The Alternate Path Social Chattactets





Alternate Paths: Social Characters

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Introduction

What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on primal characters (a term that will soon be defined for you). 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.

Paizo's "Ultimate Intrigue" and "Ultimate Campaign" share a lot in common with this book in terms of the material they cover. Owning one or both of those may prove to be a boon when reading this one.

Themes

Where Did You Come From, Where Are You Going?

One central theme is "where you came from and where you are headed". Several mechanics in this book refer to choices you made earlier in your career as an adventurer. For example: the Man of Two Worlds feat allows you to select a second social caste based on ones you previously (but no longer) are. This focus on "where you have been" creates a unique insensitive for players to make their choices liberally and explore lots of options.

Social Power

In the day to day life of an average person social concerns are ever-present and all-consuming. Destroying someone socially is often worse than death as they have to keep living on with the shame. One of our goals with this books is to promote "social power" as an alternative to magical and martial power. Money is a great resource for this and we hope to open up new venues to use it to help elicit social power within a community.

Appropriateness for Your Game

This book delves into content not suitable for your run of the mill "dungeon crawl" game. It is designed to work in a game where politics, intrigue, money, and mystery are at the forefront. Games that focus on a central location or revolve around a central organization or social movement are particularly well suited to content in this book. This book expects that characters will have extended periods of downtime, less of a focus on direct combat, a good understanding of money and the services it involves, and that players are going to get some satisfaction out of indirect victory rather than direct confrontation.



Downtime

This book expects you to integrate downtime (i.e, time not spent adventuring) in your game. Paizo's Ultimate Campaign presents an excellent system to manage this, but it is not expected that you'll use it. You can still utilize this book without periods of downtime, but it will play better if you do. This does not need to take a long time out of game; simply stating "Two months pass without significant incident- what actions do you take in the meantime?" is sufficient. This allows players to do things over an extended period of time because some changes, particularly social change within a large community, take time and persistence rather than an overwhelming force of will.

What is "Civilized"?

Civilization is the bastion of progress, community, and the wind under our wings that keeps us as sentient species moving forward. It's your fellow man toiling in the field next to you, the triumph of common decency over feral barbarism or nepotism, the abolishment of corruption from the hearts of us all, and the notion that we are stronger together than we are alone. Since the dawn of civilization our unity has been our strength and our ability to put the needs of the group before ourselves is one of our greatest assets.

...and it is perhaps our greatest weakness.

Vile things fester under the aegis of the law, common decency renders vigilant minds blind to wicked deeds, and civilization is a place of power- a gem sought by the corrupt. They say only those who do not want power should have it and, sadly, almost always the most duplicitous lead us.

This is the constant battle- morality vs law, corruption vs progress, and man vs his community. That is what "civilized" is. But, in terms of the game, what do we mean when we say something is "civilized"? We mean it draws from that modern, urban, technological, social place where one's needs must be weighed against the needs of others.

A civilized character typically is not:

- Entirely reliant on unknowns- they like to play with the devil they know rather than the one they do not.
- Someone who is required to regularly attend to their survival needs. They live lives where food and shelter are assured (except in dire circumstances).
- Reliant on mentorships, holistic methods of learning, or experience-driven education. They often are tied strongly to academic discipline,
- Civilized characters tend to rely on Intelligence or Charisma over Wisdom.
- This does not mean civilized characters are not wise, just they tend to focus on more academic, esoteric, abstract, and theoretical thoughts (cultural distinctions, magical theory, astrology, etc) and other "big ideas" rather than small things (animal husbandry, the weather tomorrow, etc).



A civilized character typically is:

- Strongly interconnected with their fellow citizens. Their lives revolve around what is popular, what is "in fashion", and they are heavily invested in the complex social hierarchy that surrounds them.
- They have a strong connection to the mortal world; that which is in front of them is most important. They have little time for the past and eyes only for the future.
- Someone who plans out their actions before they take them.
- Civilized characters are often prepared casters, not spontaneous.
- Heavily involved in technology and employs the most up to date methods and means.

Most of the core character classes assume, to a certain degree, that the character is going to be civilized. Traditionally, only a few classes break this mold; either by aligning themselves more towards primal aspects (barbarians, druids, rangers), or by focusing less on interconnection and more on societal distance (monk). Even so, these classes can be presented in such a way as to better fit a civilized/social game.

- **Barbarian:** Civilized barbarians can be rabblerousers, malcontents angry at "the man", and lower-society punks. Cities that house gladiatorial games are also likely to have barbarians.
- **Druid:** Druids tend to serve as community healers and farm consultant in small towns; acting as a means to better harmonize with the world around them. Larger cities may have small groups of druids that serve as ecological watchdogs, ensuring that the city doesn't overtax or pollute the local area. Others still see no conflict between man and nature and work towards the spiritual union of the two.
- **Monk:** Representatives of martial arts dojo, local athletes, and professional street fighters all work perfectly as civilized monks. Even street toughs with fantastic abilities (perhaps connected to the urban deity "The Street") could be classified as monks.
- **Ranger:** Rangers in the civilized world can represent bounty hunters, detectives, and even elite members of the local guard.



Making a Civilized Character

At the time of character creation you may declare your character as being either "civilized" or "primal". The following are not hard and fast rules. With GM approval any character can be a civilized or primal character so long as they thematically fit the bill.

- A **civilized character** typically isn't of chaotic alignment and their highest mental ability score, at the time of character creation, typically isn't Wisdom (it is typically Charisma or Intelligence).
- A **primal character** typically isn't of lawful alignment and their highest mental ability score, at the time of character creation, typically isn't Intelligence (it is typically Charisma or Wisdom).

A character may be neither civilized or primal.

Civilized and primal characters gain some new options in regards to advancement. Some spells and abilities function differently on civilized or primal characters. In addition, they gain the following options when it comes to selecting their favored class bonus at any level.

Table 1-1: Civilized/Primal Characters Alternate Favored Class Bonuses

Character Type	Bonus
Primal	+1 bonus on Survival and Handle Animal checks.
Primal	+1 bonus on Intimidate and Bluff checks.
Primal	+1/3rd bonus on initiative checks.
Primal	Add +1 to the primal character's base speed while in the wild. In combat this option has no effect unless the primal character has selected it five times (or another increment of five). This bonus stacks with class features that add to a character's base land speed.
Primal	+1/4th bonus on damage from spells cast spontaneously.
Civilized	+1 bonus on Heal and Stealth checks made when in urban environments.
Civilized	+1 bonus on Diplomacy and Sense Motive checks made when in urban environments.
Civilized	+1/2 to CMB (not CMD) while in urban environments.
Civilized	Add +1/4th to your caster level when casting prepared spells, but only to determine the spell's duration.

Urban Deities

Deus Est Civitas "God is The City"

In ancient days gods were the creation of the fears and hopes of an agrarian society-simple archetypes that reflected the needs of a simpler time. As a society grows so to do its gods. They evolve and change to reflect the changing values, fears, and ethos' of a modern urban existence. Gone are the gods of grain and rain and now comes the era of the gods of bills and thrills. Presented below are gods, archetypes for divine patrons, that may be more appropriate in a more politically minded and urban game. Most are sharks swimming in the divine waters of the collective consciousness, waiting to snap up the unsuspecting. Still, there are glimmers of hope in the divine cityscapes- golden moments of glory that shine like the sun. They are all the brighter for the darkness around them and the communities sustain themselves on their nourishing rays.

"Clerics" of these religions are not often proper clergyman and many don't even know it. "Street Preachers" are often members of a divine character class who attribute their power to the city or to luck or some supernatural phenomenon or even another deity.

Predatory Deities

Some deities, particularly urban ones, are predatory. These gods are the result of mores failures and derive their power from lapses in judgement and poor choices. Thus these deities do not have "followers", bestow no favors upon them, and those who fall victim to them often die as a result. These evil deities do, however, have divine followers and supernatural creatures (like demons) in their employ. A cleric of "The Fix" (a god of addiction) might be a drug dealer who uses his divine power to strengthen his empire. An antipaladin of the God of Dues might be a loan shark who collects on someone's soul if they can't pay. The only mechanical implication to this is that characters without levels in a divine spellcasting class who select a predatory deity as their deity gain no benefits and will only suffer for it (often fatally, after a long and painful battle).

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Urban Gods

God of Dues

The "god of dues" is an archetype born of the fear people have of what they owe. Rent is due, bills must be paid, the loan shark is coming for you, and the crushing despair of "not having enough" suffocating your life. The Gods of Dues can never be paid off- there is just a delaying of the inevitable. This predatory deity catches people in a weak spot and preys on them until they can do nothing but give in. Its worship is the downward spiral its adherents suffer from- it grows stronger with each notice of missed payment and every percent of interest that accumulates.

Holy Symbols: Common symbols for a God of Dues include vortexes, cliffs, ledgers, tipped scales, a man carrying a large boulder, or even stacks of money.

God of Insecurity

You'll never measure up to your dreams. It doesn't matter if you are the King or a pauper- there is always that one thing you hate about yourself. It is anxiety over the little things that no one else cares about but you know is a crippling failure. It is that one habit you have that you indulge in behind closed doors, that ugly part of your body you don't want to show off, that skeleton you keep in your closet. It is not knowing and imagining the worst. The God of Insecurity feeds on this and uses it as the whip to mush you forward towards you own oblivion.

Holy Symbols: Priests of a God of Insecurity adorn themselves with symbols like a cracked mirror, dead flowers, blemished objects, or even ugly dolls.

The Streets

Life is hard on the streets and it isn't getting any easier. Still, people band together in this harsh world and make ends meet. Through blood, sweat, and tears a community carves a little slice of the hellhole. The Streets aren't all backyard barbeques, block parties, and brother helping brother- it is nasty and cutting. It represents the darkness in man- the willingness of someone to rob from their own mother to get ahead, the gangs that stand on the street corner, the willingness of guards to take a bribe, the "you do you, I do me" attitude people have. It is a conflicted entity and the only thing constant about it is that the world is tough and you have to hustle (alone or with your friends) to get ahead.

Holy Symbols: The Streets are often represented by local colors, the iconography of local teams or famous landmarks, or a handful of junk metal.

The Fix

Grandpa's on the sauce, momma needs her medicine, Delatax the Swift needs his potion, and Rhonda is living in flophouse doing unspeakable things for a hit. Addiction is a real, powerful, tangible, thing. It stabs you in the spine with cold shivers at night, rips at your throat and makes it dry so you'll take another drink, urges you to give in to the temptation, and punishes when you finally bow to it. No one wants to worship The Fix- it takes those who are addicted and breaks them. Once in its service there is no way out. You'll worship every day, bleeding your own life's blood just to chase that dragon a bit further. And what will you get for it? Nothing.

Holy Symbols: The object of their infection/affection is their holy symbols. Empty needles, bags of drugs with a few flakes of powder left, etc.

The Shared Dream

From humble seeds to great trees grow. They say "it takes a village" and never were truer words spoken. Anyone who thinks anything of value on a large scale gets done by the will of a single person is mad. The Shared Dream is the manifestation of the mortal will to succeed through community. It represents even the most humble person's ability to change the world if they inspire others to come along with them for the ride. It is the spirit inherent in every protester who dreams of a better world, the embodiment of the community who stands together to help one who is down on their luck, the unified will of the benevolent will of the masses. The Shared Dream, the strength to succeed against insurmountable odds, was created when a hundred people uttered in one voice -"together we stand, divided we fall".

Holy Symbols: Priests of the Shared Dream carry depictions of their community as holy symbols- often paintings of the people they care about, mementos from celebrations, or honors bestowed upon them by their community.

The Law

The letter of the law is what regulates our society. Law and ethics are not the same thing and in many ways they should not be. The Law is the embodiment of society's willingness to govern itself by force if necessary. While it may do harm, it does good for the masses. It is why the starving man does not steal, the wronged man does not become a murderous vigilante, and society as a whole does not collapse. The Law is the stoic iron cross beams that hold up the house of civilization- inflexible but consistent. It judges the rich and the poor the same, the wicked and the innocent with the same set of laws, and is the sword of the people who cry out for justice.

Holy Symbols: Law books, legal forms, or state issued symbols of authority are the holy symbols of these deities.

Cash

In a city of any size, cash is king. Those who work hard get it and those who work smart get more. Those without can't survive and those with an abundance thrive. Cash is the measure of a man and to have too much isn't greed but may lead to it. Cash is a tool, neither good nor evil, who accentuates a person's natural tendencies. A wicked man with lots of money will do more wicked things. A good man with lots of money will do more good than he did before. However, Cash sinks its teeth into us all as we need it as surely as we need blood in our veins to keep going. It is the fuel for the engines of industry, a motivating power for those who lack it, and the reward society offers a job well done.

Holy Symbols: The only kind of thing that passes as legal tender for holy symbols of Cash is cash itself. Bigger denominations are required for particularly strong divine agents of Cash.

Luck

Luck is not random, it is hope incarnate. Fortune favors the bold and those who work to make their own luck. Luck is the upward spiral, the agent of ascension, for those willing to put in the extra mile. Luck is the immigrant who works a 70 hour work week and still finds time to spend with her family. Luck is the cobbler who lifted themselves from poverty and grew a merchant empire by being good to their customers and made smart choices. Luck is the senator who became King because they genuinely loved the law and found ways to improve our society. Luck is the man who loves his wife despite (or perhaps because of) her minor faults and makes it work no matter the cost to him. These people are all rewarded by Luck for their dedication, their willing to connect with outs, and their attempt at true altruism. Luck wants you to make your fortune own before it gives you more.

Holy Symbols: Trick coins with the same face on both sides, rigged dice, or artisanally crafted positive mantras written on sticks.

Big Brother

Every government has a side no one likes. It is the part that turns on itself to monitor sedition and prevent illegal activity too aggressively. This is the part that creates secret police, detains travelers unnecessarily, maintains copious notes on its citizen's private lives, covers things up for "the greater good", and hurts the few so that the many may thrive. Big Brother knows all, sees all, and never lets you figure out the truth. **Holy Symbols:** Symbols of the governments or organizations they (allegedly) work for or symbols related to observation (eyeballs, telescopes, glasses, etc).



Deity	Alignment	Domains	Favored Weapon	Predatory?
God of Dues	CE	Chaos, Evil, Darkness, Death, Void	Yes	
God of Insecurity	CN	Chaos, Trickery, Madness, Void, Darkness	Whip	Yes
The Fix	NE	Madness, Death, Charm, Evil, Destruction	Dagger or Syringe	Yes
The Streets	N	Community, Protection, Strength, Trickery, Repose	No	
The Shared Dream	CG	Community, Nobility, Good, Healing, Glory	Quarterstaff	No
The Law	LN	Law, Protection, Knowledge, Destruction, Healing	No	
Cash	N	War, Community, Artifice, Liberation,Two-BladedTravelSword*		No
Luck	CG	Luck, Nobility, Magic, Liberation, Artifice	Lucerne Hammer ^{**}	No
Big Brother	LE	Knowledge, Trickery, Charm, Law, Evil	Greatclub	No

Table 2-1: Urban Deities

*An alternative may be selected so long as the base weapon costs a lot for a weapon.

**Any weapon with a d12 damage dice (for a medium creature) or other equally wide range of damage may be selected.



Locational Deities

In media, cities have personalities. Places like "Gotham City", "The Shire", "The Emerald City", "Atlantis", and "Camelot" are as easily identifiable by their characteristics as any character. In the real world places like New York, Tokyo, Las Vegas, Vienna, and London are distinctive creatures with quirks, secret treasures, and are undeniably as much an influence on the people who live there as their own parents. These cities, these "creatures", are unknowingly worshiped each time you do your daily commute, pay your taxes, show some pride, or even by buying food from the street vendor on your lunch break. Through the will of their people and local governance they can reward or punish, make choices, and grow themselves.



PALLAS ATHENA- PATRON OF ATHENS

CREATING A LOCATIONAL DEITY Location: A locational deity is centered on a metropolis sized settlement, region, or even a nation. Alignment: A locational deity must have an alignment within 1 step of Lawful Neutral (LN, N, LG, or LE). Prayer: A locational deity can only be prayed to in or near that location. While traveling a memento of home may serve as a proxy but prolonged absence (several months) may require that the character travel back to their location for period of time to reorient themselves.

- **Domains:** All locational deities have the Community domain in addition to any alignmentbased domains that match their alignment (a LG city would have the Law and Good domains in addition to community). After that, select a number of other domains so that the location has a total of 5 domains.
- **Favored Weapon:** Rather than have a favored weapon, all attacks made while within the confines of the location with weapons they are proficient with are treated as attacks with their favored weapon. A cleric (or other divine character) of a deity like this may take Weapon Focus (Location) and use this location as a "specific weapon" for other feats or abilities that specify a weapon type, using the same qualifiers laid our earlier.
- **Holy Symbol:** Locations have identifying marks. This could be a local flag, governmental symbol, or famous landmark. All can be used as symbols of their locational deity, provided they are easily identifiable and inexorably associated with the location.

Social Caste

Social Caste System

A character's social caste is independent of their character class and represents their social standing in society. This may not mean anything in foreign lands but one who has means, politically, it always shows through. It's as much a mindset and who you know that even a destitute noble is distinguishable from a well-to-do pauper.

SIDEBAR: THE WORD "CASTE"

The word "caste" may not be the best phrase but accurately represents the sort of social stratification that we are intending to convey. The term is meant to be synonymous with "social class", "stratum", "place in power structure", or "one's position within a hierarchy".

Using this System

All characters, if using this system, start as an "stranger" in terms of their caste. As you progress in level, you can earn the right to progress to a higher level in the social caste of your society. This is specifically a system that players use to progress and NPCs may be assigned whatever social caste is appropriate.

ADVANCING YOUR SOCIAL CASTE There are three ways to progress your social caste:

- Certain classes (most notably the "Noble" and "Legionary" classes, found in this book) advance your social caste as you level up.
- The "socialite" prestige class is designed to advance your cast level. Each level of the socialite prestige class requires you be of at least a certain character level prior to taking.
- During character creation a player may select the "Inherited Social Class" feat to set their social caste. While any character can chose to be a member of the lower caste with this feat, only character made at or above a certain level can be a middle or upper caste character.

Additionally, social advancement may be a reward for completing quests, roleplaying, or even dastardly acts (at the GM's discretion, of course).

Often times characters will select a social caste they wish to be part of and stick with it. Establishing yourself as a specific social caste (lower, middle, or upper) has it's benefits as the Social Path benefit they get only applies when they are in that social caste (an upper caste character gains no benefit from the Social Path bonus they selected when they were in the middle caste).

Socialite

A Prestige Class for the Pathfinder Roleplaying Game

Taking levels in this prestige class represents a character dedicated all of their efforts and energies to breaking a caste barrier and advancing themselves. This involves them working hard, establishing connections, talking with the right people, doing the right things, and even campaigning for the favor of those who decide such things.

HIT DICE: D8.

Requirements:

Unlike other prestige classes, a socialite's class levels can only be taken by characters of specific levels or higher. This means a character must meet the level requirement for the level of socialite they are taking.

To qualify to become a 1st level socialite (lower caste), a character must fulfill all the following criteria:

• **Requirement:** Civilized character, not upper caste

To qualify to become a 2nd level socialite (middle caste), a character must fulfill all the following criteria:

• **Requirement:** 6th level character, not upper caste

To qualify to become a 3rd level socialite (upper caste), a character must fulfill all the following criteria:

• **Requirement:** 10th level character, not upper caste

Class Skills

The socialite's class skills are Craft (Int), Diplomacy (Cha), and Sense Motive (Wis). **Skill Ranks per Level:** 6 + Int modifier.

Class Features:

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

Weapon and Armor Proficiency:

The socialite gains no proficiency with any weapon or armor.

+1 Social Caste:

At each level the socialite advances their social caste by one step. This makes a stranger a member of the lower caste, a member of the lower caste a member of the middle caste, and a member of a middle caste a member of the upper caste.

Social Path Bonus:

At each level you may select one "Social Path" with a prerequisite of the social caste that you just gained from the +1 Social Caste class feature. This, typically, only functions for the character's current social level and is rendered moot if you progress it.

Spellcasting:

When a new level is gained, the character gains new spells per day as if they had also gained a level in a spellcasting class they belonged to before adding the prestige class. They do not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if they are a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a loremaster, they must decide to which class they add the new level for purposes of determining spells per day.

Table 3-1: The Socialite

LEVEL	BASE ATTACK	Fort	Ref	WILL	Special	Spellcasting	
	Bonus	Save	Save	SAVE			
IST	+I	+1	+I	+1	+1 Social Caste, Social Path Bonus	+1 level of existing class	
2nd	+2	+2	+2	+2	+1 Social Caste, Social Path Bonus	+1 level of existing class	
3rd	+3	+3	+3	+3	+1 Social Caste, Social Path Bonus	+1 level of existing class	

Social Class vs Character Class / Alignment

While there is no inherent mechanical interplay between character class and one's social caste there may be an interesting interplay in a roleplaying side. While most people expect a rogue to be a member of the lower caste, able to rub elbows with scum, but what does a upper caste rogue look like? Is he a foppish aristocrat hiding behind a conman's smile, a rags to riches information broker, or possibly the respected leader of a Thieve's guild? What does a lowborn paladin look like? Is she, intentionally, a holy hero crusading for the common people, a silent shadow creeping behind the scenes to eliminate her church's worst enemies by living with sinners, or is she a ascetic who cares nothing for worldly power and only for the mission of her god? This is also true of alignment. No social caste or Social Path bonus has an alignment requirement. Some social responsibilities are, however, better suited to particular alignments. A lawful good aligned character might take issues with the social requirements of a Crime Boss, for example.

Starting as a Certain Social Caste

All characters start play as "strangers". However, if the Inherited Social Class feat is taken during character creation- you can start as a higher social caste. This allows characters of certain levels to begin play as a member of specific social caste without having to take levels in the socialite prestige class.



List of Social Castes

UPPER CASTE

Members of the aristocracy include captains of industry, hereditary leaders, high ranking members of religions, elite scholars, the rulers of criminal empires, politicians, military commanders, the highest socialites, and power-brokers. Their vocations often oversee others from a very high level.

MIDDLE CASTE

The role of the middle caste has changed over the centuries but has generally been the largest segment of a society. They are the ones who work for a living, enjoy most of the comforts available to them in their society, and have a modest amount of disposable income. Most are skilled laborers or low level managers.

LOWER CASTE

The lower, or "working caste", is the mass of people who live on the bottom of the food chain. They often scrape by financially or live in poverty. Sometimes people end up here due to circumstances (a manual laborer who gets injured, for example) or by their own actions (a criminal who killed another man in a bar fight). While they may not be bad people, society looks down on them. They are often the most hard working class of people, many having unskilled labor jobs.

The criminal element, while a part of all levels of society, tends to be associated with the lower caste. This is something of a misnomer- while lots of low level criminals are drawn from the lower caste, they can be found in all social strata.

STRANGER

Any character who is not part of a society (such as a monster), is mindless, or otherwise unintelligent. This does not help or hurt them. All characters begin as strangers. Primal characters are always strangers.

Social Path Bonuses

Each Socal Path bonus provides a benefit and imposes a social responsibility. The selected Social Path bonus should be in tune with the narrative of the game. A character who habitually or critically fails to fulfil their social responsibility loses the benefit of their Social Path bonus. They may regain this by rectifying the breach of their social responsibility or waiting until they advance at least 1 level and selecting a new Social Path bonus. A character can, with the consent of their GM, change their Social Path bonus, so long as it is has the same social caste as its prerequisite, if narratively appropriate.



Upper Caste Social Bonuses

15

Crime Boss (Upper)

You sit at the head of a large, disciplined, criminal organization. This might be a ninja clan, a Mafia family, a Thieve's Guild, pirate crew, spy ring, etc. Your organization, by its very nature, commits illegal acts and profits from them.

Benefit: You gain a morale bonus equal to 1/3rd your character level on Intimidate and Bluff checks against lawfully aligned characters. This does not apply to strangers. You also gain access to black market goods without any price markup. In addition, you are also give a large cut of the take on jobs that are pulled within your jurisdiction. By default this is gain a 100 gp x your level per month in ill gotten gains (not always money), delivered to you in a fashion of your choosing.

Social Responsibility: You must maintain discipline in your criminal organization of at least 2,000 people and keep its members out of harm's way. This means you may have to spend money or cajole people into letting your guys out of jail, suppress evidence, organize distractions, bribe people out of your pocket, or even kill people to keep them quiet.

Commander (Upper)

You are in charge of a large military organization with access to troops and war materiel the likes of which few even know exist. Your role is more organizational, tactical, inspirational, symbolic, and political. **Benefit:** You and all allies within 30 feet of you who can see and hear you gain +1/3rd your level morale bonus on attack rolls against professional soldiers. In addition, soldiers of lower rank who are part of the same hierarchy cannot turn down a legitimate and reasonable request from you (provided you provide them the means by which to accomplish it). **Social Responsibility:** You are part of a military hierarchy and where you go or what you do is largely at the whim of the military. As a leader, you have some say in the implementation of those orders but, once given, you are expected to carry them out. You cannot refuse a reasonable order from a more senior officer or appointed political leader with a position of power over you. If you do, you lose that benefactor and all benefits of this social path benefit.

Famous / Infamous (Upper)

Everyone knows your name, for better or for worse. Your reputation precedes you wherever you goopening or closing doors for you. Perhaps you are a famous playwright, an actor, an infamous criminal who has captured intrigued the public, a beloved Emperor, a feared warlord, etc.

Benefit: Just about every civilized person knows your name and your reputation before you even speak to them. This is tantamount to them knowing your alignment and several of your most famous deeds (or misdeeds). You receive at least 50 GP x your level in gifts from people if you are in an urban environment where people know your name per month. People want to know and be around famous people, even if it's bad for them. When you meet someone who knows you- immediately shift their attitude up or down one step.

Social Responsibility: You must cultivate and regularly manage your persona. Committing high-profile acts that runs counter to your reputation may deprive you of this Social Role benefit (Example: if a pirate king who is known for flaying their enemies alive, suddenly opened an orphanage, it might be a bit odd). You also must make frequent high publicity social appearances, at least 1 per month, or your reputation will begin to wain. Repeated missings of this will result in you losing all benefits of this social path benefit.

Landed Nobility (Upper)

You are a noble, non-royal, landowner who oversees the management and use of their estate by mandate of the crown. This might be a gentleman who ran a region and gained great wealth by the pows of the workers who farmed his land, a knight who runs a fiefdom granted to her by the king for services rendered, or even a slave-owning plantation owner in the antebellum South (called a "Planter").

Benefit: You gain a morale bonus equal to 1/3rd your character level on Appraise checks and on Sense Motive checks against characters of a lower caste than you. This does not apply to strangers. You also get, twice a year, an amount of GP dependent on the size of your settlement.

Social Responsibility: You are responsible for the management of a parcel of land. The size of this land is up to your GM and should reflect your status and actual position. The land granted to you is always of a size equal to at least a small town.

You are responsible for the upkeep, maintenance, and protection of this area. Each settlement's upkeep cost must be paid each month. Should earning be low, you may need to dig into your own pockets to fund the land. While hired help can manage this flow of money in your absence, it might be best to pay someone to keep an eye on them least they try to seize power for themselves. Landed nobility may also have obligations to the governing body (be it a crown, a democratic body, shareholders, etc) for some kind of service. Rendering such service, while required, might also provide some benefits for the landed noble and/or their settlement.

Physician (Upper)

You are a doctor, a medicine man, cleric, or other prominent healer within your community. Benefit: You gain a +1/4 level misc. bonus on Heal checks made when you have proper tools and a specialized place to perform the healing (a surgery, a healer's tent, etc). In addition, any spells that provide healing add 1 to the amount they heal. Finally, you gain a +1/4th level misc. bonus on checks to identify diseases, medical mysteries, or to provide medical psychological insights.



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Approximate	POPULATION	Upkeep	Settlement	Appropriate for
Settlement Size	RANGE	Cost Per 6	EARNINGS PER 6	A CHARACTER OF
1115		Months	Months	Level
Small Town	201-2,000	10,000 GP	3d6 x 1,000 GP	1-5
Large Town	2,001-5,000	20,000 GP	3d6 x 2,000 GP	6-10
Small City	5,001-10,000	40,000 GP	3d6 x 4,000 GP	11-15
Large City	10,001-25,000	80,000 GP	3d6 x 8,000 GP	16-20
Metropolis	25,000+	160,000 GP	3d6 x 16,000 GP	21+

Table 3-2: Landed Nobility

If the landed noble takes a concerted effort to raise the prosperity of their parcel of land, they can add 1d6 extra to their settlement earnings per 6 months.

Social Responsibility: You must never intentionally cause harm to a creature under your care (through action or inaction), allow harm to come to them even if it is not by your hands, nor can you divulge any secrets or patient information you come across during the course of your duties. Violating any of these tenants causes an immediate cessation of any benefit from the social path bonus. You are also responsible for the physical well being of a community. You must offer affordable health care services to your community (even if you do not directly partake in the actual healing). You must remain up to date on the latest medical advances and advise community leaders on health concerns (including sanitation, plagues, and the like). You may also be called on, whenever necessary, to provide personal and immediate medical aid to those in power free of labor charge (though you can still charge for the required materials to heal them) regardless of who they are.

Religious Leader (Upper)

A religious leader serves not only as one of the regional heads of a religion but as one of the primary earthly agent of a divine being. In the real world this might be a Cardinal, an Imam, a Lama, a prophet, etc. **Benefit:** Can use commune with their deity, at will, as a spell like ability. Can be reached, via a commune spell by powerful adherents for the faith (if their deity so deems it).

Social Responsibility: They are responsible for the spiritual needs and protection against the supernatural for a group of people of at least 2,000 people. While the religious leader does not need to see to these needs themselves, directly, at the very least they oversee the appointment of the people who do. Religious leaders are often tied to the political and communal power structures and may have additional ritualistic or ceremonial duties. Failure to achieve this results in you losing all benefits of this social path benefit.

Royalty (Upper)

You are a member of a peerage, a royal family, or some other hereditary administrative position that rules a sovereign political entity.

Benefit: When you take this social path, pick 3 major players in politics whose purviews regularly intersect with yours. These people, and the sovereign (if you are not that), are called your "benefactors". Your benefactors cannot intentionally turn down a request from you. They can, however, debate with you over the matter and even deny it if you cannot provide the resources to reasonably allow them to complete your request. If they ignore or turn down a reasonable request you make it, you can select a new benefactor. In addition, you are royalty and gain a 100 gp x your level per month stipend delivered to you in a fashion of your choosing.

Social Responsibility: A leader must keep those in power happy for those people look after the rest of the population in a political system. Your are beholden to those directly below you- the upper caste, those administrate the major institutions of your sovereign nations. You can not intentionally turn down a request from a benefactor, even if it conflicts with a request from another benefactor. You are, however, entitled to debate with them over the matter and even deny it if they cannot provide the resources to reasonably allow you to complete their request. If you chose to ignore a reasonable request or cannot complete it in a reasonable amount of time- you lose that benefactor and all benefits of this social path benefit.

Academic (Middle)

You are a well-learned person who has an official post at a formal place of education.

Benefit: You gain 2 extra skill points per level. These may only be used for Knowledge skills. **Social Responsibility:** You have a duty to educate and teach at a formal institution or in some detached capacity that still serves the community. This typically requires several days a month of schooling for others. You are also responsible for providing advice and academic overview within a community.

Bannerman (Middle)

Your are the sworn leader of a large military group, typically in charge of a keep or stronghold, of a powerful lord.

Benefit: When you take this social path bonus, declare your liege. You must render homage and fealty to them. If they accept your service- you are provided with dominion over a military unit of 200 or less trained soldier and dominion over a stronghold or keep. The upkeep, replacement, training, and arming of these soldiers are paid for by your lord (you are responsible for training and overseeing them however).

Social Responsibility: In addition to never refusing the call or orders of your liege, you must dedicate and pledge the service of all your offspring to them as well. This means that if you are a bannerman, your children must be as well. Finally, your wealth is not your own. While your liege technically "owns" everything you own (what's yours it theirs) they rarely enact it. However, this does mean that you must give unto them anything you own (including your children) to them if they wish it.

Middle Caste Social Bonuses

Capo (Middle)

Mid-ranking criminal. Head of a gangs. Hit men. Professional criminals.

Benefit: A capo is a made man. More or less, they can't be touched by the law for anything less severe than murder due to the protection of the people above them. This means that they shouldn't abuse this or it might anger the higher ups (and it's best not to piss of the head of the assassin's guild) but they are made of teflon- convictions just slides right off them! Social Responsibility: A capo is a black dog, required to jump to attention and commit grievous criminal acts whenever their master orders it. They cannot refuse to do a job, though they can pawn it off on those lower in the organization. Orders typically come down at least once a month (maybe more) and are always against the law (making it almost impossible for a lawful character). If they refuse an order, they lose all benefits associated with this social path benefit (and maybe their lives).

Caretaker (Middle)

You are responsible for the morale in a community or group of people. You might be a priest, a psychologist, the morale office, nurse, den mother, or something of that nature.

Benefit: You gain a +1/4th your level misc. bonus (minimum +1) on aid another checks to help people, on Heal checks, and on Sense Motive checks to tell if something is troubling someone from your community's mind. **Social Responsibility:** You are responsible for the spiritual and mental well being of a group of people. This means you must make frequent examinations of everyone in your community. This can be as simple as making sure you talk to everyone one a month (even socially) to get a measure of their mental health, providing entertainment to help people relax, and ensuring that everyone has a venue to just vent when they need to.

Merchant Prince (Middle)

Rich middle caste. Bourgeoisie. Merchant princes. Does big business on behalf of their country. **Benefit:** Due to your merchant contacts you can buy anything at a 20% discount and, given 1 month's time, you can order any item (even rare ones) so long as no laws are required to be broken to obtain them (you can order a deck of many things, but cannot order the crown of the King of the West). These special order items never have the 20% price reduction. Instead, special order items have at least a 20% markup, maybe more if a lot of travel is required (Example: If you are in a dungeon and order this via carrier pigeon, the delivery must entail someone delivering the item to the dungeon or possible into the dungeon by way of powerful (costly) magic spells.) You also gain a +1/3rd level morale bonus on Diplomacy checks made to negotiate deals.

Social Responsibility: You must stimulate the economy. You must spend, every month or so, at least 2,000 GP per character level. You can satisfy this by helping facilitate deals that transact this much money, selling goods worth twice it (each 2 GP sold contributes I GP towards this requirement), or employing people (including services) with this. These methods may be combined. You must also be openly and regularly conducting business with people and spreading the influence of your nation in some way.

Minister (Middle)

Politicians, lawyers, judges, and ranking members of law enforcement.

Benefit: Your word represents the law. If you clearly announce yourself as a representative of the law, you can speak with the voice that all will heed. Breaking a law that you have invoked gives people pause. Lawful characters must make a Will save (DC 10 + 1/2 your character level + the modifier of your highest mental ability score) or be unable to take an action that would directly violate the law you just spoke. They may take other actions (not being able to take the action doesn't consume it) so long as it doesn't violate the law. You also gain +1/3rd your character level morale bonus on all Knowledge check related to laws and on Intimidate checks against Chaotically aligned characters. Social Responsibility: You must enforce the laws and exact punishment on behalf of your society. You must do this by the letter of the law, not the spirit of it. You are also subject to the legitimate orders of your superiors. If they tell you to go and collect taxes from a poor town that can't possibly pay, you do it. You must also represent your society/government in a respectful and professional way. You may also not knowingly and intentionally break the law. Violating any of these social responsibilities causes you to forfeit all benefits related to this social path bonus.



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Ascetic (Lower)

You are a monk or other ascetic who has give up their grasp on the mortal world to better prepare their soul for what comes next. They shun material things, focus internally.

Benefit: You gain a small ki pool (as described in the monk's entry of the Pathfinder Core Rulebook). It is equal to your Wisdom score (and never higher than 1/4th your level, minimum 1). This ki pool does not stack with an existing ki pool- use the ki pool with the higher value to determine the maximum size of your ki pool. While this can be used for any existing class feature you have, you can use these ki points in the following way by expending them as a swift action: Spiritual Insight: Grant yourself or an ally a bonus on Knowledge (religion) or Knowledge (planes) checks equal to 1/4th your character level for 1 hour or the next such check attempted, whichever comes first. Ascetic Meditation: By expending 2 ki points while sleeping, you can treat yourself as if you rested 1 extra hour.

They also have their basic amenities meet (shelter, clothing, food), but only in the most basic fashion, when in a civilized settlement.

Benefit (Alternative): If using the awakening system found in Alternate Path: Ascetic Characters, you gain the Extra Awakening feat at 4th level and every 2 levels thereafter for free (in addition to the feats you normally gain from advancement). They also have their basic amenities meet (shelter, clothing, food), but only in the most basic fashion, when in a civilized settlement.

Social Responsibility: Ascetics are required to dedicate significant amounts of time to their own spiritual development (the equivalent of several days worth of time per month). They must reject most conventional amenities and live a humble life and only own what they need to survive (this does not include any restrictions on combat gear).

An ascetic must also be open to offering wisdom, guidance, and spiritual insights to anyone who seeks it. Finally, they must offer a genuine and reasonable offer of nonlethal resolution before engaging in combat (This doesn't have to be a "good aligned" option, "covert and we don't have to fight" or "I'd be happy to duel you to first blood to please my god of battle rather than kill you outright" are both fine options).

Champion (Lower)

You are one of rising stars in the ranks of the military. You are called on to do the dirty work, receive elite training, protect officer, go on solo-missions, fight duels for your army, and lead forces into the fray. Gain glory, win battle, get paid.

Benefit: You are always provided with at least a masterwork set of armor, a single masterwork weapon (ranged or melee), and a non-masterwork weapon (ranged or melee) if you lack them when service the military. Your other needs, such as a trained war horse for cavalry, a masterwork shield for shock troops, ammo for ranged units (etc) are always provided for by the military force you serve in. These are distinctive to the military force and selling them may get you in a great deal of trouble.

Social Responsibility: You are required to follow the just and legitimate orders of all just of your superior officers. You are not to discard (unless the situation is dire) or sell gear provided to you. You may rise to great fame in this profession and be asked to lead units into the fray of combat.

Community Leader (Lower)

Hero to the people, community leader, etc. Benefit: Select a community* and while within that community people treat you with respect and confidence. All creatures who are part of such community initially regard you as one step closer to friendly (see the description of Diplomacy in the Pathfinder Core Rulebook) than they would otherwise would have.

*See the "renown" class feature of the noble. This must be community of no more than about 200 individuals (a village, if using settlement population ranges). This could be the entire community or a smaller neighborhood in a larger settlement. If using noble, this can apply to a single community you have selected for your renown class feature.

Social Responsibility: You must actively fight social injustices pertaining to your community, be active in your local government or political scene, and constantly advocate for your community. If you are remiss in your campaigning, your views begin to divert too radically from the general views of the community, or you commit a faux pas against the community- you lose the benefit of this social path benefit.

Wheeler and Dealer (Lower)

Conman, spy, drug pusher, ninja, etc.

Benefit: Your path is cleared ahead of you. You are treated as if you were part of the upper caste for the purposes of gaining entrance to events, buying goods, gaining audiences, qualifying for class features, etc. In addition you gain a morale bonus equal to 1/3rd your character level on Disguise and Bluff checks to pass as a member of the upper caste.

Social Responsibility: Owe your criminal organization at least 50 GP x your current level in services, goods, or cold hard cash per job you pull. You are expected to pay this every month or two. Also, while you are not strictly beholden to your superiors, you should probably listen to them.



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Social Combat

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Social Combat Rules

This book presents a version of a verbal duel (as described in Paizo's Ultimate Intrigue) that is quick, rules light, and can be used in combat to augment it. Social combat is different than verbal duels as it takes place in the chaos of combat. More "formal" verbal duels often take more time and structure than is available in the midsts of combat.

The Action

As a standard action, roll 1d20 and add the number of ranks they have in a skill + the ability score modifier of that skill (the skill must be a "social combat skill" listed below). Compare the result to the following DC:

10 + Your 1/2 Opponent's HD + The Modifier of Their Highest Mental Ability Score

If this is higher than that DC, they take 1d6 points of non-lethal damage per 2 ranks in the skill you used. If you exceed the DC by at least 5, you gain an edge you can use against that creature during this combat. Social combat is a language dependent, mind-affecting effect.

Social Combat Skills:

Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (Int), Linguistics (Int), Perform (Cha), Sense Motive (Wis).

*You only add the ranks you have in the skill and the related ability score modifier. Not any miscellaneous bonuses, bonus from feats, magic items, etc. Just the ranks plus the ability score modifier.

Yielding

A character who is defeated primarily by nonlethal damage caused by social combat gains the "yielded" condition. A GM should define a character as "yielding" when defeated in this fashion (as opposed to being knocked out). A GM can designate a character as "yielding" if they took the majority of their damage as non-lethal from social combat at their discretion.

A creature who yields can take no hostile actions towards the creature who defeated them or their allies, takes no actions unless it is to defend themselves, and is for all intents and purposes considered defeated and no longer a factor on the battlefield.

Creatures may not always react the same way to being defeated in this fashion. If appropriate, a creature may not yield but otherwise remove themselves from combat. A hubrisfilled villain might take her own life, a devil might turn on his friends seeing the greater strength of the party's side, or a rioting peasant might see reason and become an activist against further rioting. This is up to the GM.

Edges

An edge is a situational social advantage. Only 1 edge can be spent during a given social combat. Edges can only be used in certain fashions, as defined when you gain it. In social combat an edge can be spent in the following ways:

- **Pad Ego:** If you lose a social combat you can spend an edge to reduce the number of d6 rolls by half (round up).
- **Twist the Knife:** If you win a social combat you can spend an edge to add 2d6 to the number of non-lethal damage dice you roll.
- **Push the Advantage:** When making a social combat roll, you can add 4 to your roll by spending an edge.



Determination

A creature's "determination" is their will to stay in the fight. It is similar to a creature's mental/social Hit Points. The formula, which differs from that in a normal verbal duel, is:

Determination = modifier of their highest mental ability score (minimum o) + creature's HD.

Once the damage equal or exceeds their total Determination, they have been defeated (see "Yielding). Determination is a situational thing- it recovers when the situation at hand ends. After a verbal duel ends, determination resets to its maximum. Determination can be modified if a creature has a social advantage against or is at a social disadvantage against the players.

Extreme Advantage: x2 Determination

• **Example:** A mother protecting her child from being sacrificed.

Significant Advantage: x1.5 Determination

• **Example:** A dragon protecting its hoard from greedy dwarves.

Significant Disadvantage: 3/4ths Determination

• **Example:** A mercenary protecting someone as a favor to someone else with no monetary compensation.

Extreme Disadvantage: 1/2 Determination

• **Brample:** convincing an oppressed populace to riot against their cruel dictator.

A Base Class for the Pathfinder Roleplaying Game

"Some dare to dream themselves to have class. They amuse themselves with petty parties and delusions of grandeur. They wear silks and date Sheikhs. To be truly noble is to walk in circles so high only angels dare grace them and sully yourself with the service of creatures so low that devils don't consort with them to gain power. To be a noble is to embrace this contradiction at all costs- to be a Queen one moment and a harlot the next, selling yourself for power so that the greater good might be achieved."



-Diary of the Blood Queen's Handmaiden by Esmeralda Chill

Nobles are, at their core, social creatures. They are forces to be reckoned with- those who represent great power bases (both politically and militarily). Their power and influence are the stuff of legends and have worked themselves into the tapestry of everything from social norms to religion. Never was their a society without a leader or those who coveted the position. A noble, skilled at their craft, is no mere mortal but a force of nature that draws it's power from the very fabric of civilization.

HIT DICE: D8.

ROLE: A noble is at its heart a social character, but can fill a great many roles. They can quickly tear apart the morale of a creature using social combat, have a strong skill list and plenty of skill points, and can serve as the perfect party face. Most nobles are going to want to have either high Charisma or high Intelligence in order to get the most out of social combat, but having high mental ability scores in general can't hurt. Depending on what route on wishes to take with combat (wading in deep, hanging back, or avoiding entirely), the noble may wish to shore up his physical ability scores in different fashions, but generally Dexterity is never a bad choice, while a good Constitution and Strength score can allow for a noble general.

Table 4-1: The Noble

LEVEL	Base Attack	Fort	Ref	WILL	Special	
	Bonus	SAVE	SAVE	SAVE		
IST	+0	+0	+0	+2	Edges, noblesse oblige, ideology, renown	
2nd	+1	+0	+0	+3	Social grace, talk down	
3rd	+2	+1	+1	+3	Cutting remarks	
4th	+3	+1	+1	+4	Combat edge, social grace	
5th	+3	+1	+1	+4	Diplomat's resolve, great renown	
6th	+4	+2	+2	+5	Push buttons, social grace	
7th	+5	+2	+2	+5	Manipulator, quip	
8th	+6/+1	+2	+2	+6	Social grace	
9th	+6/+1	+3	+3	+6	Incredible renown	
10th	+7/+2	+3	+3	+7	Social grace	
11th	+8/+3	+3	+3	+7	Gather support	
12th	+9/+4	+4	+4	+8	Social grace	
13th	+9/+4	+4	+4	+8	Fabulous renown	
14th	+10/+5	+4	+4	+9	Social grace	
15th	+11/+6/+1	+5	+5	+9	Puppet master	
16th	+12/+7/+2	+5	+5	+10	Social grace	
17th	+12/+7/+2	+5	+5	+10	Regal renown	
18th	+13/+8/+3	+6	+6	+11	Social grace	
19th	+14/+9/+4	+6	+6	+11	Quorum	
20th	+15/+10/+5	+6	+6	+12	A king uncrowned, social grace	

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ALIGNMENT: Any

Starting Wealth: $5d6 \times 10$ gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The noble's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex). **Skill Ranks per Level:** 8 + Int modifier.

Weapon and Armor Proficiency:

The noble is proficient with all simple weapons, plus the hand crossbow, rapier, and all one-handed non-exotic firearms (setting permitting). They are proficient with light armor, but not with any shields.

Edges (Ex):

A noble is a master at manipulating opponents and they do so as a matter of course. At the beginning of each encounter (this includes combat, a social encounter, verbal duel, or even a skill-based encounter) the noble gets a number of edges (as described in the Verbal Dueling rules) equal to their Charisma modifier + 1/4th their noble level.

These edges, referred to as "noble edges" (to differentiate them) may only be used if the result would further the noble's ideology (see the ideology class feature) and does not specifically oppose their goals.

Noblesse Oblige:

At 1st level, a noble becomes a member of the upper caste and gains one social path bonus.

Ideology:

Nobles stand for something- without the passion they are so well known for they would be grand ships without wind to fill their sails. At 1st level a noble selects an ideology from the list below and must adhere to it.

Personal Glory

Greek heroes of old often quested for personal glory rather than any other high and mighty ideal and nobles with this ideology are no different. They are out to seek glory for themselves or improve their own station in life. While some that follow this ideology may be brutally selfish, looking out only for themselves at the expense of others, many are simply looking to live a comfortable life or are focused on their own self-improvement as a person.

Restriction: A noble cannot be affiliated with any large or meaningful organization (see "Organizational Glory") nor can they receive any help on attempts to gain influence. They must stubbornly refuse all

help in these regards. This, in particular, means the noble cannot take affiliations marked with the (organization) tag.

• Example: A noble with the ideology of personal glory couldn't accept the endorsement of a local labor union to become governor or accept the offer to marry into a strong clan for a political advantage. They must pull themselves up by their own bootstraps- relying on their own claims to fame.

> **Edges:** Noble edges must be used to advance your own personal goal and cannot be used for the direct or indirect benefit of another character.

GROUP GLORY

A noble with this ideology has a strong bond to a small group of people (3-10) and will stop at nothing to advance their agenda. The noble knows all of these people intimately and has their best interests at heart. This might be a family, a military unit, a small fellowship or party, a street gang, or a circle of childhood friends.

Restriction: A noble can only gain renown when members of your group are there to contribute to the process.

Advantage: A noble always regards members of their group as members with which they hold renown. **Edges:** Noble edges cannot be used on the noble themselves. Instead a noble may play a noble edge to help any member of their group. They may still be consumed to pay for benefits from noble class features. Advantage (Organizational Renown): The noble always has renown with their organization. This means any dedicated members of the organization (a priest for a church- not a churchgoer) is regarded as knowing of the noble's renown. This also means that any building, compound, or area that is under the total control of the noble's organization and is actively being used by them is considered to be an area she has renown in (even if she has not selected it). She never needs to do any additional talking to gain influence with them- she always has it.

Edges: Noble edges must be used to advance the organization's goal and may not be used for personal goals.

Greater Good

Nobles of this ilk are concerned with improving the world. This doesn't mean they do so conventionally or even nicely- they want to do whatever they think will do the most good. Many times a noble will think that they are the best or only person who can make the necessary change or that the people in power now are corrupt. A noble like this might make hard, even evil, choices if they think it will be better in the long run.

Restriction: A noble can't employ edges against good aligned creatures.

Edges: Noble edges can only be spent to further the greater good of society, not their own personal agenda or the agenda of organizations.

ORGANIZATIONAL GLORY

An organization, in this context, is a large, powerful, formal, social entity with influence. It could be a church, government, military body, large clan, an order, or even formal school. A noble with this ideology works, often using organizational resources, to advance their interests and quite often this noble's power is derived from this organization.

Restriction: A noble who strives for organizational glory can only gain renown in areas where there is a formal presence of their chosen organization. In addition, they cannot gain renown in areas where opposing or other large organizations have a strong foothold.

MOVEMENT

Often a product of a deep passion nobles who support a movement are enamored with a specific ideological movement. Perhaps is a revolution, a freedom movement for slaves, a grassroots nationalist movement, a strong opinion on unions (for or against), a particular political stance, or even a strong alliance with a social caste. What differentiates a movement from an organization, in this context, is that an organization is a formally structured collective with a tangible presence. A movement is more a headless group of people with similar principles, ideas, and an agenda. A movement might, someday, become an organization or even have several organizations related to it- but it is a wild and free without the direct control of an organization. **Restriction:** A noble whose agenda is to advance a specific movement can only have renown in a community for 2 months maximum. After that time they must re-campaign for that renown.

Advantage (Movement Renown): The noble always has renown with their movement. This means anyone who ascribes and identifies with that movement is regarded as knowing of the noble's renown. She never needs to do any additional talking to gain influence with them- she always has it.

Edges: Noble edges may be employed liberally so long as they are generally in the service of their movement.

Renown (Ex):

A noble is only as powerful as their fame is. As it grows, so too does her influence. This renown grants her favorable treatment in civilized company and lends her an air of menace while facing down her enemies.

A noble can spend 1 week gaining renown among the locals of any community of no more than about 200 individuals (a village, if using settlement population ranges). This could be the entire community or a smaller neighborhood in a larger settlement. She must spend at least 4 hours each day socializing and making contacts. After spending 1 week doing this all NPCs in the community have a starting attitude toward her that is one category better, as long as each person's initial attitude would have at least been indifferent (see the Diplomacy skill description in Chapter # of the Pathfinder Core Rulebook).

A noble may gain this benefit while in an area she is renown in or within her noble level worth of miles of such an area. Some social talents and noble class features grant her additional benefits when she interacts with people in or nearby an area where she holds renown.



A noble can hold renown in a limited number of communities (normally one, with other social talents allowing two). If she gains renown in a new community, she must decide which one of her previous communities to lose.

These effects are subject to GM approval. For example, the GM might rule that an NPC or monster has not heard any tales about the noble. Or, a foe may have a starting attitude toward her that's one category worse, rather than one category better.

SIDEBAR: NOBLES AND VIGILANTES

The noble and vigilante classes have a lot in common in that they are both primarily social characters. Many of the noble's social graces are also vigilante social talents (with the references to the vigilante identity removed). For the purpose of such instances the noble is considered to always be in their "social identity" as they lack a vigilante one. A noble never gains the benefit of being in a vigilante identity (Example: The "Renown" talent typically provides a +4 bonus on Intimidate checks while in one's vigilante identity. The above class feature excludes this references).



Social Graces:

At 2nd level and every even level thereafter a noble gains a social grace from the list presented later in this class. A noble may also always chose to take a teamwork feat, social caste feat, social combat feat, or new social path bonus in place of a social grace.

Talk Down (Ex):

A noble is a powerful orator and they alone possess the gravitas, air of importance, and command of rhetoric to freeze a shrieking barbarian dead in her track with a cold-hearted phrase. At 2nd level, when a noble inflicts non-lethal damage with a social combat action, they can chose to apply one of the following additional effects:

- Force of Personality: Add the noble's Charisma modifier to the resulting non-lethal damage rolls.
- Screw Up: The creature is additionally subject to one of the following conditions until the end of their next turn if they fail a Will save (DC 10 + 1/2 noble level + Charisma modifier): fascinated, shaken, flat-footed (only to the noble).
- **Empower:** If targeting an ally with a talk down attempt the noble may grant temporary hit points to their ally for 3 rounds equal to the non-lethal damage they would have dealt (instead of inflicting non-lethal damage). A creature may not intentionally fail the save against this.

Cutting Remarks (Ex):

At 3rd level, as a full round action a noble can make a single attack action at her full BAB and a single social combat check against the same target. The noble may chose which to do first. If using cutting remarks, a noble can't add an additional effect to the talk down damage (such as force of personality, screw up, empower, etc).

Combat Edge (Ex):

At 4th level, a noble can expend a edge* once per turn as a free action to grant themselves a morale bonus on attack and damage rolls equal to their Charisma modifier until the end of their turn.

*If this is a noble edge, it can be used on any creature. If it is a edge specific to a character, it can only be used to target them.

Diplomat's Resolve (Ex):

At 5th level, a noble's resolve is matched only by adamantine in its strength. Her mind is a steel trap and is impossible to move. If she makes a Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless noble does not gain the benefit of this ability.

Great Renown (Ex):

At 5th level, the noble is known on a broader scale. She can gain renown in a single community of up to 5,000 individuals (a large town) or up to two communities of no more than 2,000 individuals each (two small towns).

In addition, while in an area she holds renown a noble may add 1/4th her noble level (minimum +1) on all Diplomacy and Intimidate checks made to influence attitudes. This, specifically, does not apply on social combat rolls or in verbal duels.

Push Buttons (Ex):

Be it backroom slandering or boardroom schmoozing, a noble knows just what buttons to press to get the reaction they want. They know what kind of statement to drop, with just the right inflection, to solicit the reaction they wanted.

Starting at 6th level, when a noble makes a talk down attempt they may expend 1 noble edge (or an edge designated for that creature) to designate which mental ability score the opponent uses for their social combat defense (Normally it is 10 + 1/2 HD + the creature's highest mental ability score). If they take this opportunity, the outcome is somewhat different. When using talk down to deal non-lethal damage, in place of the normal options provided by talk down, they may inflict one of the following effects:

Emotional Manipulation (Charisma):

If targeting a creature's Charisma with a talk down attempt the noble may alter the emotional state of the creature until the end of the noble's next turn. They may be:

• Calmed: As per a successful *calm emotions* spell.

Enraged: As per a successfully cast *rage* spell but the creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

> Lead Astray (Charisma): If targeting a creature's Charisma with a talk down attempt the noble may cause the creature listens to one command as if the noble has successfully used a *suggestion* spell on the creature.

Confuse (Intelligence): If targeting a creature's Intelligence with a talk down attempt the noble can confuse the creature (as per the *confusion* spell).

Raw Logic (Intelligence): If targeting a creature's Intelligence with a talk down attempt the noble can treat all the d6s rolled for their non-lethal damage as having rolled 4s.

Befuddle (Wisdom): If targeting a creature's Wisdom with a talk down attempt the noble may cause their eyes to glaze over, their mind to wander, and their concentration to break. Creature so effected take a penalty on Wisdom checks and Will saves equal to 2 + 1/2 the noble's level.

Bnlighten (Wisdom): If targeting an ally creature's Wisdom with a talk down attempt they grant temporary HP, as per the empower option of talk down, but additionally grant a bonus to the creature's Will save equal to the 1/4th nobel level plus the noble's Wisdom modifier (total maximum of noble level) for 3 rounds.

Quip (Ex):

At 7th level, by using a noble edge the noble can make a talk down attempt as a swift action once per round. If she uses quip, she may not use another talk down attempt on her turn (and vice versa).

Incredible Renown (Ex):

At 9th level, the noble has achieved wild fame and fortune and is celebrated far and wide. She can gain renown in a single community of up to 25,000 individuals (a large city) or up to two smaller cities of no more than 10,000 individuals each (two small cities). In addition, while fighting creatures commonly found (or famously from) an area she holds renown in, or against natives of such an area, the noble gains a 1/4th noble level (minimum +1) morale bonus on all attack and damage rolls against such creatures.

Gather Support (Ex):

At 11th level, a noble adds 1d6 damage to her nonlethal talk down damage for each individual creature she has made yield via Social Combat during this combat. A noble may never gain more addition d6s of damage than 1/2 their noble level.

Fabulous Renown (Ex):

At 13th level, the noble has achieved fame on the level that their name is known to everyone across an entire region. Parents name their kids after the noble- they are just that big of a deal. She can gain renown in a single community of well over 25,000 individuals (a metropolis) or up to two large cities of no more than 25,000 individuals each (two large cities).

In addition, while in an area she holds renown a noble may add 1/2 her noble level (minimum +1) on all Knowledge (nobility) and Knowledge (local) checks. This bonus does not apply to social combat checks.

Puppet Master (Ex):

At 15th level, when a noble successfully makes a Diplomacy or Intimidate check to move an opponent's attitude up or down a number of steps- it moves the two in the direction for every 1 they would normally do it.

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Regal Renown (Ex):

At 17th level, the noble is a household name. Books and plays have been written about her and, likely, she will become a cultural or historical character remembered (and probably embellished) for generations to come. She can gain renown in several metropoli and the extent of her influence can be felt across a great region. She may declare a region, which is a collection of settlements of various sizes within a general geographic border that, in total, does not surpass 1 million individuals as her area of renown.

In addition, the noble has familiarized themselves with every facet of the community in which they hold renown and knows what belongs and what is out of place. While in an area she holds renown a noble may add 1/2 her noble level (minimum +1) on all Perception and Knowledge (geography) checks.

Quorum (Ex):

At 19th level, a noble grants all allies that can see and hear her gain the benefit of their diplomat's resolve class feature.

A King Uncrowned (Ex):

At 20th level, the noble is immune to all mind affecting effects they wish to be. They may suppress or reactivate this as a free action. In addition, the noble always confirms critical hits against enemies while in an area they hold renown.

RACE	Bonus	Source			
Human	nan 1/6th a new social grace.				
Elf	Elf +1/3rd on saves against mind affecting spells.				
Dwarf	The noble reduces incoming non-lethal damage from social combat checks by .5 (counting only full values).	CRB			
Half-Elf	Creatures whose attitude has been influence with Diplomacy remain influenced for 1 additional minute.				
Orc / Half Orc	Creatures whose attitude has been influence with Intimidate remain influenced for 1 additional minute.	ARG/CRB			
Drow	Gain 1/3rd a use of suggestion as daily spell-like ability (using the noble's level in place of caster level). If the drow is at least 6th level, two uses of suggestion may be sacrificed to use dominate person.	ARG			
Otium	Otium Add 1/2 to social combat damage caused by talk down against good or evil aligned outsiders.				
Grinn	Add +1/2 to social combat damage against shaken targets.	TOW 2			
Cuill	Add 1/3 to social combat damage caused by talk down if you are using Knowledge (history) as your skill.	RG4			
Gaoth	-1.5% to the base price when purchasing a service that has a social or political component to it (using only whole numbers).	RG4			
Lun'la	Add 1/2 to social combat damage caused by talk down against chaotic creatures.	RG 5			

Table 4-2: Noble Alternate Favored Class Bonuses

How to Play the Noble

A noble is a very diverse class with an abundance of options. They are never straightforward and those that are clever can really flourish when playing this class. They are really terrible in the typical "kill everything" dungeon set-up. They have an area of renown

Starting at the top, the noble has the 8 + Int modifier and a lot of skills which means they are poised, right off the bat, to have a strong chance of having a relevant skill in any given situation. Picking these cleverly, not just social skills (Knowledges can be useful for some of your class features), and diversely can make you forever useful to the party.

A noble has D8 hit dice, medium BAB, and starts with simple weapons, light armor, and a few select weapons. Nobles can survive on the front line and take a hit or two. They are not meant to be a front line fighter but they don't require protection either. Think of them more like rogues, without the significant damage capacity.

A noble is of the upper caste. A lot of the social path bonuses for this are very good and will help you stay connected with a society.

Edges are really useful in combat, but they are largely "per creature" rather than a general resource (though you have a pool of that too). Remember to toss them in when you need them. How you can use them is restricted by your ideology.

Your ideology is kind of a baked in, mini, archetype and can be thought of as a sorcerer bloodline or, perhaps more closely, a cavalier order. It ties the noble to a certain faction within the world and gives them a kind of "code of conduct". The personal glory and group glory are better suited to a more "traditional" dungeon running game as it does not tie them to an organization expressly (the group one is specifically written so you can bind to your party). Renown is an important mechanic for a noble. It is basically an area in which they are famous and is somewhat akin to a ranger's favored terrain. When they are in that area all NPCs have a starting attitude 1 better than they normally would. A clever player can use this to all sorts of advantages. The side of this area improves as they gain in level and can be changed if need be.

A noble has access to an intimidating slew of social graces at every even level. This is on par with a fighter's access to combat feats and is really where the noble shines in terms of versatility. They are somewhat akin to rogue talents (even including a few of them) and are socially focused.

Talk down is the noble's major combat-focused ability. During a combat a noble can use the social combat rules (basically: your ranks in a skill +

that skill ability score modifier vs 10 + 1/2the target's HD + the target's highest mental ability score). It deals non-lethal damage (which has it's own flaws) and, if defeated with it, the creature yields rather than falls unconscious. However, the noble can add one of a few different effects when they do so. One adds a little extra non-lethal damage (for when damage is important), one inflicts a condition, and one grants temporary HP to an ally in place of harming them. This last one is really useful as it allows the noble to fill a support role as well as a skill monkey or quasi-combat role. As all nobles have this, this makes them rather useful.

Cutting marks is basically a concession that allows you to make a "full attack" (or at least more than one attacks) with a full round action. However, you lose out on your additional effect if you do so. This, coupled with combat edge, allows a more martially focused noble to still remain a viable concept. Later on quip augments this by allowing the noble to make a full attack action while still making a talk down attempt as a swift action.

Diplomats resolve is, essentially, the noble's mental version of the evasion class feature. It is in line with them having a good Will save but leaving the other two saves lacking. They get this pretty early (as opposed to the inquisitor's stalwart class feature) and becomes very useful against spellcasters who target mental ability scores.

At 6th the noble gets push buttons, which basically expands the options of what you can do with talk down. To do this, the noble must spend an edge and then targets a specific mental ability score of their target (that ability score is used to calculate the creature's resistance to social combat). This was put in so a noble could exploit weaknesses in an opponent's statistics with insights gained from a successful knowledge checks. Sometimes, a creature just has an absurd ability score and basically makes the noble no fun to play so this provides an option on how to deal with those situations.



The gather support class feature addresses an issue the noble (intentionally) has up until 11th level. It is not very good at fights with a lot of opponents, even weak ones. Talk down is a single target ability and means that if you are facing 10 creatures with a low CR, you are always going all out on one creature at a time. Gather support allows you to kind of "build steam" when taking on multiple creatures- adding damage for each previous creature you've made yield so (hopefully) you are never taking more than one turn to talk down a weak opponent after a few yield. Puppet master is a later level ability that augments the noble's already prodigious talent at influencing attitudes and basically makes everyone like them with a single check if they are in their area of renown. Quorum is another quasi-capstone ability for them, coming at 19th, which shares the noble's diplomat's resolve. Their capstone, "a king uncrowned" basically affords them the ultimate defense mind affecting effects because not only are they immune when they want to be. This allows them to benefit from a bard's performance but stops an enemy Intimidate check or illusion spell from working on them if they don't want it to.

Social Grace Suggestions

Martial Combat Noble: Weakened By Words, Big Stick Diplomacy, Traditional Weapon, Traditional Weapon Specialization, Seize the Initiative, Noble Steed, Tactician

Social Combat Noble: Flip Side, Tactician, Canny Observer, The Third Option, Quick Seed, Quick Appraise, Thick Skin

Party Face: Conman, Regional Dialect, Green Tongue, Obfuscate Story, Guileful Polyglot

Wheeler and Dealer: Secure Sale, Loan, Guileful Polyglot, Black Market Connections, Safe House, Loyal Aid, Gossip Collector, Feign Innocence, False Friend

Skill Monkey: Canny Observer, Follow Clues, Esoteric Scholar, Mockingbird, Microexpression Reading, Beasts of the Land, Regional Dialect
Social Graces

Beasts of the Land: A noble may add 1/4th her noble level (minimum +1) on all Handle Animal and Ride checks when dealing with animals native to, or commonly found within, the area she holds renown in.

Big Stick Diplomacy: A noble gains a +2 morale bonus on social combat rolls to a target if they have caused hit point damage to that target within the last 3 rounds.

Conman: While in an area she holds renown a noble may add 1/4th her noble level (minimum +1) on all Bluff and Sleight of Hand checks. This bonus does not apply to social combat checks.

Green Tongue: A noble can communicate with plants as if they had a mundane version of *speak with plants* constantly active.

Loan: The noble can, with 12 hours of exploring her options, acquire a loan of up to 1000 gp x her noble level (DC 10 + 1 per 500 gp). However, not paying back the loan has its own consequences. It may have an interest rate or a steep penalty for failure to pay on time.

Microexpression Reading: The noble may spend an edge as a free action on their turn to gain a mundane version of the *discern lie* spell that only functions for the noble against 1 creature. This lasts for the duration of the encounter. If used outside an encounter it lasts for 1 minute.



Noble Steed: The noble gains the service of a loval and trusty steed to carry her into battle. This mount functions as a druid's animal companion, using the noble's level -3 as her effective druid level. The creature must be one that she is capable of riding and is suitable as a mount. A Medium noble can select a camel or a horse. A Small noble can select a pony or wolf, but can also select a boar or a dog if she is at least 4th level. The GM might approve other animals as suitable mounts. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. The noble's mount does not gain the share spells special ability. The noble's bond with her mount is strong, with the pair learning to anticipate each other's moods and moves. Should a noble's mount die, the noble may find another mount to serve her after 1 week of mourning. This new

mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the noble gains a level. **Quick Appraise:** Once per day per Charisma modifier a noble can determine one bias a crowd has as a swift action, without the need to talk to them. This still takes a DC 15 Sense Motive check as per normal. A failed attempt still expends a daily use of this.

How Do Biases Work: If you have an audience, certain tactics impose a - or + 2 on a skill check when using a tactic. If it's a strong bias, it can be up to a - or + 5.

Quick Seed: Once per day per Charisma modifier a noble can seed an audience with 1 bias as a standard action, delivered by a powerful few lines of dialogue. This still takes a DC 15 Bluff, Diplomacy, or Intimidate check as per normal. A failed attempt still expends a daily use of this.

• How Does Seeding Work: Select a bias you know the crowd has (positive or negative) regarding

a tactic. Spend 10 minutes with a crowd and make a DC 15 Bluff, Diplomacy, or Intimidate check. If you seeded a positive bias, if you use that tactic you gain an edge. If you seeded a negative bias you gain an edge when you counter that tactic. **Regional Acclimation:** The noble can always exist comfortably within the conditions of the areas she holds renown in so long as it doesn't actively harm her, in a fashion similar to an *endure elements* spell specific to the typical conditions of the area she holds renown in. In addition, she gains energy resistance to cold or fire (whatever if appropriate to her area) equal to her 10 + 1/2 noble level (min 0) + her Charisma modifier. If she has more than one area of renown with vastly different climates, they all apply.

• Example: The noble could live comfortably in a place where the temperature was regularly 120 F and suffer no ill effects. She could not safely exists within a town that resides the demi-plane of fire.

Regional Dialect: While in an area she holds renown a noble may add 1/4th her noble level (minimum +1) on all Linguistic checks and, if she does not already do so, is given the capacity to speak the top 5 most popular languages spoken in the region. Not all areas will have 5 languages. If she changes her location of renown so does her bonus languages change. This bonus does not apply to social combat checks.

Retinue: The noble can use her holdings to retain the services of a few attendances and personal companions. This grants her Leadership as a bonus feat and a +2 bonus to her leadership score.

Secure Sale: The noble can secure the sale of an object that cannot normally be purchased, such as the crown of a king, an ancient relic, etc. (DC 10 + 1 per HD of the creature with the highest HD who is in charge of the object). This does not purchase the object; it only makes it available for sale through back channels. The selling price may be modified by the danger involved in the sale (up to 50x if it is highly illegal). Even with this social grace, there is no 100% guarantee of delivery of the item.

Seize the Initiative: If a noble confirms a critical hit against an enemy they gain 1 edge which they can use on social combat action against them.

Signature Skill: If using the skill unlock system from Pathfinder Unchained, the noble may select 1 noble class skill she has at least 5 ranks in and she gains all appropriate skill unlocks she is due. This may be selected multiple times, each time applying to a new skill.

Silver Tongue: A noble can make quick work of any social situation with a quick word. By expending a noble edge she may make Diplomacy or Intimidate checks to change an opponent's attitude towards her in combat as a full round action, instead of taking 1 minute to do so. The normal rules for Diplomacy checks apply (such as the inability to affect the same creatures twice in a 24 hour period).

Skill Focus: A noble can take the Skill Focus feat for any noble class skill in place of a social grace. This may be selected multiple times, each time applying to a new skill.

Tactician: A noble with this social grace can take a standard action to grant a teamwork feat to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the noble possesses. Allies do not need to meet the prerequisites of these bonus feats. The noble can use this ability once per day if they are 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

The Third Option: Upon the successful completion of a social encounter or a combat in which the majority of creatures yield a noble is presented with an alternative result (or extra if there are multiples) that is markedly better for them (if not for the party or world at large). If there is not a better social option (or a better option would be harmful to the story) a slight increase in treasure may be appropriate.

Thick Skin: The noble can expend 1 edge to reduce incoming non-lethal damage from social combat checks by half (minimum 1d6).

Traditional Weapon Specialization: The noble gains Weapon Specialization with the weapon they specified in the traditional weapon social grace even if they don't meet the prerequisites. In addition the noble's bonus to attack rolls from that feat now applies on as a morale bonus on damage rolls as well. If a noble has selected Improved Unarmed Strike in place of Weapon Focus in the preceding social grace they gain Stunning Fist (even if they do not meet the prerequisites).

Traditional Weapon: Select 1 weapon that exemplifies an area the noble has renown in (Example: An elven curved blade in an elven city). The noble adds 1/4th her noble level on attack rolls with this weapon as a morale bonus and gains Weapon Focus with that weapon. A noble may select Improved Unarmed Strike in place of a weapon type if unarmed strikes are predominate in the area she has renown. If a noble changes their place of renown so too does their traditional weapon change.

Weakened By Words: A creature who has taken nonlethal damage from a social combat roll caused by the noble takes a -2 penalty on attack rolls against that noble or their allies for a number of rounds equal to the noble's Charisma modifier.

ROGUE TALENT:

The noble may select one of the following rogue talents in place of a social grace:

Black Market Connections (Ex): A noble with this social grace gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table: Settlement Statistics) for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the noble can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the noble can also sell stolen items on the black market. If the check fails by 5 or more, the noble does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the noble's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table.

- Thorp 10
- Hamlet 12
- Village 15
- Small Town 18
- Large Town 20
- Small City 25
- Large City 30
- Metropolis 35

Canny Observer (Bx): When a noble with this social grace makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Esoteric Scholar: A noble with this social grace can attempt any Knowledge skill check, even if she is not trained in that Knowledge skill.

False Friend (Bx): A noble with this social grace gains a +4 bonus when making Bluff checks to convince someone she has never met or who doesn't know her well that they are previously acquainted or know each other well.

Follow Clues: A noble with this social grace can use Perception to follow tracks as per the Survival skill.

Guileful Polyglot (Bx): A noble with this social grace who has at least 1 rank in Linguistics gains 4 additional languages. A noble with this social grace who does not have any ranks in Linguistics gains 2 additional languages. If the noble later gains ranks in Linguistics, she gains 2 additional languages, to a total of 4 additional languages above those granted by the Linguistics skill itself.



Obfuscate Story (Bx): While another individual attempts to give an account of an event, the noble makes an opposed Diplomacy check to deftly interject comments or statements over the course of the storytelling that cause the individual to muddle her ability to recall accurate or specific details. If the noble succeeds, her target remains unaware that the noble's interjections caused the confusion. However, if she fails, the target is allowed a Sense Motive check (DC equal to the noble's failed Diplomacy check) to figure out that she made deliberate attempts to confuse the story.

Steal the Story (Bx): After muddling another's account using the obfuscate story social grace, the noble may make another opposed Diplomacy check to alter the details further in order to discredit, insult, or humiliate the target. If the check succeeds, the target takes a penalty on Diplomacy and Intimidate checks against anyone who heard the altered story. This penalty is equal to the noble's Intelligence, Wisdom, or Charisma bonus (whichever is highest), and lasts until the target is able to repair her reputation or discredit the noble. The noble must have the obfuscate story social grace to select this social grace.

VIGILANTE TALENT: The noble may select one of the following vigilante talents in place of a social grace:

Celebrity Discount (Ex): The noble's social identity is popular enough to receive discounts in her area of renown. Whenever she buys an item in her area of renown that costs 500 gp or less, she can buy it at 90% of the market price, rather than the full price. If she has the great renown class feature, the gp limit increases to 2,000 gp, and if she possesses the incredible renown class feature, the gp limit increases to 8,000 gp. **Celebrity Perks (Bx):** The noble is a celebrity in her area of renown, and adoring fans are all too eager to shower her with the fundamental necessities. While within her area of renown, she can always receive common meals or lodging (worth up to I gp per meal or night) for free, and can avoid paying taxes or bribes of 1 gp or less. If she wants a particular non-magical item worth 1 gp or less, she can spend 1d10 minutes interacting with people in her area of renown to receive the item from a fan (if she ever sells such a gift from a fan, she loses this social grace permanently and must select a new social grace). If she has the great renown class feature, she can receive gifts of up to 5 gp, receive fine food and lodgings (worth up to 10 gp per meal or night) for free, and avoid paying taxes or bribes of 10 gp or less. If she has incredible renown, she can receive gifts of up to 25 gp, receive exquisite food and lodgings (worth up to 100 gp per meal or night) for free, and avoid paying taxes or bribes of 100 gp or less. A noble must be at least 5th level and have the renown class feature to select this social grace.

Feign Innocence (Bx): The noble's social identity seems so innocent that it is hard to believe she was involved in wrongdoing. Within her area of renown, this provides a non-magical effect identical to the *innocence* ^{APG} spell. A noble must be at least 5th level and have the renown class feature to take this social grace. **Gossip Collector (Ex):** The noble sits at the center of a web of gossip, granting her access to the latest scuttlebutt with baffling speed. Whenever the noble is presented with a topic about which she would normally need to spend 1d4 hours to gather information, she must spend only 1d2 hours instead. If she has the renown class feature and gathers the information in her area of renown, she must instead spend only $1d_4 \times 10$ minutes, and if she beats the DC to gather a piece of information by 20 or more, she knows that piece of information without spending any time at all; she has simply already heard that gossip. This ability doesn't allow her to gather information that isn't available in the locale she is canvassing, even if that locale is her area of renown. Instant Recognition (Ex): The noble is so well known that her name precedes her, even to other communities. It only takes 4 hours of effort to get the word out to transfer her renown benefits to a new community. A noble must be at least 13th

level and have both the incredible renown and triumphant return class feature to select this social grace. Loyal Aid (Ex): The noble gains the service of a number of loyal allies who can help her gather information, or perform minor tasks. Inside her area of renown, a noble with this social grace gains a bonus on Diplomacy checks to gather information equal to 1/2 her noble level. In addition, if the noble wants, she can task her friends to help cover for her by spreading false tales of her location and activities to others. This has the effect of increasing the DC of Diplomacy checks to gather information about the noble and Survival checks to track her by an amount equal to her level. This lasts for 1 day, and can be used only once per week. Finally, once per day, the noble can ask her allies to perform a minor task for her. This usually involves delivering a message, purchasing a piece of mundane gear worth 100 gp or less (which the noble must pay for), or retrieving an object owned by the noble (that would be easily accessible by the ally). This task might take other forms as well, subject to GM discretion, but can never involve combat or danger. A noble must be at least 3rd level and have the renown social class feature to select this social grace.

Safe House (Ex): The noble can establish a safe house in her area of renown, and she can change it every time she changes her area of renown. If she doesn't have the renown class feature, she can still select this social grace and place the safe house in a single location to which she has access, but she can never move the safe house from its initial location until she gains the renown class feature. This safe house must be an area no larger in volume than a cube that is a number of feet per side equal to 10 feet per noble level. The safe house can be arranged any way she likes and it can be part of a larger building, like a secret room or an underground cave. Objects within this safe house can't be located by any effect that is less powerful than a *discern location* spell. At 7th level, this protection from being located also applies to creatures in the safe house. At 13th level, the entire area is protected from scrying effects (though not mundane snooping) like a mage's private sanctum. Triumphant Return (Ex): The noble's tales are never truly forgotten. This makes it easier to establish her renown in a place she has established it before. In any settlement where the noble previously gained

renown, it takes only 3 days, rather than 1 week, to gain renown again. A noble must be at least 3rd level and have the renown class feature to select this social grace.

Mockingbird (Bx): The noble can mimic almost any sort of voice, or even animal calls and sound effects, and she can throw her voice at a distance. This functions similarly to a combination of the *ghost sound*, *ventriloquism*, and *vocal alteration* spells. A noble must be at least 5th level to choose this social grace.

Legionary A Base Class for the Pathfinder Roleplaying Game

Citizens one and all, a legionary is a professional soldier who fights in a legion in order to not only earn his pay but to pave the road ahead of them for their political career. That is to say; their martial exploits help advance their political career.

Legionaries are disciplined, professional, career, soldiers who fight best with others. While they can hold their own alone- their prowess really shines when they get a chance to work together with their allies.

Most legionaries are extremely patriotic. In some instances legionaries are people serving in the military as a price for citizenship or as gateway to greater political heights. In this regard a legionary's home is very important to them. Thus, when creating a legionary, carefully consider the political climate they come from. A legionary must come from a society with a caste system that allows for some progression, is civilized, and has a standing military. The terms presented in this class are Roman (specifically, around the second Punic war) but can apply to any militia, national guard, home guard, foreign legion, or just national military where military service will help their career.

HIT DICE: D10. ROLE: The legionary is an extremely versatile martial character. The various unit types they can switch between and the plethora of tactics for each- it's easy to find the right tool for the situation. However, they are best in specific situations and if you find yourself outside one of those- you are essentially a "worse fighter".

Table 5-1: The Legionary

LEVEL	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	TACTICS
ISt	+1	+0	+0	SAVE +2	Citizen soldier, unit type	0
2nd	+2	+0	+0	+3	Formation fighting	0
3rd	+3	+1	+1	+3	Arsenal, teamwork feat	0
4th	+4	+1	+1	+4	Legionary tactics	I
5th	+5	+1	+1	+4	Citizen soldier	I
6th	+6/+1	+2	+2	+5	Decanus	I
7th	+7/+2	+2	+2	+5	Teamwork feat	I
8th	+8/+3	+2	+2	+6	Improved arsenal, legionary tactics	2
9th	+9/+4	+3	+3	+6	Citizen soldier	2
10th	+10/+5	+3	+3	+7	Centurion, muscle memory	2
11th	+11/+6/+1	+3	+3	+7	Teamwork feat	2
12th	+12/+7/+2	+4	+4	+8	Legionary tactics	3
13th	+13/+8/+3	+4	+4	+8	Citizen soldier	3
14th	+14/+9/+4	+4	+4	+9	Primus pilus	3
15th	+15/+10/+5	+5	+5	+9	Teamwork feat	3
16th	+16/+11/+6/+1	+5	+5	+10	Legionary tactics	4
17th	+17/+12/+7/+2	+5	+5	+10	Citizen soldier	4
18th	+18/+13/+8/+3	+6	+6	+11	Legatus	4
19th	+19/+14/+9/+4	+6	+6	+11	Teamwork feat	4
20th	+20/+15/+10/+5	+6	+6	+12	Senator, legionary tactics	5

They are also exceptionally good social characters, with a number of abilities related to social skills and the social caste system introduced in this book. The also tend to have abilities that work better when others are fighting alongside them. They bolster their allies AC, gain a lot of teamwork feats (without the ability to grant them to allies), and can slow the enemy down sometimes. Legionaries favor the traditional abilities scores of a martial character but one should never ignore their Charisma and/ or Intelligence as their social aspects are almost as important as their martial ones.

Alignment: Any Non-Chaotic

A legionary requires disciplined thoughts and has to be ok playing "within the system" so people like them. A chaotic character is too unreliable to fulfil the strict mental and social dedication that makes a legionary a legionary.

If using the civilized vs primal system (from this book and Alternate Path: Primal Characters) a legionary must be a civilized character. STARTING WEALTH: $5D6 \times 10$ GP (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The legionary's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate(Cha), Knowledge (local) (Int), Knowledge (Nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis). **Skill Ranks per Level:** 6 + Int modifier.

Class Features:

The following are the class features of the legionary.

Weapon and Armor Proficiency:

The legionary is proficient with all simple and martial weapons, all armor, and all shields (including tower shields).

Citizen Soldier (Ex):

A legionary serves his nation to advance his political career via his military exploits. At 1st level, the legionary automatically joins the lower caste if he is not already a member of a social caste. At 5th level and every 4 levels thereafter his service pays off in the form of one of the following benefits:

- **Caste Advancement:** The legionary advances 1 caste. (Lower > Middle > Upper)
- **Social Path Bonus:** The legionary selects a Social Path bonus from the caste he is currently a member of.
- **Social Caste Feat:** He may select one Social Caste feat.
- Social Combat Feat: He may select one Social Combat feat.

Unit Type (Ex):

A legionary learns his skills and plys his services by serving within a specific unit type. Each unit type has a specialized role on the battlefield and thus the legionary gains some unique skill from having served in it.

Each day, when selecting his tactics, a legionary must select one of the following unit types and gains their unique class feature: Velites, Hastati, Principes, Triarii, or Equites.

As unit types have prestige associated with them, he must select one which his social caste is allowed in.

VELITES

Low-born skirmishers who provided scouting and screened the main formations while they formed up. They provided a barrage of javelins and struck unarmored targets. They would be gone before the main forces clashed- often providing support for the other units and filling gaps in the line. They were particularly good at dealing with mounted units as they often fought in light or armor and their thrown weapons would startle them.

SOCIAL CASTES: Lower Caste Only

CLASS FEATURE: Velite Barrage

Velites gains Quick Draw as a bonus feat if he doesn't already have it. In addition, when making a full attack action with thrown weapons, the velite may make I attack at their highest BAB for every 4 levels of legionary they possess. This is in place of a normal full attack and cannot benefit from feats like Multishot or Rapid Shot.

In addition, for every [Velites] tactic the legionary has selected they add +1 to critical confirmation rolls with thrown weapons. This bonus does not stack with any other sources that provide a bonus on critical confirmation rolls.

HASTATI

The first line to engage the enemy were the hastati. They were often younger soldiers or those of modest birth but a bit of money. When they had done their damage or needed to regroup, they would switch out with the principes. They were energetic, often fighting up close and personal with swords after they threw their javelins.

SOCIAL CASTES: Lower or Middle Caste Only

CLASS FEATURE: First to Fight

Hastati add 1/3rd their legionary level (minimum +1) to attack and damage rolls, as a morale bonus, while in the first 3 rounds of combat.

In addition, for every [Hastati] tactic the legionary has selected they add +1 to Initiative rolls. This bonus does not stack with any other sources that provide a bonus on Initiative rolls.

PRINCIPES

The elite soldiers in a legion were called "principes". They were from a wealthier caste of citizens who were also experienced soldiers. They could afford the heaviest armor and better weapons. In many ways they were the shock troops; after the velites harassed the enemy and the hastati softened them up, the principes were the hammer that would smash the enemies to pieces.

SOCIAL CASTES: Middle or Upper Caste Only CLASS FEATURE: Wall of Pain

Principes add 1/3rd their level (minimum +1) as a competence bonus on damage rolls if they did not move last turn and have not yet moved this turn.

In addition, for every [Principes] tactic the legionary has selected a princeps gains a +1 bonus against fear effects.



TRIARII

The older soldiers in the army, those who had seen many campaigns, were assigned to watch the back of army. They provided a rear guard and were the last line of defense if things went very wrong. They were useful not only for their skill but for their experience and observations. They were often some of the richest men in the army and were career soldiers.

SOCIAL CASTES: Upper Caste Only

CLASS FEATURE: Res Ad Triarios Venit The triarii were committed last and thus the term "Res ad triarios venit" ("It comes to the triarii") means to fight to the end. As a swift action once per encounter per 3 levels of legionary (minimum once per encounter), a triarii can grant all allies (including themselves) that can hear them temporary hit points equal to 5 times their legionary level (to a maximum of their maximum hit points) for 3 rounds.

In addition, for every [Triarii] tactic the legionary has selected they treat their Constitution score as if it were 1 higher for the purpose of determining their bonus HP per level and gain a +1 insight bonus on stabilization rolls.

EQUITES

Unlike the ingrained concept of "knights" being the mounted cavalry, equites were light cavalry. They were used for scouting, flanking, provide lighting fast reinforcements where they were needed, and charging into strike quickly at key points. Equites all came from upper caste families as buying and maintaining a trained horse was no cheap task. The requirement to hold office was that one had to serve for a certain amount of time and if one served in the equites that time was half of the other units. As such, many future leaders were part of the equites at one time or another and later it became a hereditary title.

SOCIAL CASTES: Upper Caste Only

CLASS FEATURE: Aristocratic Cavalier Select one traditionally mountable* creature that the legionary owns (a horse they bought, a camel a friend gave them, a draft horse the legion gave them) and that is tame. While the legionary is part of this unit type, this creature is now treated as if it were the mount described in the cavalier's entry. The equites' effective cavalier level is equal to his legionary level. If he loses this unit type, for any reason, it reverts to its previous state.

> *Selected from the list presented in the cavalier's entry in Chapter 3 of the Pathfinder Advanced Player's Guide

In addition, for every [Equites] tactic the legionary has selected their mount gains a +10 foot improvement to its base land speed.

Formation Fighting (Ex):

At 2nd level, if any ally grants him a teamwork feat or a morale bonus the legionary adds 1/3rd his legionary level (minimum +1) to his AC as a competence bonus. In addition, if he is getting this bonus he also grants it to all adjacent allies. Finally, a legionary can share a space with an ally so long as they are of the same size category or smaller (neither incurring any penalty as a result of this).

Arsenal (Ex):

A legionary always has a spare weapon, shield, or armor in his backpack. Maybe he was carrying it for a friend, just wanted to have something in case he needed to replace something that broke, etc. A legionary can exchange their weapon, shield, or armor for any mundane weapon, shield, or armor of equal or lesser value. At the end of combat, their old piece of equipment returns (as they automatically swap their equipment back to arsenal). This cannot be used to create ammunition or thrown weapons. A legionary may swap a weapon with their arsenal as a move action (or as part of a move action).

If the swapped weapon is destroyed, taken, or otherwise unable to be returned to the legionary in the same condition it was drawn, they must pay for the price out of their gold reserves (having been retroactively spent). If they cannot pay for it, they lose access to their arsenal class feature until they do.

Teamwork Feats:

At 3rd level and every 3 levels thereafter, a legionary receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat.

Legionary Tactics (Ex):

Beginning at 4th level, a legionary can bring his professional military experience to bare. After 8 hours of rest a legionary requires 1 hour of training during which the legionary selects 1 tactic from the list below and 1 more at 4th level and every 4 levels thereafter.

Animalistic Barrage [Velites]: Any time a legionary with this tactic successfully hits an animal or nonmindless creature with 6 Intelligence or less with a thrown weapon, that creature must make a Will save (DC 10 + 1/2 legionary level + Charisma modifier). If it fails the creature has its speed reduced by half (as if injured by a caltrop) and becomes shaken. This is a mind affecting fear effect that last for a number of rounds equal to the legionary's Charisma modifier. At the start of each turn the creature receives a new save against the effect. If used against a shaken or frightened creature- it escalates it by one step.

Armor Bane [Velites]: A legionary with this tactic adds 1/3rd their legionary level to their AC as a dodge bonus against creatures with a combined armor (natural or otherwise, not including enhancement) and shield bonus to AC of +8 or higher.

Elite Shieldmen [Principes]: Legionaries with this tactic can chose to reduce their base land speed by 10 feet and never suffer any further reductions in speed from their armor or shields.

First [Principes]: Legionaries with this tactic add 1/3rd their level (minimum +1) as a morale bonus against fear effects.

Fresh to the Fight [Hastati]: A legionary with this tactic gains a +4 bonus to damage on the first successful attack they make against a given opponent in a given combat.

Good Soldier [Hastati]: A legionary automatically passes all Aid Another checks with an ally who shares a teamwork feat with them.

High Seated [Equites]: While mounted, an eques add 1/3rd their legionary level to their AC as a dodge bonus against attacks of opportunity made by creatures who are not mounted and do not move on more than 2 limbs. This bonus does not apply against creatures who are of a larger size category than the legionary. They also gain this same bonus on Reflex saves on effects originating from the same source.

Late Watch [Triarii]: A legionary with this tactic adds 1/3rd their level (minimum +1) as a competence bonus to their perception bonus. This bonus is doubled at night or in areas of darkness.

Mounted Bane [Velites]: A legionary with this tactic adds 1/3rd their level (minimum +1) as a competence bonus on attacks made against mounted target or creatures who move on more than 2 limbs.

Mounted Bonus Feat [Equites]: The legionary gains the Mounted Combat feat. If they already possess it, they may use this tactic to select Mounted Archery, Mounted Shield, Ride-By-Attack, Spirited Charge, Trick Riding, or Unseat. They may take these bonus feats even if they do not meet the prerequisites. A legionary may take this tactic multiple times. Each time it grants to a different feat.

Pilum [Velites]: Any time a legionary with this talent successfully causes damage to a foe with a thrown weapon, that foe's shield or armor (legionary's choice) also takes damage equal to 1/2 the damage dealt.

Ride Them Down [Equites]: Legionaries with this tactic add 1/3rd their level (minimum +1) on attacks made against targets who did not move on their previous turn.

Seasoned Expert [Triarii]: Legionary add 1/3rd their legionary level to their AC as a dodge bonus against creatures who are either wearing the same kind of armor as them (light, medium, or heavy) or are wielding a weapon from the same fighter weapon group as them.

Senator Soldier [Equites]: The legionary gains a +4 bonus on Diplomacy check, Knowledge (nobility) checks, Knowledge (local) checks, and Sense Motive checks.

Shieldbreaker [Hastati]: A legionary with this tactic adds 1/3rd their level (minimum +1) as a competence bonus on all combat maneuvers against opponents wielding a shield and/or one-handed weapon.

Shock Troops [Principes]: Legionaries with this tactic add 1/3rd their level (minimum +1) as a competence bonus on attacks made against creatures with a combined armor (natural or otherwise, excluding enhancement) and shield bonus to AC of +7 or less.



Skirmisher [Velites]: While wearing light or no armor a legionary with this tactic gains a +10 foot bonus to their movement speed and treat difficult terrain as if it were normal terrain.

Spear Discipline [Triarii]: A weapon from the polearm weapon group (as defined by the fighter weapon group found in Chapter 3 of the Pathfinder Core Rulebook) may be wielded in one hand if the legionary with this tactic is also wielding a heavy shield or tower shield.

Spearmaster [Triarii]: Legionaries with this tactic add 1/3rd their level (minimum +1) as a competence bonus on melee attacks made against creatures with less reach than them when using a weapon in the polearm weapon group (as defined by the fighter weapon group found in Chapter 3 of the Pathfinder Core Rulebook).

Swordmaster [Hastati]: Legionaries with this tactic adds 1/3rd their legionary level to their AC as a dodge bonus when wielding a heavy blade (as defined by the fighter weapon group found in Chapter 3 of the Pathfinder Core Rulebook). This bonus also applies if their opponent is wielding a heavy blade. If both conditions are meet, the hastati gains a further +2 dodge bonus against attacks made by their opponent with the heavy blade.

Unyielding [Principes]: Whenever a legionary with this tactic is moving their normal speed or less they are unaffected by non-magical difficult terrain.

Up Close and Personal [Hastati]: Legionaries with this tactic add 1/3rd their level (minimum +1) as a competence bonus on melee attacks made against creatures with greater reach than them.

Veteran [Triarii]: The legionary has knowledge of many skills that are useful while campaigning. They gain a +4 bonus on Perception checks to spot creatures during watch, a +4 bonus on Survival checks, a +4 bonus on Diplomacy and Intimidate checks when dealing with other soldiers, and count as 3 people for the purpose of completing unskilled manual labor.

Well Guarded [Principes]: A legionary with this tactic adds 1/3rd their legionary level to their AC as a shield bonus against ranged attacks if they are wielding a shield. This bonus stacks with other shield bonuses. The AC bonus they grant allies from their formation fighting class feature improves by 2 against ranged attacks.

Decanus / Centurion / Primus Pilus / Legatus (Ex):

At 6th level and every 4 levels thereafter, the legionary gains Skill Focus in any one of the following skills: Bluff, Appraise, Bluff, Diplomacy, Intimidate, Knowledge (local), Knowledge (nobility), or Sense Motive. If using the Skill Unlocks system from Pathfinder Unchained, they gain all relevant skill unlocks for the skill they chose for their Skill Focus bonus feat.

Alternatively, a legionary can take one of the noble's social graces in place of Skill Focus and the skill unlocks this class feature normally grants.

SIDEBAR: RANKS

While your character is not necessarily advancing ranks- as he progresses in levels in is class so does his power and influence and should probably be somewhere on par with the following: The "decanus" was an officer who was in charge of his small 8 man cell that bunked together. The "centurion" commanded a "centuria"- a unit of about 80 men and was a respected officer. A "primus pilus" was the most senior Centurion in a legion and was held in awe. The rank of "legatus" was akin to a commander or regional governor and was a senate-appointed rank.

Improved Arsenal (Ex):

At 8th level, once per day per 4 levels of legionary, when a legionary swaps a weapon from their arsenal they can chose to draw a magical weapon, armor, or shield (rather than a mundane one). It must be of equal or lesser total GP value. The same restrictions apply if the piece of equipment is destroyed, taken, or otherwise unable to be returned.

Muscle Memory (Ex):

At 10th level, once per day, a legionary can reselect up to 1/3rd his legionary levels (minimum 1) in tactics as a swift action.

Senator (Ex):

At 20th level a legionary is both feared and respected by soldiers and the common man alike. He gains a +8 morale bonus on Diplomacy, Intimidate, Sense Motive, and Social Combat checks against citizens and automatically confirms critical hits against professional soldiers. A citizen is defined as any civilized humanoid* who is not of the stranger caste. A professional soldier is any humanoid* whose primary vocation is fighting (military forces, paramilitary force, civil defense forces, professional mercenaries, etc) and is trained a professional manner in this art.

*Typically. This may vary depending on the legionary.

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RACE	Bonus	Source
Human	1/4th a new social path bonus.	CRB
Elf	1/6th a new rank benefit (See "Decanus").	CRB
Dwarf	+1/3 morale bonus on damage rolls with battleaxes, heavy picks, warhammers, and weapons with "dwarven" in their name when adjacent to an ally.	CRB
Hobgoblin	+1/3rd morale bonus on damage rolls against other goblinoids.	ARG
Drow	+1/2 on Dirty Trick attempts.	ARG
Kobolds	The DC to spot traps set by the kobold legionary increases by $+1/2$.	ARG
Tarasquling	Improve existing armor bonus by 1/3rd while not wielding a shield.	RG 4
Wayfarers	+1/3rd morale bonus on damage rolls against creatures who do not follow The Way.	RG ₄

Table 5-2: Legionary Alternate Favored Class Bonuses

A Base Class for the Pathfinder Roleplaying Game



One part arcane thespian to one part witty con man, the showman is a cunning warrior that fights with a dramatic flair and an eye towards deception. He turns every fight into a grand show, with tricks to amaze and sights to bemuse, and all starring a marvelous lead; himself. And those who would seek to interrupt the showman's play can expect a dagger-sharp retort, mystical or painfully literal, for trying to spoil the show.

Many prospective showmen get their start mastering the power of theatre, be it attending a formal school, running away to a circus, joining a wandering troupe, or being taken in by a one-man show. There they learn the fine art of deception, discovering just how to make the unreal seem real, and the bizarre perfectly normal. Enterprising thespians use magic to better enhance the shows, and showmen discover that magic is a wonderful shortcut for getting people to believe just about anything. Other showmen learn from less reputable teachers; arcane thieves guilds and magical con men. They are taught how to trick and deceive their marks, adding in a theatrical flair to distract anyone from what is really happening.

It doesn't take a wild leap of reason to see how theatrical deception can translate over into combat. Showmen learn quickly that just as you can dupe a crowd into thinking you've vanished, you can dupe a bandit into holding still just long enough to sink a dagger into his gut.

Table 6-1: The Showman

LEVEL	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
ıst	+0	+0	+2	+2	Phantom blade, spells
2nd	+1	+0	+3	+3	Carnival trick, professional thespian
3rd	+2	+1	+3	+3	Bladewarp, fancy fighting
4th	+3	+1	+4	+4	Carnival trick
5th	+3	+1	+4	+4	Shadowy blade
6th	+4	+2	+5	+5	Bladewarp, carnival trick
7th	+5	+2	+5	+5	Arcane delusion
8th	+6/+1	+2	+6	+6	Carnival trick
9th	+6/+1	+3	+6	+6	Bladewarp
10th	+7/+2	+3	+7	+7	Carnival trick
11th	+8/+3	+3	+7	+7	Improved shadowy blade
12th	+9/+4	+4	+8	+8	Bladewarp, carnival trick
13th	+9/+4	+4	+8	+8	Twisted reality
14th	+10/+5	+4	+9	+9	Carnival trick
15th	+11/+6/+1	+5	+9	+9	Bladewarp,
16th	+12/+7/+2	+5	+10	+10	Carnival trick
17th	+12/+7/+2	+5	+10	+10	Greater shadowy blade
18th	+13/+8/+3	+6	+II	+11	Bladewarp, carnival trick
19th	+14/+9/+4	+6	+II	+11	Twisted reality
20th	+15/+10/+5	+6	+12	+12	Carnival trick, phantom mastery

Sometimes you don't even need the dagger; magically constructed illusionary weapons serve wonderfully. All you need is to ensure that the enemy thinks you armed and dangerous, and belief does the rest.

Showmen take the to the adventuring life for a variety of reasons. Some want to cast themselves as the dashing hero, vanquishing evil with wit and style. Others want to strike it rich, using their cunning to make their fortune by means fair or foul.

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Some just run into adventure while running away from angry mobs of conned townsfolk. Whatever the initial motivation, showmen live by the creed "you don't need to fool everyone, just the ones in front of you".

HIT DICE: D8.

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ROLE: Showmen are supernatural deceivers first and foremost, always trying to gain that singular edge over the enemy. They can cast a variety of illusion and enchantment spells, and can produce a weapon that slips effortlessly past armor and shield. Charisma should always be a showman's primary focus, as it dictates his casting abilities, as well as the extra damage and save DC of his phantom blade. Dexterity is helpful, as the showman can't wear heavier armor and is proficient with a variety of finessable weapons. Finally, Intelligence means the showman can make the most of his varied class skill list.

INSPIRATION: Anansi (Static Shock), Mysterio (Spiderman), Mesmers (Guild Wars/Guild Wars 2), Sosuke Aizen (Bleach).

RELATIONSHIP WITH OTHER CLASSES: Showmen get along best with classes that embody one of two ideas; subtlety or flamboyance. They tend to treat fighters, barbarians, and paladins as 'silly men playing with sharp sticks', preferring the company of rogues and illusionists. Bards and showmen have an unusual relationship, with some bards decrying the showman's manipulation of others for personal gain and others applauding their ability to play with expectations. Showmen, on their part, tend to appreciate bards for being every bit as witty as they are, but dislike having someone around who might steal the limelight.

ALIGNMENT: Any Non-Lawful

STARTING WEALTH: $3D6 \times 10$ GP (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The showman's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha). **Skill Ranks per Level:** 4 + Int modifier.

Class Features:

The following are the class features of the showman.

Weapon and Armor Proficiency:

A showman is proficient with all simple weapons, plus the longsword, rapier, sap, shortsword, shortbow, and whip. They are proficient with light armor, but not with heavier armor or shields. The showman can cast showman spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a showman wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass showman still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Phantom Blade (Su):

On the stage, props and trick weapons are used in place of real ones- the magic of acting comes into play when they think it's real and that the Duke really did just die. It doesn't matter if the dagger was a folding trick blade or an illusion but an illusion has the benefit of not leaving a bruise. Of course, if someone were to shove a bit more magical effort into the illusion, it might lead to something downright dangerous.

At 1st level, the showman can conjure an illusionary weapon to strike at his foes, be it a shadowy dagger, a fantastic rapier, or a ghostly spear. As a move action, or as a free action if they possess the Quick Draw feat, the showman may summon a quasi-real image of any manufactured melee weapon he is proficient with. The showman may only have a single phantom blade active at a time; if he creates a second blade, his first blade vanishes. The showman may dismiss a phantom blade as a swift action. The showman may take Weapon Focus (phantom blade) as a feat. If he has the Weapon Focus feat with the base form of his phantom blade, the bonuses do not stack.

When attacking with the phantom blade, the showman targets the touch AC of his target and may use his Charisma score in place of his Strength when calculating damage. Whenever the showman hits a foe with a phantom blade but before damage is dealt, he may sacrifice a single unused spell slot as free action to deal an additional +1d6 points of damage per level of the spell slot sacrificed. He may choose to sacrifice a spell slot after the target has rolled to save against the effect (see below). The first time in a round a creature is stuck by a phantom blade, they can make a Will save (DC 10 + 1/2 showman level + Charisma modifier) to reduce the damage of the attack to 1 point of damage. A creature that makes their save reduces the damage of all subsequent attacks made with that phantom blade until the start of the showman's next turn. Constructs, mindless creatures, creatures without an Intelligence score, and objects are immune to the damage dealt by a phantom blade. The phantom blade is an illusion effect. Certain bladewarps (see the bladewarp class feature) may modify the save DC of phantom blade.

Spells:

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

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

The showman's selection of spells is extremely limited. A showman begins play knowing four o-level spells and two 1st-level spells of the showman's choice. At each new showman level, he gains one or more new spells, as indicated on Table 6-3: Showman Spells Known. Unlike spells per day, the number of spells a showman knows is not affected by his Charisma score. Upon reaching 5th level, and at every third showman level after that (8th, 11th, and so on), a showman can choose to learn a new spell in place of one he already knows. In effect, the showman "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level showman spell the showman can cast. A showman may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

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

Carnival Tricks (Su):

As he gains experience, the showman learns a new way to trick his enemies, be it with magic or simple guile. At 2nd level, he gains a carnival trick. He gains an additional carnival trick at 4th level and each even level after that.

Professional Thespian (Ex):

At 2nd level, the showman gains a competence bonus equal to 1/2 his showman level on Perform checks made to earn money, and earns 50% more gp than normal from using Perform to make money.

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Table 6-2: Showman Spells Per Day

LEVEL	Отн	15т	2nd	3rd	4тн	5тн	6тн
			ZND	JKD	TIN	Л	OIH
IST	4	2				14-	ANTE PRO
2nd	5	3		The second secon			
3rd	6	4	_	<u></u>			-
4th	6	4	2				
5th	6	4	3				-
6th	6	4	4		. —		
7th	6	5	4	2			
8th	6	5	4	3	-		-
9th	6	5	4	4			
10th	6	5	5	4	2		-
11th	6	6	5	4	3		
12th	6	6	5	4	4		
13th	6	6	5	5	4	2	
14th	6	6	6	5	4	3	
15th	6	6	6	5	4	4	_
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Table 6-3: Showman Spells Known

LEVEL	Отн	1ѕт	2nd	3rd	4тн	5тн	6тн
IST	4	2					
2nd	5	3					the state of the
3rd	6	4					Contraction -
4th	6	4	2				
5th	6	4	3			-	<u> </u>
6th	6	4	4				
7th	6	5	4	2			
8th	6	5	4	3	_		
9th	6	5	4	4			
10th	6	5	5	4	2		
11th	6	6	5	4	3		
12th	6	6	5	4	4		
13th	6	6	5	5	4	2	
14th	6	6	6	5	4	3	
15th	6	6	6	5	4	4	
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Bladewarp (Su):

At 3rd level, the showman learns a novel way to manipulate the nature of his phantom blade, twisting the image in bizarre new ways to better strike down his foes. This might be a new magical illusion, a new stage-magician's sleight of hand, or some other fantastic way to distort his blade. When conjuring a phantom blade, the showman may choose to add one or more bladewarps to the weapon. Once a phantom blade is created, the showman cannot modify the active bladewarps.

Bladewarps are split into two types; shapes and effects. Shape bladewarps radically alter the overall appearance of the phantom blade, often making it easier to see through the illusion, but offering new ways to influence the battlefield. Effect bladewarps create additional effects that confound the efforts of those struck. The showman can only have a single effect bladewarp on a phantom blade at a time, but he may have any number of shape bladewarps stack.

The showman gains an additional bladewarp at 6th level and every 3 levels after that.

Fancy Fighting (Su):

It isn't enough for the showman to fight well, he must fight with a sense of style and panache to best capture the attention of his audience. At 3rd level, the showman gains Weapon Finesse as a bonus feat. Additionally, his phantom blade always counts as a finessable weapon, even if the base weapon wouldn't qualify as one.

Shadowy Blade (Su):

At 5th level, the phantom blade becomes infused with more shadowstuff, gaining greater physical presence. Creatures that make their save against the phantom blade reduce the damage dealt by 75% (rounded down) instead of reducing the damage to 1. Constructs, mindless creatures, creatures without an Intelligence score, and objects are still immune to damage dealt by the phantom blade. Finally, the showman may have his phantom blade deal its normal damage type, or have it deal half its damage as normal and half as one of the following; acid, cold, electricity, or fire. The showman may choose the damage type, or mix of damage types, on a case-by-case basis.

Arcane Delusion (Su):

At 7th level, when conjuring a phantom blade, the showman may sacrifice a single spell slot to add the spell's level to the save DC of the phantom blade. This bonus lasts until the showman dismisses the phantom blade.

Improved Shadowy Blade (Su):

At 11th level, creatures that make their save against the phantom blade reduce the damage dealt by 50% (rounded down) instead of reducing the damage to 1. Constructs, mindless creatures, creatures without an Intelligence score, and objects take damage from the phantom blade as though they had made their save. Finally, the showman may have his phantom blade deal its normal damage type, or have it deal one of the following damage types; acid, bludgeoning, cold, electricity, fire, force, non-lethal, piercing, slashing, or sonic. The showman may also choose to mix any two damage types. The showman may choose the damage type, or mix of damage types, on a case-by-case basis.

Twisted Reality (Su):

As he grows more comfortable bending the truth, reality seems to bend to his whim and subtly bleed into his falsehoods. At 13th level, illusion spells and effects originating from the showman have a register as 'real' for a number of rounds equal to his Charisma modifier, or until successfully disbelieved. This means that when viewed with a true seeing spell or similar effects the creature must still save against the illusion effect.

At 19th level, illusion spells and effects originating from the showman register as 'real' until disbelieved.

Greater Shadowy Blade (Su):

At 17th level, creatures that make their save against the phantom blade reduce the damage dealt by 25% (rounded down) instead of reducing the damage to 1.

Phantom Mastery:

At 20th level, the first attack the showman makes with a phantom blade against a particular creature does not allow for a Will save for reduced damage. Subsequent attacks against the same creature allow a Will save as normal. In addition, the showman adds +3 to the DC of all his illusion effects.



List of Carnival Tricks

Arcane Dastard: When making a Charisma check or Charisma-based skill check, the showman may sacrifice an unused spell slot as a part of the same action. He gains an enhancement bonus to the check equal to twice the level of the sacrificed spell slot on that check.

Can't Trick Me: The showman adds his Charisma modifier to saves against illusion and enchantment spells, as well as Sense Motive checks made against Bluff and Disguise attempts.

Captivation: The showman may attempt to capture the attention of nearby creatures with a outrageous display. As a full round action, the showman may make a Perform (any) check to attempt to fascinate nearby enemies. The DC to fascinate a given creature is DC is 10 + 1/2 the creatures HD + it's Wisdom modifier. Roll once and compare the result to each enemy within 30 feet. Each creature the showman beats the DC for becomes fascinated for 1 round. For every 5 the showman beats the DC of a creature, that creature remains fascinated for an additional round. A creature can only be affected by this ability once per day by a given showman. The showman can use this ability a number of times per day equal to his Charisma modifier.

Compound Deception: A creature that fails a save against an illusion spell on the showman's spell list cast by the showman takes a -2 penalty to saving throws against any enchantment spells the showman casts from his spell list, and vice versa. The penalty lasts for the duration of the spell effect. The showman must be at least 6th level to take this carnival trick. **Dance Captain:** As an immediate action in response to being attacked, the showman may make a Perform (dance) check, with the DC equal to the attackers CMD. If he succeeds, the showman retroactively adds his Charisma to his AC as a dodge bonus against that creature's attack. For every 5 he beats the DC, this AC bonus remains for 1 additional attack beyond the first.

Double Fake: As a full round action, the showman may cast 2 illusion spells in such a way that the second illusion spell seamlessly begins when the first ends. Only creatures that disbelieve the first illusion are subject to the second illusion spell, at which point the second spell acts as though it was just cast. The second spell gains a +2 increase to the DC.

Dramatic Surprise: If the showman attacks a flatfooted target with his phantom blade, the target takes a penalty on their saving throw against the phantom blade equal to 1/4 the showman's class level (minimum penalty of -1).

False End: When struck by an attack or spell that deals hit point damage, the showman may, as an immediate action, create an illusory double that falls to the ground and appears dead. The showman still takes damage as normal. At the same time, the showman becomes invisible. He remains invisible for 1 round + 1 round per 4 showman class levels, or until he takes an action that would end an invisibility spell. Interacting with the illusion allows a Will save (DC 10 + 1/2 showman level + Charisma modifier) to realize the corpse is fake. The showman can use this ability a number of times per day equal to his Charisma modifier.

Hidden Truth: When an opponent successfully disbelieves an illusion spell with a visual component cast by the showman, the showman may make a Bluff or Disguise check as an immediate action (DC the total Will save rolled by the target) to try and pass himself off as part of the illusion. If he beats the DC, the subject treats him as invisible for 1 round, dismissing him as a part of the illusion. For every 5 he passes the check, the showman is ignored for 1 additional round, unless he takes an action that would break an invisibility spell. The showman can use this ability a number of times per day equal to his Charisma modifier.

Identity Crisis: The showman can attempt to convince a creature that it is not who it think it is with twisted reasoning and magically honeyed words. As a standard action, the showman can make Bluff check to try and convince a creature that is in fact an entirely different creature. The base DC is 10 + 1/2 the creatures HD + it's Wisdom modifier, and is further adjusted by how drastic the attempted bluff is, as shown on Table 5-4 below. Use the highest DC modifier, unless otherwise noted. If the showman beats the DC, the creature attempts to act as though it were the new creature type for 1 round, even trying to use abilities it does not truly possess while ignoring those it actually has. For every 5 the showman beats the DC, the creature remains convinced for 1 additional round. This is a language-dependent, mind-affecting effect, and a creature can only be affected by this ability once per day by a given showman. The showman must be at least 10th level to take this carnival trick.

Table 5-4: Identity Crisis

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Adjustment	Example	DC Modifier
Same creature type and subtype	Convincing an hobgoblin it is actually a goblin	+0
Same creature type but a different subtype	Convincing an orc it is actually an elf	+2
Completely different creature type	Convincing a dwarf it is actually a bear	+6
A creature with a different alignment subtype	Convincing a pit fiend it is actually an astral deva	+10
Different size category	Convincing a pit fiend it is an imp	+2 per size difference. Stacks with other DC modifiers.

Knowing Smile: With a dastardly grin, a pointed remark, and a little bit of carnival magic- the showman can instill doubt in his enemies, causing them to question their current action. The showman can ready an action to interrupt a creature's action with a Bluff or Intimidate check. If the readied action is triggered, the showman makes the chosen check against a DC of 10 + 1/2 the creatures HD + it's Wisdom modifier. If the showman beats the DC, the creature must take a different type of action (attack or move instead of casting a spell, full defense instead of full attack, etc). Any resources that would have been spent on the original action remain unused. This is a mindaffecting effect, and a creature can only be affected by this ability once per day by a given showman. Liar Liar: Anything a showman with this carnival trick says registers as a lie to Sense Motive or magical effects. Additionally, the showman may resist truth-detecting magic as though he had a constant *glibness* spell, since no matter what he says the magic will show him to be lying. This does not grant the showman a bonus to Bluff checks. The showman may suppress or reactivate this effect as a free action at the start of his turn. The showman must be at least 8th level to take this carnival trick.

Look Again: The showman may attempt to force a creature that has disbelieved an illusion spell to make a new save. As a standard action, the showman can make a Bluff check against a DC of 10 + 1/2 the creatures HD + it's Wisdom modifier. If the Bluff is successful, the creature must make a new save against a single illusion effect of the showman's choice that the creature has line of sight to. This is a mindaffecting effect, and a creature can only be affected by this ability once per day by a given showman. The showman can use this ability a number of times per day equal to his Charisma modifier.

Masterful Plotter: When the showman casts a spell, he may delay the effect so that it instead goes off under circumstances he dictates, as if by a contingency effect. The spell uses a spell slot I higher than normal if cast this way. The spell may be delayed for up to 24 hours; if it has not been trigger by that point it dissipates harmlessly. The showman must be at least 8th level to take this carnival trick. **Musical Theatre:** The showman becomes proficient with all weapons with the instrument quality ^{GNZ1}. Additionally, he may cause a language-dependant spell to affect creatures regardless of spoken language with a Perform (keyboard, percussion, sing, string, or wind) check (DC 10 + double the spell's effective level) made as part of the casting of the spell. Finally, the showman may use Perform (keyboard, percussion, sing, string, or wind) in place of Diplomacy or Intimidate when trying to influence a creature's attitude.

Phantom Fantastic: When conjuring a phantom blade, the showman may instead choose apply bladewarps to a single manufactured weapon he is holding. A weapon so affected still targets normal AC, but the showman may sacrifice spell slots to add damage as though the weapon was a normal phantom blade. Creatures struck by the weapon get a Will save to avoid extra damage and effects caused by bladewarps, but still take the normal weapon damage. A GM may rule that certain shape bladewarps, such as reaching or twinning, also allow for reduced damage on a successful Will save. The showman must have the bladewarp class feature to take this carnival trick.

Second Nature: The showman may maintain concentration on a single spell of the illusion or enchantment school as a swift action instead of a standard action.

Step Through Fantasy: While within the affected area of an illusion spell he or an ally has cast, the showman may use a move action to move to any other unoccupied square within the area of the illusion effect, as if he had cast dimension door. Unlike with the spell, movement does not end his turn. The showman must be at least 4th level to take this carnival trick. **Stylish Switch:** The showman may add or remove a bladewarp from his phantom blade as a swift or immediate action. Alternatively, he may change the base shape of his phantom blade as a swift or immediate action. The showman may use both abilities with the same action. The showman must have the bladewarp class feature to take this carnival trick.

Suspended Disbelief: Creatures that have saved against the phantom blade must make a new save when struck a second time in the same round. The showman must be at least 8th level to take this carnival trick.



List of Bladewarps

SHAPE BLADEWARPS

Confounding [Shape]: The phantom blade bends at strange angles, twists wildly, and generally moves in an unpredictable manner. Decrease the DC to disbelieve the phantom blade by 2. At the start of his turn each round, the showman may choose one of the following AC bonuses; Dodge, Insight, or Luck. The phantom blade ignores the chosen AC type until the start of the showman's next turn. The showman must be at least 6th level to take this bladewarp.

Focused [Shape]: Instead of creating a weapon for the world to see, the showman focuses his intent upon a single target. When conjuring the phantom blade, the showman may select a single target he has line of sight to; the conjured phantom blade is only able to deal damage to that particular creature. It is invisible to other creatures and passes harmlessly through anyone but the chosen target. Increase the save DC to disbelieve the phantom blade by +2. The showman may change the target of this bladewarp as a swift action. This bladewarp cannot be combined with the twinning bladewarp.

Grasping [Shape]: The phantom blade develops a way to hold onto those it strikes, be it excreting a glue-like substance, growing claws that latch onto a foe struck, or winding around a limb like a whip. Decrease the DC to disbelieve the phantom blade by 2. A grasping phantom blade grants the showman a +1/4th showman level bonus (minimum +1) on combat maneuvers made with that weapon. Additionally, the showman may attempt to grapple a creature he has just struck with the phantom blade as a free action (without the -4 penalty for not having two hands free). **Oversized [Shape]:** The striking surface of the phantom blade grows to monstrous proportions. The phantom blade deals damage as though it was 1 size category larger per 6 showman levels. Decrease the DC to disbelieve the phantom blade by 2.

Phantom Shot [Shape]: The phantom blade can take the form of a ranged or thrown weapon. Ranged weapons generate their own ammunition, and thrown weapons reappear immediately after being thrown.

Reaching [Shape]: The phantom blade lashes out at an impossible length, extending itself to strike the foe. Decrease the DC to disbelieve the phantom blade by 2. Increase the reach of the phantom blade up to 5 feet per 5 showman levels. The weapon still threaten its normal reach.

• Special: When combined with the phantom shot bladewarp, this bladewarp instead increases the range increment of the phantom blade by 5 per 2 showman levels.

Reliable [Shape]: The phantom blade takes on a weathered appearance, presenting the image of a tried and true weapon. Increase the DC to disbelieve the phantom blade by +2. Instead of rolling for damage, the phantom blade always deal average damage (a 1d4 weapon deals 2 damage, a 1d6 deals 3, a 1d8 deals 4, a 2d4 deals 4, and so on).

Seeking [Shape]: The phantom blade corrects its own course, bending and steering itself towards the foe. The phantom blade ignores anything less than total cover and total concealment. The showman must still have a good idea where the target is to attack it (generally knowing the exact square is enough).

• Special: When combined with the phantom shot bladewarp, this also grants the effects of a returning weapon if desired.

Twinning [Shape]: As it strikes, the phantom blade splits in twain, striking a second foe at the same time. Decrease the DC to disbelieve the phantom blade by 2. When the showman strikes a target, he may compare his attack roll to the touch AC of second creature of his choice that he could strike. If he hits, that creature takes damage from the phantom blade as well, and may make a save to reduce the damage as normal. If the attack roll results in a critical hit, only the first target takes the increased damage.

EFFECT BLADEWARPS

Bewildering [Effect]: The phantom blade causes the mind to misfire, causing frenetic thought and irrational action in those struck. Targets who fail to disbelieve the phantom blade become confused, as the per the spell *confusion*, for 1d6 rounds. Subsequent applications extend the duration of the effect. Attacking with a phantom blade with this bladewarp active does not cause a confused creature to automatically retaliate. The showman must be at least 6th level to take this bladewarp.

Brain Freezing [Effect]: The phantom blade seems to sap away the heat of the target, leaving them trapped within a layer of illusory rhime. Creatures that fail to disbelieve the phantom blade gain a stacking -2 penalty to Dexterity for a number of rounds equal to the showman's Charisma modifier. This cannot reduce a creature's Dexterity below 1. **Monologuing Blade [Effect]:** A creature who fails to disbelieve the phantom blade must say one sentence that the showman thinks in their mind at the time they strike. The creature says this with complete conviction and does so in a fashion that the showman dictates. So if the showman wants them to wholeheartedly repent, they do so (even though the creature does not believe this) or say the trigger word for a magic item in Elvish (even if they don't know elvish). The creature does not realize they have spoken this sentence, though others may later prove it to them. Alternatively, this may silence the creature for 1d4 rounds. The showman must decide at the time of attacking which effect he will use.

Nightmarish [Effect]: The phantom blade makes the world look like a living nightmare for the creature struck via some psychotropic toxin, illusion magic, and/or hypnotic suggestion. A creature who fails to disbelieve the phantom blade is subject to a *vision of hell*^{UM} spell (as if cast by the showman). Unlike the normal spell, when the creature looks at the showman while affected by this illusion, he appears as normal (not demonic)- an aspect that the showman often uses to their advantage.

Severing [Effect]: The phantom blade cuts deep into the psyche, leaving an impression of lost limbs despite evidence to the contrary. Targets who fail to disbelieve the phantom blade lose the use of a single limb of the showman's choice for 1d4 rounds. Subsequent applications may either extend the duration or cause a new limb to be 'lost'. A creature gets a new save each round to end this effect. The showman must be at least 9th level to take this bladewarp. **Shining [Effect]:** The phantom blade reflects light, even if there is no light to reflect- showering their opponent with light. A creature who fails to disbelieved the phantom blade is struck by the equivalent of 1 round of natural light. For 1d6 rounds afterwards, that creature glows- shedding light like a torch. This imposes a -8 penalty on Stealth checks.

Stink Bomb [Effect]: A creature who fails to disbelieve the phantom blade begins to stink to high hell. It is a repugnant odor that is not real but actually a psychic stench that lingers and presses all the wrong buttons in the disgust center of one's brain. Allies of the creature struck who are within 30 feet of them must make a Fortitude save (DC 10 + 1/2 the showman's level + his Charisma modifier) or become sickened for 1 round. This effect has no impact on the creature struck and they don't realize their smell. It lasts for 1d6 rounds and no one gets used to it. It's hot Indian food wrapped up in a fresh diaper one round, sticky sweet vomit the next, and festering roadkill left in a dumpster on a hot Arizona summer after that. **Toy Weapon [Effect]:** A creature who fails to disbelieve the phantom blade believes that their own weapon is somehow worthless. This might be a glamour to make it look like a toy, a subtle mental suggestion, or maybe it has been superficially transformed to look utterly ridiculous. The first time the creature attempts to make an attack roll with that weapon they must make a Will save (DC 10 + 1/2 showman level + Charisma modifier) or fail to be able to attack with it. If they make the save, they see though the illusion and can attack with it. If they fail, they can make no more attacks with that weapon until the start of their next turn. A creature can only be subject to this once per 24 hour period by a given showman.

Trepanning [Effect]: The phantom blade pierces into the arcane mind, striking away sorcerous power with each telling blow. Targets who fail to disbelieve the phantom blade lose 1d4 levels worth of prepared spells or unused spell slots. The target chooses which spells or spell slots to sacrifice. The showman must be at least 9th level to take this bladewarp.

Showman Spell List

CANTRIPS: Arcane mark, daze, detect magic, flare, ghost sound, haunted fey aspect, light, prestidigitation, unwitting ally

1ST LEVEL SPELLS: Aphasia, auditory hallucination, bungle, charm person, color spray, compulsive liar, disguise self, disguise weapon, hypnotism, illusion of calm, memory lapse, obscuring mist, shadow weapon, unprepared combatant, vanish, ventriloquism, vocal alteration

2ND LEVEL SPELLS: Anonymous interaction, blur, daze monster, detect thoughts, disguise other, ghostly disguise, hypnotic pattern, invisibility, mad hallucination, minor image, mirror image, misdirection, oppressive boredom, qualm, shifted steps, spider climb

3RD LEVEL SPELLS: Adjustable disguise, audiovisual hallucination, charm monster, confusion, detect anxieties, displacement, dispel magic, false future, glibness, illusory script, instant fake, jester jaunt, major image, scrying, suggestion, they know

4TH LEVEL SPELLS: Charm person (mass), complex hallucination, crushing despair, daze (mass), deceitful veneer, dimension door, enhancement foil, greater invisibility, hallucinatory terrain, illusion of treachery, modify memory, rainbow pattern, shadow conjuration, shadow step, shocking image

5TH LEVEL SPELLS: Cloak of dreams, false vision, foe to friend, mind fog, mirage arcana, persistent image, phantasmal web, scripted hallucination, seeming, shadow evocation, suggestion (mass), teleport

6TH LEVEL SPELLS: Getaway, greater illusion of treachery, mislead, permanent image, programmed image, project image, shadow walk, triggered hallucination, veil

Table 5-5: Showman Alternate Favored Class Bonuses

RACE	Bonus	Source
Human	+1/6 of a new carnival trick.	CRB
Elf	Add one spell known from the showman spell list. This spell must be at least one level below the highest spell level the showman can cast.	CRB
Gnome	+1/5 to the DC of phantom blade.	CRB
Half-elf	+1/2 to Acrobatics and Escape Artist checks.	CRB
Catfolk	Gain 1/5 an additional use of the cat's luck racial ability, or 1/5 an additional use of the Black Cat feat ability. This does not grant the Black Cat feat if you don't possess it.	ARG
Kitsune	Add +1/4 to the DC of enchantment spells.	ARG
Wayang	Add 1 the minimum damage caused to a target that has resisted phantom blade, to a maximum of the total damage rolled for the attack.	ARG
Arma	+1/2 damage dealt by phantom blades that match your racial weapon form profile.	RG4
Marionette	+1 round to the duration of non-instantaneous illusion spells	RG4
Mimicman	Increase the save DC of phantom blade by +1/4 against flat-footed and unaware opponents.	RG5
Slaadling	+1/4 to the DC of spells and effects that cause confusion.	RG5



Ringleader An Archetype for Showmen in the Pathfinder Roleplaying Game

Not every showman comes to rely upon arcane expertise, and some instead try to turn every battle in their favor by sheer force of numbers. These clever illusionists master the fine art of manipulating shadow magic into projected images until what was once an illusion now becomes as solid as the true original. Where a normal showman tends to approach combat as a one-man show, ringleaders desire for a more grand theatre approach, aiming to overwhelm the foe behind a mob of shadowy performers.

Clones (Su):

At 1st level, the ringleader can create a duplicate of himself as a swift action 4 times per day. He can make 1 additional clone per day for every level of showman he has beyond 1st. At 1st level he may only have 1 clone out at a time and he may have 1 additional clone out at the same time at 6th level and one additional clone every 5 levels thereafter.

This clone lasts for a number of rounds equal to his showman level (minimum 3 rounds). The ringleader who makes a clone is henceforth referred to as the "prime" ringleader. CREATING: When clones are created they occupy an adjacent square to the prime ringleader. If no adjacent squares are available, a clone cannot be created. Creating a clone does not provoke an attack of opportunity.

ACTIONS: Clones can only take one action per turn. It must be of one of the following kinds:

- **Attack:** Make a single attack (not a full attack action) at the clone's highest BAB, each attack made by the prime ringleader or any of his other clones imposes a -5 penalty on any attacks that the prime ringleader or any of his other clones make until the end of his turn, this penalty stacks with itself.
- **Move:** Move up to it's maximum movement using any method of movement it has at its disposal.
- **Use Item:** Use an item located in its inventory. This includes reloading a weapon.
- Spells, Spell-Like Abilities & Spell Completion Items: Only a single spell, spell-like ability, or spell completion item may be completed or activated per round. It may originate from the prime ringleader or one of his clones.

Additional Actions:

- **5-Foot Step:** A clone who does not take a move action may make a 5-foot step in addition to any other action it takes.
- **Drawing / Reloading Weapons:** As part of an attack or move action a clone may draw or reload a weapon as a swift action at the beginning of its turn. They may only reload if the action to do so is a swift or free action (otherwise it must be done as a separate full round action). If a clone has Quick Draw, they may draw their weapon as a free action.

Restricted Actions:

- **Immediate Actions:** Clones cannot take immediate actions; that is a privilege reserved
- only for the prime ringleader.
- Attacks of Opportunity: Clones and the prime ringleader share a total number of attacks of opportunities per round. This does not count against their action for the turn.
- Charge Attacks: Clones cannot take charge attacks.

DICE ROLLING: With the GM's approval on a case-by-case basis, a clone may make a single d20 roll to determine the effect of multiple attacks from the prime ringleader and his clones if they all have the same bonus.

DETECTING THE PRIME RINGLEADER: The prime ringleader always moves a fraction of a second ahead of time (though this has no in-game effect) and creatures may attempt a Perception check (DC 10 + 1/2 ringleader level + Dexterity modifier) to spot him. CLONE HP: Clones are magical in nature and are destroyed if they suffer at least 1 point of damage or are the subject of a successful combat maneuver against them. Clones can be dispelled via *dispel magic* or similar effects. The prime ringleader is assumed to have created the clone using a caster level equal to his showman level.

MEMORIES: The clones and the ringleader share the same consciousness, the prime ringleader knows everything his clones knows and vice-versa.

CLONE ABILITIES: Clones have all the statistics, skills, equipment, spells, and feats of the prime ringleader but do not possess any ringleader class features. The prime ringleader may spend a move action to adjust the shape of a single clone's phantom blade and what bladewarps it is modified by. A ringleader with the stylish swap carnival trick may instead do this as a swift action. The clones and the prime ringleader do not share any sort of empathic or mental connection so orders need to be conveyed in a conventional fashion.

COLLECTIVE POOL OF RESOURCES: Any expended uses of anything in the possession or repertoire of the prime ringleader (feats, spells per day, class features, wands, magic items, single use items like potions, etc) detract from a collective pool rather than from each individual.

EQUIPMENT: Any object that leaves the grasp of a clone dissipates (though ranged weapons can be used and they dissipate immediately afterwards). An object that leaves the possession of the prime ringleader does not influence his clones. Likewise, any new objects or equipment he gains (say he picks up a tree-branch) do not suddenly appear on his clones. However, if a clone has an object with a limited number of uses that the prime ringleader no longer possess or has fully expended (such as a used up or passed off wand of cure light wound or flask of alchemist's fire) it becomes inert. If such an item should be recharged or returned to him, the clones may once again use it. Example: If the prime ringleader gets disarmed, all of his clones would not lose access to that weapon but any new ones created after that would not have it.

• **Example:** If the prime ringleader hands his wand of *cure light wounds* to an ally, all of his clones' wands of *cure light wounds* would not function until his ally gave him the wand back.

This ability replaces spellcasting. A ringleader does not have a caster level.

Phantom Phalanx (Su):

The ringleader cannot sacrifice spell slots to increase the damage dealt by a phantom blade. Instead, he may expend a use of his clone class feature as a swift action to mark a creature he has line of sight to. The prime ringleader and all his clone add 1/2 the ringleader's class level (minimum 1) to damage rolls against that target when using a phantom blade. This mark last until the target is killed, or until the ringleader rests to regain uses of his class abilities.

This ability modifies the phantom blade class feature.

Ringleader Trick (Ex):

The ringleader cannot take the following carnival tricks; Arcane Dastard, Compound Deception, Double Fake, Hidden Truth, Look Again, Masterful Plotter, Second Nature, Step Through Fantasy.

The ringleader gains access to the following carnival tricks:

Enter, Stage Right: When a clone is made, it may be created in any open square within 100 feet of the prime ringleader that he can draw line of effect to.

Clever Staging: The ringleader gains a teamwork feat he meets the prerequisites for. The ringleader may take this carnival trick more than once; each time he gains a new teamwork feat.

Understudy: Whenever the prime ringleader creates a clone in an adjacent square, he may choose to become invisible for 1d4 + 1 rounds, or until he takes an action that would end an invisibility spell.

SPECIAL NOTE: The prime ringleader may have carnival trick that requires a standard action to use be performed by a clone instead of the prime ringleader. The ringleader may only use one such ability per turn, no matter how many clones he has active.

This ability modifies the carnival trick class feature.

Stage Fighting (Su):

Just because they are made up of glamour and shadowstuff doesn't mean the ringleader's clones can't hold their own in a fight.

At 4th level, all clones produced by the ringleader have a total HP value equal to his showman level.

At 10th level, a ringleader can make a maximum number of clones per day equal to 4 + twice his showman level. This replaces the restriction imposed on him in his clone class feature. Additionally, when creating a clone, the ringleader may create any number of clones, up to maximum number of clones he may have active at once. Each clone must be created in a separate space adjacent to the prime ringleader.

At 16th level, all clones produced by the ringleader have a total HP value equal to twice his showman level.

This ability replaces the carnival tricks gained at 4th level, 10th level, and 16th level

Shell Game (Su):

Ringleaders work long and hard to master the art of misplacement; tricking enemies into thinking that the clone is the original, all while setting up another bewildering grand reveal. Much like how in a shell game the ball is never under the cup you think, the real ringleader is never the one you think it is. At 7th level, the prime ringleader may swap places with an active clone as a move action, as if by a *kings castle* ^{APG} effect.

When destroyed, a clone explodes in a puff of smoke and confetti, shatters like a mirror, or pops like a balloon with a loud bang. At 13th level, any time a clone is destroyed, all enemies within 10 feet of the square the clone occupied must make a Will save (DC 10 + 1/2 showman level + Charisma modifier) or become confused (as per the confusion spell) for 1d4 rounds.

At 19th level, any time the prime ringleader is about to take damage for any reason, he may use his 7th level shell game ability as an immediate action to swap with an active clone. The clone he swapped places with takes the damage instead.

This ability replaces arcane delusion and twisted reality.

New Spells

Buffoonish Mein

School illusion (glamer); Level bard 2, showman 2, sorcerer/wizard 3

CASTING

Casting Time standard action **Components** V, S, M

Effect

Range close (25 feet + 5 feet/ 2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You create an illusion over the target that makes it difficult to view them as a serious threat; they get a high-pitched whiney voice, oversized googly eyes, a hilariously colored pattern, or some other mixture of embarrassing effects. The save DC for any spells or supernatural effects with the fear descriptor originating from the target is reduced by -4. In addition, the target receives an equal penalty to all Intimidate checks for the duration of the spell.

Reverse Impersonation

School illusion (glamer); Level bard 1, showman 1, sorcerer/wizard 1

CASTING

Casting Time standard action **Components** V, S, M

Effect

Range touch Target humanoid creature touched Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You alter the appearance of a touched creature so that they become indistinguishable from the caster. This functions as a disguise other spell, except the caster may only cause the creature to look like himself. If a creature attempts to discern the true identity of the target, they make a Perception check opposed by a Disguise check from the caster. The caster gets a +10 bonus on the Disguise check, as per disguise self.
Mass Reverse Impersonation

School illusion (glamer); Level bard 3, showman 3, sorcerer/wizard 4

CASTING Casting Time standard action Components V, S, M

Effect

Range medium (100 ft. + 10 ft./level) **Target** one or more humanoid creatures, no two of which may be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

Description

You alter the appearance of several creature so that they become indistinguishable from the caster. This functions as reverse impersonation, except as noted above.

Alternatively, the caster may choose to have each creature take on the form of a different affected creature. The caster may pick the new appearance of each affected creature, choosing from the creatures within the affected area.

Greater Reverse Impersonation

School illusion (glamer, mind affecting); Level bard 4, showman 4, sorcerer/wizard 6

CASTING

Casting Time standard action **Components** V, S, M

Effect

Range touch

Target humanoid or monstrous humanoid creature touched

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

This functions as reverse impersonation, but the creature also becomes convinced they are the caster. The target gains no special or secret knowledge from the caster, but otherwise acts in a fashion it believes appropriate for the caster. If the creature attempts to use a class feature or special ability it doesn't actually possess, such as a Casting a spell when it really isn't a spellcaster, the creature receives a new save to end the effect.

Mass Greater Reverse

Impersonation

School illusion (glamer, mind affecting); Level bard 6, showman 6, sorcerer/wizard 8

CASTING

Casting Time standard action **Components** V, S, M

Effect

Range medium (100 ft. + 10 ft./level) **Target** one or more humanoid or monstrous humanoid creatures, no two of which may be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You alter the appearances of several creature so that they become indistinguishable from the caster. Additionally, the creatures that fail their save against the effect believe that they are the caster. This functions as greater reverse impersonation, except as noted above.

Alternatively, the caster may choose to have each creature take on the form of a different affected creature. The caster may pick the new appearance of each affected creature, choosing from the creatures within the affected area. As with greater reverse impersonation, targets receive no special or secret knowledge based on their new appearance, and instead act in a fashion they believe consistent with their form.

Fowl Play

School illusion (figment); Level bard 2, showman 2, sorcerer/wizard 2

CASTING

Casting Time standard action **Components** V, S, M

Effect

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Range close (25 feet + 5 feet/ 2 levels)

Target one creature **Duration** 1 round/level

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

The target becomes convinced that it is being assailed by chickens, ducks, or other similar fowl. The target treats all creatures as though they had partial concealment (20% miss chance), as their vision is clouded by angry birds and loose feathers. Additionally, the target must make a Will save each round or spend a standard action on their turn to try and shield themselves from the birds.

Illusion of Frailty

School illusion (glamer); Level automancer 2, bard 2, magus 2, showman 2, sorcerer/wizard 3

CASTING

Casting Time standard action **Components** V, S, M

Effect

Range personal

Duration 1 round/level (see description) **Saving Throw** harmless (see description); **Spell Resistance** no

DESCRIPTION

You veil yourself in an appearance of vulnerability; your sword out of alignment, armor riddled with holes, and your guard just slow enough to get a quick thrust in. Creatures that attack you get a Will save to realize the deception (roll the Will save before the attack roll). When feinting in combat, you may use your caster level in place of your ranks in Bluff. Additionally, when attacked by an opponent you threaten, you may dismiss the spell as a free action to make an attack of opportunity against your attacker. Your attack resolves first unless the creature has seen through the illusion.

New Item

Very Important Papers Aura illusion; CL 10th; Weight — Slot none; Price 4,000 gp

DESCRIPTION

This simple folded sheet of parchment appears blank if someone attempts to read it without first activating it. However, when someone holds the paper and declares they hold a particular position of authority, such as claiming they are part of the local merchant's guild, the parchments unfolds itself to reveal a comprehensive letter declaring the stated authority. Once activated, very important papers provide the user with a +5 competence bonus to Bluff and Disguise checks made to impersonate a specific figure of authority. Once activated, very important papers last for 1 hour before the letters blot out and the paper becomes non-magical.

The papers cannot allow someone to claim to be a specific figure of authority, only a representative of an authority figure or member of an authoritative body. Thus, the papers couldn't be used to impersonate Duke Haverdash III, but could be used to say one is here representing the Duke's interests.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, illusory script, creator must have 5 ranks in Bluff; Cost 2,000 gp

New Feats

General and Class Support Feats Extra Carnival Trick

Prerequisites: Carnival trick class feature **Benefit:** Gain an additional carnival trick of your choice. You must meet the prerequisites for the carnival trick as normal. **Special:** This feat may be taken multiple times. Each time you gain a new carnival trick.

Advanced Tactics

Prerequisites: Legionary tactics class feature **Benefit:** Gain an additional legionary tactic of your choice. You must meet the prerequisites for the carnival trick as normal.

Social Adept

You may not be a noble, but you know how to carry yourself like one.

Prerequisites: Member of the middle or upper social caste

Benefit: Gain a noble social grace of your choice. You must meet the prerequisites for the social grace. **Special:** This feat may be taken multiple times, but never more than once per 4 character levels. Each time you gain a new social grace.

Intuitive Thinker

Everyone needs a sounding board- a well educated person to listen to you work through a problem in a field they know nothing about. These intuitive thinkers are often the impetus for real breakthroughs and are always welcome.

Prerequisites: Wisdom 13

Benefit: You automatically succeed on Aid Another checks to help allies with Intelligence based skill checks. In addition, the bonus you grant is not a +2 on such checks but a +4.

Normal: A successful Aid Another check on a skill check grants a +2 bonus.

Social Caste Feats Established [Social Caste]

You are known about town as a member of a certain class, it is part of your identity. You wear in on your sleeve- everyone knows it and you gain all the best and worst parts of all it entails.

Prerequisites: Civilized character AND a member of the lower, middle, or upper social caste.

Benefit: You gain a new Social Path bonus. **Special:** This can be taken multiple times. Each time it provides you with a new Social Path bonus.



Inherited Social Class [Social Caste]

Your father, his father, his father's father, and his father's father's father was a member of this social caste so you are too.

Prerequisites: Civilized character

Benefit: You begin play as part of the lower caste. If you are at least 6th level at the time this is taken, you can instead chose to be of the middle caste. If you are at least 10th level at the time this is taken, you can instead chose to be of the upper caste.

Special: This feat may only be taken once and during character creation.

Man of Two Worlds [Social Caste]

You are a king who understands the heart of the people or perhaps a farmer who once was a king. **Prerequisites:** Must have been a member of at least 2 different castes (not including outsider) during your character progression

Benefit: Select one social caste you have previously been part of. You can take and employ Social Path bonuses from that social caste.

Special: This cannot be taken more than once.

Upper End [Social Caste]

You work the system and get the most out of your lot in life. You aren't "middle class", you are "upper middle class". You aren't "upper class", you are "nobility". **Prerequisites:** Civilized character **Benefit:** Any numerical morale bonus provided by a Social Path grants you is increased by +2.

Social Combat Feats

Final Word

The silence was deafening- his words were left a resounding irrefutability in all of our ears and none dared to speak.

Prerequisites: Diplomacy 5 ranks, Intimidate 5 ranks **Benefit:** If you succeed on a social combat check against a creature by at least 5 or more over the DC, the creature cannot make a social combat check against you for 1 + 1d4 rounds. They may chose to ignore this prohibition but, if they do so, they take 1d6 points of non-lethal damage (as if were from social combat) per 3 HD you have. This ends early if you make any other social combat check.

Overbearing Academic

"If this young man describes himself with words too deep for me. Then what a deep young man this deep young man must be." Prerequisites: Intelligence 15, Knowledge (any) 9 ranks Benefit: When you use Knowledge to deal non-lethal damage using social combat, you may calculate the DC you must beat using the target's Intelligence modifier. Normal: The DC a creature must beat to inflict non-lethal damage with a social combat roll is: 10 + HD + The Modifier of Their Highest Mental Ability Score. Special: This does not function with

the Push Buttons class ability of the noble

Obstinate

Your will strengthens the core of your being. **Prerequisites:** Base Will save of +4

Benefit: Add your base Will save bonus to your DC to resist social combat rolls. In addition, you reduce the damage dice of all social combat rolls used against you by 2d6 (minimum 1d6).

Normal: The DC a creature must beat to inflict nonlethal damage with a social combat roll is: 10 + HD + The Modifier of Their Highest Mental Ability Score.

Social Focus

You are adept at driving home your point in a certain manner.

Prerequisites: Skill Focus (any social combat skill) **Benefit:** Choose a social combat skill you have Skill Focus in. You gain a +1 bonus to skill checks made in social combat when using the chosen skill to deal non-lethal damage. This increases to +3 when you are at 8HD, and +4 when you are at 16 HD **Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Spitting Venom

Her words were like ice upon my skin- they gave me goosebumps and chilled my heart. Who knew a simple, "No" could be said in such a way as to emulate the power of nature.

Prerequisites: Social Focus (any social combat skill) **Benefit:** When using a skill that you have chosen for the Social Focus feat, you may add +2 to non-lethal damage dealt to a creature with a successful social combat check. This increases to +3 when you are at 8HD, and +4 when you are at 16 HD

Social Styles Bravado Style [Social Style]

You know how to present a bold front, even if you really have no leg to stand on.

Prerequisites: Bluff 3 ranks OR Intimidate 3 ranks **Benefit:** This feat has different benefits depending on which skill you used to qualify for it. If you qualified using Bluff, you may use your ranks in Bluff instead of Intimidate when attempting to demoralize a creature. When using Bluff in place of Intimidate, you take no penalty attempting to demoralize a creature larger than yourself. If you qualified used Intimidate, you count as one size category larger than normal for purpose of demoralizing others or being demoralized, plus an additional size category for each feat you have that has Bravado Style as a prerequisite.

Special: If you meet both the prerequisites, you may change which benefit is active as a free action at the start of your turn.

SIDEBAR: SOCIAL STYLES

Social styles represent a way of carrying one's self, in a manner similar to a normal combat style, but with a stronger focus on how one speaks and the image one projects. You may combine a social style with a normal combat style, but not with a second social style.



Braggart's Bravado

You don't have to win, you just have to make it look like you can't lose.

Prerequisites: Bluff 7 ranks OR Intimidate 7 ranks, Bravado Style

Benefit: While using Bravado Style, you may ready an action to try and halt a foe's action with a harsh retort or cunning ruse. If a creature would trigger the readied action, make a Bluff or Intimidate check at a -5 penalty against DC 10 + 1/2 the creature's HD + it's Wisdom modifier. If you succeed, the creature falters, and their action is wasted. You may only affect a given creature in this fashion once per day.

Red Vest Bravado

Fetch me ol' red doublet/ It's got the luck we need/ For even if they strike me down/ They'll never see me bleed.

Prerequisites: Bluff 11 ranks OR Intimidate 11 ranks, Bravado Style, Braggart's Bravado

Benefit: This feat has different benefits depending on which skill you used to qualify for it.

- If you qualified using Bluff, once per round, after being stuck by an attack or damaging effect, you may make a Bluff check as an immediate action. You gain temporary hit points equal to the result of your Bluff check, to a maximum of the damage taken. These temporary hit points last until the start of your next turn.
- If you qualified using Intimidate, once per round, after being stuck by an attack, you may attempt a special Intimidate action against the creature as an immediate action. If you would successfully demoralize the creature, it instead cannot take hostile action against you (as though it had failed a save against a sanctuary spell) for as long as it would have been demoralized, or until you take an action that would break a sanctuary spell. You may only affect a given creature in this fashion once per day.

Special: If you meet both the prerequisites, you may use either benefit, but never both in the same round.

Charm Style [Social Style]

You have been well bred, well groomed, and well taught.

Prerequisites: Knowledge (nobility) 3 ranks OR Upper Caste

Benefit: You gain +1 on all social combat checks and the DC to successfully influence you with a social combat check increases by 1. These bonuses double against creatures of the Upper Caste and do not apply against creatures of the Lower Caste.

Refinement

Some call you "haughty"- you prefer the term "discerning".

Prerequisites: Charm Style

Benefit: The bonuses from charm style on social combat checks and to the DC increase to +2 and still double against creatures of the Upper Caste and do not apply against creatures of the Lower Caste.

Refined Rebuke

How DARE those below you attempt their petty mudslinging? You are well versed in putting others in their place for such shallow offenses.

Prerequisites: Charm Style

Benefit: When a creature attempts a social combat check again you and fails, they take 1d6 points of non-lethal damage (as if were from social combat) per 3 HD you have. This damage is doubled against creatures of the Lower Caste but does not apply against creatures of the Upper Caste.

Mocking Style [Social Style]

You know how to get under people's skin, pushing all the right buttons to really frustrate them. Prerequisites: Perform (comedy) 3 ranks

Benefit: When you enter mocking style, choose a creature you have line of sight to and that can hear and understand you. That creature must make a Will save (DC 10 + 1/2 your ranks in Perform (comedy) + your Charisma modifier), or take a -1 penalty to attack rolls and skill checks. This penalty increases by an additional -1 for each feat you have the has Mocking Style as a prerequisite. You may change which creature you are targeting as a swift action. This is a language-dependant, mind-affecting effect.

Degrading Mockery

"You wouldn't hit a guy with glasses, right? Nah, you couldn't hit a guy with glasses. You couldn't hit the ground by falling over!" **Prerequisites:** Perform (comedy) 7 ranks, Mocking Style

Benefit: While using Mocking Style, you may attempt to ruin a creature's social image with a clever witticism. As a standard action, you may make a special Perform (comedy) check against a DC of 10 + 1/2 the target's HD + their Wisdom modifier. If successful, the target takes a -2 penalty on all social skill checks (Bluff, Diplomacy, Intimidate, Perform, Sense Motive) and lowers the DC of all fear effects they create by -2. This effect lasts 3 rounds + 1 round for every 5 you beat the DC. This is a languagedependant, mind-affecting effect.

Provoking Mockery

"SAY ONE MORE THING, ELF, AND I'LL GUT Y-THAT'S IT, YOU'RE A DEAD MAN!" **Prerequisites:** Perform (comedy) 11 ranks, Mocking Style, Degrading Mockery **Benefit:** While using Mocking Style, you may

Benefit: While using Mocking Style, you may attempt to drive a creature into a fuming rage. As a standard action, you may make a special Perform (comedy) check against a DC of 10 + 1/2 the target's HD + their Wisdom modifier. The DC is modified by their attitude towards you (as shown by Table X-1: Provoking Mockery). If successful, the creature also applies the attack penalty from Mocking Style to their AC for 1 round, and they must spend their next turn taking hostile action against you.This is a languagedependant, mind-affecting effect.

Table 7-1: Provoking Mockery

Attitude	DC Modifier		
Hostile	-5		
Unfriendly	-2		
Indifferent	+0		
Friendly	+2		
Helpful	+5		

New Services

Political Services

This section includes the price for tasks that others can perform for you. These are just the prices for such actions- finding someone to do them and convincing them to do the action is up to you. Generally only helpful creatures are willing to provide these services, though indifferent creatures may help you for more of a price. These services also do not ensure discretion, especially if you use an disreputable person to do it.

SIDEBAR: FAVORS FOR FAVORS

You will note that some of the prices for these services are very high and, often, these prices are not paid directly in coin. Prices are largely given for comparison. Sometimes someone will do a favor for you and expect you to do a favor for them of equal (or, probably, greater) value in the future. So while arranging a formal relationship between two organizations might cost 500,000 GP, like two citystates, maybe someone is willing to broker a deal where they will do that and, in exchange you go and break a relationship between two other city-states. There is a very lively "social barter" culture in most large, wealthy, hierarchical, organizations where elites will "scratch each other's back".

And, it should also be noted, that these prices are generalizations. Someone might chose to not charge for something, or give a deep discount, depending on how beneficial it is to them. For example, if a union of two city-states would result in more than 500,000 GP worth of business for the person over the next few years, someone may be willing to do it simply on those grounds. Again, prices are largely given for comparison.

Table 8-1: Political Services

Name	Price		
Arrange Relationship, Casual	1,000 GP.		
Arrange Relationship, Informal	10,000 GP (people) 50,000 GP (organizations).		
Arrange Relationship, Formal	100,000 GP (people) 500,000 GP (organizations).		
Assassination, Minor	1,000 GP x the target's HD.		
Assassination, Average	5,000 GP x the target's HD.		
Assassination, High Value	50,000 GP x the target's HD.		
Bribe, Minor	10 x the creature's HD in GP.		
Bribe, Average	100 x the creature's HD in GP.		
Bribe, Dire	10,000 x the creature's HD in GP.		
Buyout	1,000 x the business's yearly earnings in GP.		
Economic Destabilization	5 x the purchase limit of the settlement in GP.		
Economic Support	5 x the purchase limit of the settlement in GP.		
Military Action, Small-Scale	The total CR (added up) of all members of the military unit in GP.		
Military Action, Large-Scale	The average CR of the military unit x the number of soldiers in GP.		

Arrange Relationship, Casual

Description: You can pay to arrange a meeting between two people. The two will talk under favorable conditions for a period of time on a general subject of your choice. There is no guarantee that the relationship of these two will blossom or even that they will talk for very long if they are too opposed to each other.

Example: This might be a brokering of a business deal, making sure they talk under favorable conditions at a party, or getting two gang leaders to sit down and talk. **Cost:** 1,000 GP.

Arrange Relationship, Informal

Description: You can pay to arrange a meeting between two people or organizations. The two will have a reasonable chance of entering into an info a favorable long term (but not permanent) relationship. **Example:** This might be two businesses entering into a small trading contract, convincing several people joining an organization, contracting a mercenary company to serve as guard, etc. **Cost:** 10,000 GP (people) 50,000 GP (organizations).

Arrange Relationship, Formal Description: You can pay to arrange a two people or organizations to have a formal, permanent, intimate relationship. There must be some existing groundwork for the two targets and/or a good reason **Example:** This might be an arranged marriage between the scions of great houses,a merging of two crime families, a sworn oath of fealty, etc. **Cost:** 100,000 GP (people) 500,000 GP (organizations).

Assassination, Minor

Description: You can pay someone to attempt to kill another creature. A minor assassination is normally against a creature who has little political standing and/or there is little to no chance of meaningful reprisal for the action (save for from the law). **Brample:** Hiring the local hit man to kill a shop owner who opposes you.

Cost: 1,000 GP x the target's HD.

Assassination, Average

Description: You can pay someone to attempt to kill another creature. An average assassination is normally against a creature who is well known to their community and/or there is a decent chance of reprisal for the action.

Example: Hiring the assassin's guild to take out a rival teacher in the mage's guild.

Cost: 5,000 GP x the target's HD.

Assassination, High Value

Description: You can pay someone to attempt to kill another creature. The assassination of a high value target is a risky affair and will almost certainly bring swift and terrible retribution on the person. This often involves a great deal of skill and cunning to pull off. **Example:** Hiring the assassin's guild to take out the King.

Cost: 50,000 GP x the target's HD.

Bribe, Minor

Description: You can bribe someone to take an action that would not cause them more than 1 hour's work and, if caught, would result in nothing more than a slap on the wrist.

Example: A bartender dropping the name of a patron. **Cost:** 10 x the creature's HD in GP.

Bribe, Average

Description: You can bribe someone to take an action that would not cause them more than 6 hour's work and, if caught, would result in significant penalties, jail time, the loss of their job or reputation, or impose upon them a temporary hardship.

Example: A guard letting a party slip into a town at night.

Cost: 100 x the creature's HD in GP.



Bribe, Dire

Description: You can bribe someone to take an action that would not cause them more than 1 week's work and, if caught, would result in the loss of their life (or their family's), a life sentence, public ostracization from their community, or permanent hardships.

Example: A member of the royal staff letting an assassin into the king's bedroom at night.

Cost: 10,000 x the creature's HD in GP.

Buyout

Description: You can buyout a privately owned business entity. You can then, sans overhead/upkeep costs, earn money from said entity or do with it as you will.

Example: Buying out a tavern or a mercenary company.

Cost: 1,000 x the business's yearly earnings in GP.

Economic Destabilization

Description: You can conduct a campaign of economic warfare to destabilize a town or city. If this is done, select one of the 6 options below. This lasts for I year, though it may send the settlement into a downward spiral for a much greater period of time. Economic support removes this and this returns a settlement benefiting from economic support to its normal economy (rather than selecting an option). If multiple campaigns are conducted, select a new choice. A campaign often takes 1-3 months to impact a settlement.

- 1. An increase in criminal activity and a booming black market.
- 2. Food and water shortages.
- 3. No availability of necessary / general supplies.
- 4. No/greatly diminished guards or military presence
- 5. An exodus of people from the region leaving labor shortages
- 6. A change in political leadership though revolt or rebellion.

Brample: Convince a senator to put an embargo on the city state of Ironhill or buy up all of the food in the region and stockpile it.

Cost: 5 x the purchase limit of the settlement in GP. Thorp (2,500 gp), Hamlet (5,000 gp), Village (12,500 gp), Small Town (25,000 gp), Large Town (50,000 gp), Small City (125,000 gp), Large City (250,000 gp), Metropolis (500,000 gp).

Economic Support

Description: You can conduct a campaign of economic support to jumpstart the economy of town or city. If this is done, select one of the 6 options below. This lasts for 1 year, though it may send the settlement into an economic boom period for a much greater period of time and raise the quality of life there. Economic destabilization removes this and this returns a settlement benefiting from economic destabilization to its normal economy (rather than selecting an option). If multiple campaigns are conducted, selected a new choice. A campaign often takes 1-3 months to impact a settlement.

- The near abolishment of poverty in the city. Almost everyone has a job, crime is at an all time low, everyone has a roof over their heads, and a everyone has a full belly.
- 2. An abundance of water and good crop yields.
- 3. A surplus of supplies, artisan crafts, and a boom in the arts.
- 4. A beefing up of security, an enhancement of the military, and/or more/better military supplies.
- 5. An influx of new people. Particularly: skilled artisans, intellectuals, laborers, and generally good folk.
- 6. A ceasement of political strife and a period of peace

Example: Buy the debt of several dozen key merchants, establish social welfare programs, and/or buy a large quantity of grain.

Cost: 5 x the purchase limit of the settlement in GP. Thorp (2,500 gp), Hamlet (5,000 gp), Village (12,500 gp), Small Town (25,000 gp), Large Town (50,000 gp), Small City (125,000 gp), Large City (250,000 gp), Metropolis (500,000 gp)

Military Action, Small-Scale

Description: You can cause someone to commit whatever military resources are at their disposal to a cause you dictate. They are employed intelligently, briefly (1-3 engagements), perhaps not entirely, and with due caution, but they are committed to military engagement on behalf one of side. The target of this service cannot already have a vested interest in one side of the engagement. This grade of military action applies specifically to small, local forces that numbers less than 30 men and have an average CR of 3 or less. A small-scale action can only influence other smallscale actions (a local gang of 10 will not be compelled by this to assault a legion of 20,000 well-trained soldiers, for example).

Example: A local lord's retinue, the town's militia, a gang, etc.

Cost: The total CR (added up) of all members of the military unit in GP.

Military Action, Large-Scale

Description: You can cause an organization to commit whatever military resources are at their disposal to a cause you dictate. They are employed intelligently, in a prolonged (6 month +) fashion, perhaps not entirely, and with due caution, but they are committed to military engagement on behalf one of side. The target of this service cannot already have a vested interest in one side of the engagement. This grade of military action applies specifically to large, government-level forces that numbers no more than 20,000 men and have an average CR of 10 or less.

Example: A legion of soldiers, a metropolis' civil defense force, a nomadic horde, etc.

Cost: The average CR of the military unit x the number of soldiers in GP.

Sources

Each service needs a source; a vendor or person to carry it out. You can get 3 grades of sources.

DISREPUTABLE: You can sometimes find a disreputable source to handle a requested service. They will offer the service at half price. A "disreputable source" is someone who has conflict of interest, ulterior motives, and/or is in the employ of someone with opposing goals to your own. A disreputable source has a 50% chance of fulfilling all the details of your contract with them, a 10% chance of outright betrayal, and a 75% chance that they will tell someone else what they did/who you are.

PROFESSIONAL: The prices listed here are for professionals. They are assumed to be regularly practiced in the service offered and will treat it with a degree of decorum. They charge full price, have a 75% chance of fulfilling the contract (so long as they are able), a 0% chance of outright betrayal (unless someone else compels them to do it), and only a 20% chance that they will tell someone else what they did/ who you are.

BEYOND REPROACH: Sources like these are hard to come by. These high ranking members of orders, guilds, unions, or other such professional institutions who specialize in the service you wish. They charge much more than normal (standard is three times as much but can be as much as 10 times as much). They will die before not completing their job, will never talk about their employers even under torture, and will never betray you.

Modifiers

A modifier to a service adjust the base price (the price prior to adding on sources or other modifiers) of the service in questions. Each modifier add 50% to the base price for this service.

CAN'T BE TRACED: The issuance of the service can't be traced back to you without significant effort. Even magical effects below 5th level are typically misled. This often involves using intermediaries, dead drops, and things of that nature.

SET UP: The service was done in such a way that it implicates someone else as the suspect. Hard-earned legwork and magical efforts with spells beyond 5th level can unravel this but it is an open and shut case if done correctly- no one will suspect a thing. For example: If you paid the price to kill the guild leader of the Smiths of Cindel, you could pay 50% extra to have the Donner Boys Gang implicated.

SUBTLE: The people involved aren't even aware that the act was committed by a 3rd party- they think it was their idea. This cannot be added to certain things (such as assassination).

Table 8-3: Service Modifiers

Name	Price		
Can't Be Traced	+50% of the base price for this service.		
Set Up	+50% of the base price for this service.		
Subtle	+50% of the base price for this service.		

NAME		CHANCE OF FULLY	Change of	CHANCE OF	Price	
- Janes		FULFILLING	Outright	REVEALING		
		Contract	Betrayal	Information	X	
Disreputal	ole	50%	10%	75%	-50%	
Profession	nal	75%	0%	20%	0%	
Beyond Repr	roach	0%	0%	0%	3X-10X	

Table 8-2: Service Sources

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