating.

Prerequisites: None

Benefit: You gain a +2 luck bonus on Sense Motive checks against creatures whose skull you have rubbed/ examined for at least a full round.

Reflexology [Pseudoscience, Teamwork]

By putting pressure on specific points on the hands and feet you can elicit certain reactions in the creature's internal biology. While it's a decent massage, it doesn't have much of a medical benefit. People who believe in it feel better afterwards.

Prerequisites: None

Benefit: You can work on an allied creature's hands and feet that also has this feat for 1 hour to give them a +1 luck bonus on the next d20 roll they attempt in the next 24 hours. You can only use this feat on creatures who believe in reflexology.

Spell Hybrid Feats

The following feats blend skills and spells together and gives spellcasters new ways to modify how certain schools of magic work.

Necrobotany [Spell Hybrid]

After studying predatory plants, carrion flowers, and molds that consume the flesh of the recently deceased you've learned to fuse the power of living plant matter with your undead creations.

Prerequisites: Spell Focus (Necromancy), Knowledge (nature) 5 ranks

Prerequisites (Alt): Wizard with Necromancy School, Knowledge (nature) 3 ranks

Prerequisites (Alt): Blight Druid level 3, Knowledge (nature) 3 ranks

Benefit: Any undead you create via a necromancy spell have natural elements incorporated with them. This might be zombies covered in moss, skeletons supported by vines, or liches whose phylactery is actually an immoral redwood. At the start of your turn you can cause any undead under your control to assume a "plant-form" until the start of your next turn. While in plant-form they gain the following characteristics:

- **Actions:** They cannot move or take actions.
- **Healing:** They can be healed by positive energy, rather than hurt by it and take damage from negative energy.
- **Type:** They count as plants for the purposes of effects that affect undead and plants. (Example: They would not be a viable target for *disrupt undead*). They otherwise retain all qualities of being an undead.

Omnimancy [Spell Hybrid]

Omnimancy is a unique blend of politics and magic that allow the caster to subtly affect large populations or regions. It causes things like subtle shifts in economics, politics, and cultural norms. Spells require many castings to have direct effects but sometimes the smallest nudge is all you need. The art is kept secret and there are only a few casters of this school at any given point because to teach someone means that there is another power player trying to shift things globally, potentially in opposition to your own ends. To train an apprentice is to train your own rival.

Prerequisites: Spell Focus (Enchantment), Knowledge (local) 5 ranks

Prerequisites (Alt): Wizard with Enchantment School, Knowledge (local) 3 ranks

Prerequisites (Alt): Sorcerer destined bloodline, Knowledge (local) 3 ranks

Benefit: Once per day you can do a ritual that allows you to make a single Diplomacy, Intimidate, or Bluff check that applies to an entire town, city, or other settlement of less than 5,000 people per caster level by expending a spell slot of your highest level. Roll once and apply it against all creatures (the average commoner has a DC of 10 to move their attitude by 1 step) This allows you to nudge popular opinion and the general feelings of all intelligent creatures within the area of this ritual. The creatures within it never are exactly sure *why* their feelings have been shifted but they feel their subconcious nudged a bit in a certain direction. Someone casting *detect magic* on a person who has been subject to such a spell can detect an aura of faint enchantment for 1 hour after casting.

Mechanimancy [Spell Hybrid]

Calling upon your mechanical expertise you are able to redesign and reforge the creature you pull from the far realms. When they arrive they are part machine and part creature.

Prerequisites: Spell Focus (Conjuration), Knowledge (engineering) 5 ranks

Prerequisites (Alt): Wizard with Conjuration School, Knowledge (engineering) 3 ranks

Prerequisites (Alt): Summoner level 3, Knowledge (engineering) 3 ranks

Benefit: Any creature you summon via a conjuration spell can be summoned as a partially mechanical being. They become immune to disease, mind-affecting effects, poisons, and exhaustion/fatigue. Such creatures can only be healed as though they were a construct and are subject to any effects that can target and affect constructs (such as a *rapid repair* spell). The choice of if a creature is partially a construct (and thus follows these rules) is made at the time of summoning.

Arkhomancy [Spell Hybrid]

Using your knowledge of history as a guide you can navigate the rivers of the past to catch glimpses of what once was. Knowing the past with such absolute truth is upsetting and potentially puts you at odds with the propaganda of the day.

Prerequisites: Spell Focus (Divination), Knowledge (history) 5 ranks

Prerequisites (Alt): Wizard with Divination School, Knowledge (history) 3 ranks

Prerequisites (Alt): Oracle level 3, Knowledge (history) 3 ranks

Benefit: Expend a spell slot and gain twice the level of the slot sacrificed as a bonus on a Knowledge (history) check about an event from the past as you peer through the veil of time. The higher the level the clearer you can hear the cries of the past calling out the information you seek. Additionally, you automatically understand any ancient variant of a language you understand. This includes ancient writings.

Theatrimancy [Spell Hybrid]

Anyone who's seen good theater show knows that stagecraft can make the impossible plausible. When you mix theater and illusions, the figments become all the more convincing.

Prerequisites: Spell Focus (Illusion), Perform (act, oratory, comedy, or dance) 5 ranks

Prerequisites (Alt): Wizard with Illusion School, Perform (act, oratory, comedy, or dance) 3 ranks

Prerequisites (Alt): Bard or showman (AP:Social) level 3, Perform (act, oratory, comedy, or dance) 3 ranks

Benefit: Once per day, you can make a Perform (act, oratory, comedy, or dance) check when casting an illusion spell that allows for a Will save. The result of this check, to a maximum of the normal DC +5, is now the save DC of the spell. If the result of the check is below that of the save normally, use the normal save instead. You may do this one additional time per day for every other relevant Perform skill that has at least 3 ranks in it.

Dreamcrafter [Spell Hybrid]

You've mastered the secrets of forging javalines out of bolts of lightning, cloaks out of shadow, crowns out of dreamstuff, and scepters out of sorrow.

Prerequisites: Spell Focus (Transmutation), Craft (any) 5 ranks

Prerequisites (Alt): Wizard with Transmutation School, Craft (any) 3 ranks

Prerequisites (Alt): Worldshaper level 3, Craft (any) 3 ranks

Benefit: You can sacrifice a spell slot to reduce the DC for crafting objects out of theoretical materials (see chapter 1) by the level of the slot sacrificed. This only works for Craft skills with at least 3 ranks in them.

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