

# THE BANDYBORN

DRAIN TO SURVIVE

DRAIN TO THRIVE

DRAIN TO WIN



# The Bandyborn Base Class

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# Bandyborn

## A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Bandyborn use spiritual powers to make themselves into energy vampires that store said energy in small gems.



Vampires, famous for their ability to gain nourishment from draining the life force of a creature, tap into a raw, underdeveloped, form of divine nature magic known as “*Bandy*”. Those who study this fascinating spiritual art do so at their own peril as it is reviled by most. Bandyborn, as the feral practitioners of “bandy” are called, steal the essence of others and store it within themselves in small motes of power that appear as small marble-like protrusions on the skin. Once full, a bandyborn can no longer drain the essence of their foes and must tap into their reserves of stored power before they can feed again.

Bandyborn are feral fighters, savage in the extreme when fueled by their stored, stolen, energy.

Most are not professional warriors but have a feral cunning about them that causes them to be terrifying combatants all the same. Many are from uncivilized areas where a bandyborn cult can grow in secret without the judging eyes of others. Such cults often also teach blight druids, shamanistic necromancers, and more spiritually inclined barbarians. Other times they are mystic vampire covens who have learned of their connection to “bandy” and have exploited it.

**Hit Dice:** D8.

### Role:

Playing a bandyborn is a juggling act. You need to drain enemies to cause ability score damage as well as to fill up your mote slots. A full mote slot will empower you but if you run out of empty slots you won’t be able to drain anymore. The key is to drain ability scores AS you flare your motes. An effective bandyborn should be empowering themselves while weakening their enemy.



## Table 1-1: The Bandyborn

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	MOTE SLOTS	SAP DAMAGE
1st	+0	+2	+0	+0	Improved grapple, sap	1	1
2nd	+1	+3	+0	+0	Bandykin talent	1	1
3rd	+2	+3	+1	+1	Special flare	1	1
4th	+3	+4	+1	+1	Bandykin talent	1	2
5th	+3	+4	+1	+1	Special flare	2	2
6th	+4	+5	+2	+2	Bandykin talent	2	2
7th	+5	+5	+2	+2	Special flare	2	2
8th	+6/+1	+6	+2	+2	Bandykin talent, predatory sap	2	3
9th	+6/+1	+6	+3	+3	Special flare	3	3
10th	+7/+2	+7	+3	+3	Bandykin talent	3	3
11th	+8/+3	+7	+3	+3	Special flare	3	3
12th	+9/+4	+8	+4	+4	Bandykin talent	3	4
13th	+9/+4	+8	+4	+4	Special flare	4	4
14th	+10/+5	+9	+4	+4	Bandykin talent	4	4
15th	+11/+6/+1	+9	+5	+5	Special flare	4	4
16th	+12/+7/+2	+10	+5	+5	Bandykin talent	4	5
17th	+12/+7/+2	+10	+5	+5	Special flare	5	5
18th	+13/+8/+3	+11	+6	+6	Bandykin talent	5	5
19th	+14/+9/+4	+11	+6	+6	Special flare	5	5
20th	+15/+10/+5	+12	+6	+6	Bandykin talent, life eternal	5	6

Ability score wise a bandyborn should probably have a respectable Strength and Constitution score, as any good melee character should. Their class features are dependent on Wisdom and a bandyborn without a good Wisdom score will quickly find themselves without the resources necessary to continuing fighting.

### Alignment: ANY

Bandyborn tend towards evil or neutral alignments due to the nature of their feral power. Many evil bandyborn see creatures as little more than energy to be tapped for their own consumption. They are tantamount of beasts, feeding on whoever they come across. However, there are an equally significant

number of neutral (often true neutral) bandyborn. They see life as a balance, draining one thing to empower another- a representation of the circle of life or the law of equivalent exchange. These ones are often connected to some form of nature worship or are in the employ of some sort of deity of balance. Good bandyborn are rare, but not unheard of. Many were neutral or evil ones who saw the light and left their evil ways behind. Others see their more destructive art as a means to an end, draining the wicked to embolden the just.

### RELATIONSHIP WITH OTHER CLASSES:

Bandyborn are right at home with barbarians and druids. They have a deep connection to natural spirit magic and often harken from less civilized places. Many find a kinship in neutral clerics who are more



understanding of their give and take mentality and share their connection to divine magic. Wizards and other magic users typically regard them with suspicion, seeing them as something like a type of feral necromancer. The same could be said of paladins or good aligned clerics who often treat them with distrust or hostility, often convinced of the inherent wickedness of their art but unsure about their motives.

### RACES:

Bandyborn come from all races but are more commonly found in ones that have a more nature-oriented, shamanistic, or evil aspect to them. Elves, often evil or exiled ones, are commonly leaders of bandy cults. Other common races include orcs, changelings, drow, hobgoblins, and goblins. Dhampir and tieflings are a special case and often are the result of vampiric cults who have begun to understand their connection to bandy and produce bandyborn as soldiers for their armies.

### STARTING WEALTH: **2d6 x 10 gp (average 70 gp).**

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

### CLASS SKILLS

The bandyborn's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features:

The following are the class features of the bandyborn.

### Weapon and Armor Proficiency:

The bandyborn is proficient with all simple weapons and both light and medium armor as well as all shields (except tower shields). They are not proficient with martial weapons or heavy armor.

## Improved Grapple:

At 1st level, the bandyborn gains Improved Grapple as a bonus feat even if they do not qualify for it. In addition they use their full character level as their BAB for the purpose of their CMB and CMD when grappling or being grappled.

### SIDEBAR: QUALIFYING FOR FEATS

Bandyborn can gain very high ability scores, though sometimes only for a few moments or when they have a specific mote in their body. If the bandyborn can qualify for a feat, they can take it. However, they only gain access to that feat and anything that uses that feat as a prerequisite when their ability score meets the prerequisites. On a related note, bandyborn should be allowed to qualify for grapple-related feats using their level as their BAB. This is ultimately at the discretion of the GM.

## Sap / Motes (Su):

Bandyborn are energy vampires who can sap energy from their foes. As a standard action they can make a touch attack against a creature and requires 1 free hand. This causes 1 + 1/4th bandyborn level (maximum of 6 points at 20th level) points of temporary ability score damage. Sapping a creature more than once doesn't cause more ability score damage and does not stack with other ability damage (use the highest penalty). Sap cannot cause a creature to have less than 1 in an ability score; if sapping would reduce the target ability score to 0, it instead is reduced to 1.

After sapping a creature a bandyborn forms a "mote"; a magical gem that forms on their skin. This mote grants a +1/3rd bandyborn level (minimum +1) enhancement bonus to the ability score sapped.

At 1st level a bandyborn has 1 mote slot. If it doesn't have an open slot, it can't sap their target. The bandyborn gains 1 extra mote slot at 5th level and every 4 levels thereafter.



## FLARES

Starting at 3rd level, rather than form a mote a bandyborn can “flare” the energy. This means they immediately gain twice the enhancement bonus but it only lasts until the end of their next turn (a +2 Strength mote flared grants +4 Strength instead). A bandyborn can chose to flare a stored mote as a swift action for the same effect, after which the mote is consumed. Later on, the bandyborn can learn to “special flare”, which allows them to derive different benefits depending on what kind of ability score was drained.

## READ MORE:

- The act of sapping a creature provokes an attack of opportunity. A grappling bandyborn does not provoke an attack of opportunity if they sap the creature they are grappling
- A bandyborn does not need a free hand for sapping if they are grappling the target creature with said hand.
- If the bandyborn saps a creature and it doesn't do more damage, it doesn't create a mote.
- Unless it expressly says that it increases the damage dealt by sap, no feat, magical effect, or other effect can increase the ability score damage dealt by sapping a creature.
- Motes are magical in nature and can be dispelled in the same fashion as a magic item. A mote is assumed to have a caster level equal to the bandyborn's character level.
- A mote can be sundered but dealing damage to a mote deals damage to the bandyborn. A mote has a hardness equal to 5 + double bandyborn level.
- As a move action a bandyborn can dispel a stored mote.
- A mote cannot be physically removed from a bandyborn. If it is cut from their body it disintegrates to ash.
- In addition to providing a static ability score bonus, motes can be expended in a variety of ways. See the special flare and the bandy casting class features for more information.
- A bandyborn must have at least 1 mote open to flare something (unless they are doing it from a stored mote, in which case it consumes the stored mote).

## SIDEBAR: DRAINING COMPANIONS

While it may sound distasteful, it may be advantageous to drain your allies to restore your motes so that you are ready for the next fight. This should probably only be done when there is a relative expectation that the group will not be in combat sometime in the next few hours. A bandyborn should ask an ally if they would be willing to be drained. It may also be a smart idea for a bandyborn to bring along an animal that it can drain if need be. A horse or other domestic pack animal is a good choice because it typically has high enough physical ability scores to withstand a full powered drain or two. A henchman may also be a good idea, though you may have to pay them quite well to essentially be a walking live-energy battery for you.

## RECAP: ABILITY SCORE DAMAGE

For every 2 points of ability score damage you take to a single ability, apply a -1 penalty to skills and statistics listed with the relevant ability. If a score reaches 0, you immediately fall unconscious (or, if it is Constitution, you die). Ability score damage is healed at the rate of 1 per day to each ability score that has been damaged. Ability damage can be healed through the use of spells, such as lesser restoration.

### Strength

- Applies To: Strength-based skill checks, melee attack rolls, weapon damage rolls, Combat Maneuver Bonus, and Combat Maneuver Defense.
- Zero: Unconscious

### Dexterity

- Applies To: Dexterity-based skill checks, ranged attack rolls, initiative checks, Reflex saves, and Armor Class.
- Zero: Immobile (not unconscious)

### Constitution

- Applies To: Fortitude saving throws
- Other: Lose HP = HD x Ability Score Penalty (lowers max HP too).
- Zero: Dead



## Intelligence

- Applies To: Intelligence-based skill checks and any spell DCs based on Intelligence.
- Zero: Unconscious (Comatose)

## Wisdom

- Applies To: Wisdom-based skill checks, Will saving throws, and any spell DCs based on Wisdom.
- Zero: Unconscious

## Wisdom

- Applies To: Charisma -based skill checks, any spell DCs based on Charisma, and the DC to resist your channeled energy.
- Zero: Unconscious

## Bandykin Talents:

As a bandyborn progresses in their training they learn new ways to manipulate their art. At 2nd level and every even level thereafter they gain a new talent from the list below. A given bandykin talent may not be selected more than once unless expressly noted.

Talents marked "[Sap]" apply to the bandyborn's sap class feature. Only one [Sap] talent may be used at a time when using sap.'

**Animal Magic:** The bandyborn gains darkvision 60 feet (or increases existing darkvision by 60 feet), the scent special ability, and can track while moving at full speed so long as they have 1 mote stored within them.

**Efficient Motes:** Motes provide 1 higher enhancement than normal (1/3rd bandyborn level + 1). The bandyborn must be at least 7th level to select this talent.

**Embed Mote:** As a standard action a bandyborn can transfer a mote from themselves to a willing ally they can touch. An ally cannot flare or benefit from the mote in a fashion other than as an enhancement bonus. A mote placed in an ally cannot be transferred back, or placed in a character with mote slots. Only a single mote may be placed in a creature in such

a fashion. The mote transferred may not be a spirit mote, and disintegrates after 1 hour.

**Energy Transfer:** As a standard action a bandyborn can flare one of their motes (they may use a special flare with this) and give the benefit to an ally within 30 feet of them. They must have the embed mote talent before selecting this talent.

**Extra Mote:** The bandyborn gains 1 additional mote slot. This may be taken multiple times; each time the bandyborn gains an additional mote slot.

**Favored Mote:** Select one ability score. The bandyborn gains 1 additional mote slot that can only be filled by a mote of that ability score. In addition, the enhancement bonus of any mote of the selected ability score improves by 1. (Example: If you have selected Strength and would normally create a +3 Strength mote, than you instead create a +4 Strength mote.) This improvement stacks with the improvement from efficient motes talents. This allows a mote to provide a bonus higher than 1/3rd bandyborn level, though only by 1 (2 if also using efficient motes). This may be taken multiple times, but each time applies to a different ability score's motes. The bandyborn must be at least 7th level before selecting this talent.

**Feral Claws:** By drawing ambient life energy into their fingers over a period of time a bandyborn can form small diamond-tips on their fingers, not unlike claws. This gives them two claw attacks with damage befitting their size category (1d3 for small creature, 1d4 for medium, 1d6 for large, etc). In addition they gain Feral Combat Training (claws) as a bonus feat even if they do not otherwise qualify for it.

**Feral Intuition:** Due to the predatory magical energy stored with their motes a bandyborn can tap into magical, animalistic, insights. So long as the bandyborn has 1 mote stored in them, they can add their Wisdom modifier to their AC as an insight bonus. If they do this, they cannot add their Dexterity modifier to their AC. This is unaffected by the typical maximum Dexterity bonus imposed by armor. When using this they also add their Wisdom in place of their Dexterity on Initiative checks.



**Hunting The Hunter:** When fighting a creature of the animal or magical beast subtype who are omnivorous or predators (i.e non-prey animals) the bandyborn's blood begins to stir. Their sap deals 1 more point of ability score damage (stacking with things like malicious sapper) when used on such a creature and any melee attacks that score a critical hit also cause 1d4 points of bleed damage as the magic in the bandyborn's body tries to suck the lifeblood from them.

**Improved Lash:** The range of the bandyborn's sapping lash and web lash bandykin talents increase by 15 feet. This may be taken multiple times and its effects stack. The bandyborn must have the sapping lash bandykin talent before selecting this.

**Intellect Eater [Sap]:** If a bandyborn saps a creature of its Intelligence they count as if they had also successfully made a Knowledge check to identify the creature so long as the DC to do so is equal to or less than  $10 + 1/2$  bandyborn level + Wisdom modifier.

**Malicious Sapper [Sap]:** The bandyborn may forgo creating a mote, though they still requires an open mote slot, to cause their sap to do 1 additional ability score damage. The bandyborn must be 8th level to select this bandykin talent.

**Mote Pulse:** By directing part of the energy of a flared mote outward a bandyborn can temporarily dazzle their foes with an overwhelming cacophony of colors, light, and sound. When the bandyborn flares a mote all creatures who can see and/or hear them must make a Fortitude save (DC  $10 + 1/2$  bandyborn level + Wisdom modifier) or be dazzled for 1d4 rounds (roll once for all targets who failed the save).

**Reflexive Flare:** A bandyborn with this talent has learned to prepare his motes to flare on a moment's notice; they can flare motes as an immediate action rather than a swift. The bandyborn must be at least 7th level before selecting this talent.

**Sapping Lash [Sap]:** A bandyborn with this talent can make a sap attack at 30 feet as a ranged attack, rather than a touch attack.

**Savage Killer:** A bandyborn who threatens a critical hit with a simple weapon may expend 1 Dexterity or Strength mote as a free action to grant themselves the expended mote's enhancement bonus as an insight bonus on the confirmation roll. If successful, the weapon's critical multiplier is increased by 1 (a x2 weapon becomes an x3). They must have the wild warrior talent before selecting this talent.

**Visceral Consumption [Sap]:** Once per round, as part of a melee attack, a bandyborn may drain life energy from their target in the same fashion as if they had used their sap class feature. If the attack would hit more than one creature, such as when using cleave, only the first target is sapped. This causes the sap to cause their ability score damage in addition to the damage normally dealt by the attack. The amount drained is not altered in any way by modifiers from the attack (such as on a critical hit). If the bandyborn is using this they must declare it before they roll.

**Web Lash:** A bandyborn with this talent can, as a full round action, use sapping lash on two targets within 30 feet of them. This creates 2 motes and thus requires 2 mote slots to be open. They must have the sapping lash talent and be 10th level before selecting this talent.

**Widows' Web:** When the bandyborn uses their web lash bandyborn talent they affect all enemy creatures within its range (typically 30 feet, but this can be improved via the improved lash talent) rather than just 2. They must have the web lash talent and be 14th level before selecting this talent.

**Wild Warrior:** A bandyborn gains a +2 bonus on attack and damage rolls with simple and natural weapons and ignores the penalties of the fragile weapon quality on any weapon they wield.

## Special Flares:

At 3rd level and every odd level thereafter a bandyborn learns to flare their motes in a new way. Each pertains to a specific ability score and provides a bonus in place of the doubled enhancement bonus. For the purpose of special flares that provide the



bandyborn with a spell-like ability they are assumed to have a caster level equal to their character level. Like other flares, special flares only last until the end of the bandyborn's next turn.

### CHARISMA

**Presence (Charisma):** A bandyborn who flares a Charisma mote may forgo the normal benefit to instead gaining a bonus on all saves equal to the enhancement bonus of the mote expended. In addition, the bandyborn may add x2 the enhancement bonus to a single damage roll of their choice. This choice may be made after rolling an attack roll and is multiplied on a critical hit. This bonus damage must be used by the start of their next turn or else it is forgone.

**Spirit Casting (Charisma) (Sp):** A bandyborn can flare a Charisma mote to grant themselves the ability to cast a *cure* or *inflict* spell on a creature other than themselves before the start of their next turn. If the enhancement bonus of the Charisma mote is at least +1 they may cast *cure* or *inflict light wounds*, if it is at least +2 they may cast *cure* or *inflict moderate wounds*, if it is at least +3 they may cast *cure* or *inflict serious wounds*, if it is at least +4 they may cast *cure* or *inflict critical wounds*. A bandyborn may only take this special flare if they are at least 5th level.

### CONSTITUTION

**Restoration (Constitution) (Sp):** A bandyborn can flare a Constitution mote to grant themselves the ability to cast a *restoration* spell sometime within the next minute. If the enhancement bonus of the Constitution mote is at least +1 they may cast *lesser restoration*, if it is at least +3 they may cast *restoration*, and if it is at least +5 they may cast *greater restoration*. A bandyborn may only take this special flare if they are at least 5th level.

**Strength of Body (Constitution):** A bandyborn who flares a Constitution mote may forgo the normal benefit to instead gain DR / - equal to the enhancement bonus of the mote. (Example: a +3 Constitution mote would grant DR 3/-.) In addition, they gain x2 the enhancement bonus of the mote as a bonus to their Fortitude save.

**Vitality (Constitution):** A bandyborn who flares a Constitution mote may forgo the normal benefit to instead be healed for x3 the enhancement bonus stored in the mote. (Example: If a bandyborn flares a +3 Constitution mote, they heal for 9 HP.) In addition, when they flare this they gain x2 the enhancement bonus of the mote as a bonus to their Fortitude save.





## DEXTERITY

**Precision (Dexterity):** A bandyborn who flares a Dexterity mote may forgo the normal benefit to instead adding the enhancement bonus of the expended mote to all damage rolls made against flat-footed foes. This bonus damage is precision damage and is not multiplied on a hit. In addition a bandyborn's senses are greatly enhanced. They gain the scent special rule, cannot be flanked (unless the attacker has more rogue levels than they have bandyborn levels), and gains a bonus on Perception checks equal to the enhancement bonus of the mote expended.

**Reflexes (Dexterity):** A bandyborn who flares a Dexterity mote may forgo the normal benefit to instead temporarily gain the Evasion class feature of the monk (see Chapter 3 of the Pathfinder Core Rulebook for more information). If they already have evasion from another class, they gain improved evasion instead. In addition, when they flare this they gain x2 the enhancement bonus of the mote as a bonus to their Reflex save.

## INTELLIGENCE

**Insight (Intelligence):** A bandyborn who flares an Intelligence mote may forgo the normal benefit to instead gaining a bonus on all attack rolls and skill checks equal to x2 the enhancement bonus of the mote. In addition, the bandyborn is granted 1 reroll of an attack roll or skill check they make. This reroll must be used before the end of their next turn.

**Intellect (Intelligence):** A bandyborn who flares an Intelligence mote may forgo the normal benefit to instead gaining a bonus on all Knowledge checks equal to x2 the expended mote's enhancement bonus. In addition, the bandyborn may make any Knowledge checks untrained.

## STRENGTH

**Size (Strength):** A bandyborn who flares a Strength mote may forgo the normal benefit to instead temporarily growing one size category (as if by an enlarge person spell without the ability score increases). A bandyborn may only take this special flare if they are at least 5th level.

**Speed (Strength):** A bandyborn who flares a Strength mote may forgo the normal benefit to instead

temporarily gaining one additional attack at their highest BAB. This does not stack with other sources that give them an additional attack (such as a speed weapon or haste spell). In addition, they add +5 feet of movement to their movement speed for every +1 enhancement bonus of the mote.

## WISDOM

**Intuition (Wisdom):** A bandyborn who flares a Wisdom mote may forgo the normal benefit to instead gaining an insight bonus to their AC equal to the enhancement bonus of the mote flared. If the bandyborn has the feral intuition bandykin talent, the insight bonuses stack. In addition, when they flare this they gain x2 the enhancement bonus of the mote as a bonus to their Will save.

## ALL

**Empowering (All):** A bandyborn can, as a move action, flare all their stored motes. They must flare, at minimum, 3 motes for this. They gain an insight bonus equal to the number of motes they flared on all attack rolls, damage rolls, saves, and to AC.

## Predatory Sap (Su):

Starting at 8th level, a bandyborn can sap a creature to less than 1 in an ability score.

## Life Eternal (Sp):

At 20th level, when a bandyborn is killed (has their hit points reduced to below their negative Constitution score, hit by a death effect, etc) they can expend all of their motes, so long as they have at least 3, and return to life as per *true resurrection*. After using this ability, they may not use it again for 24 hours.



## Table 1-2: Bandyborn Alternate Favored Class Bonuses

Race Name	Benefit	Source
Human	+1/6th new bandykin talent.	CRB
Elves	+1/2 to Perception checks while you have a Wisdom mote.	CRB
Dhampir	+1/6 ability score damage with sap.	ARG
Tiefling	+1/5th new special flare.	ARG
Orcs	+1/4th bonus on attack rolls made with simple weapons.	ARG
Changeling	+1/4th bonus on attack rolls made with natural weapons.	ARG
Drow	+1/2 to Stealth checks while you have a Dexterity mote.	ARG
Hobgoblin	+1/3 to Intimidate checks while you have a Strength mote.	ARG
Goblin	Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.	ARG
Chel	+1/5th mote slot.	LRGG RG4
Te-ra	+1/5th new special flare.	LRGG RG4
Tarrasqueling	+1/4 natural armor while you have a Constitution mote.	LRGG RG4

# Bandy Priest

AN ARCHETYPE FOR BANDYBORN IN THE PATHFINDER ROLEPLAYING GAME

Bandy priests are cultish leaders of savage bandy-cults, practitioners of a bizarre and primal predatory magic. They become obsessed with the notion of taking from others so that they may prosper. Many fall in with evil blight druids, twisted nature cults, the religions of savage monsters, or even into the employ of animalistic demons. Bandy priests are more spiritual in nature than bandyborn, who are more concerned with the outcome than the source, and can cast bandy magic rather than just using it to power their own faculties.

### ALIGNMENT: NON-GOOD

While not all bandy priests are evil, they practice a dark and predatory art that leaves little room for compassion in the heart of its practitioners. A bandy priest who gains a good alignment cannot progress any further in the class and loses access to their bandy casting class feature.





## Bandy Casting:

A bandy priest of 3rd level can flare a mote of any type and forgo the normal benefit to instead cast a spell whose spell level does not exceed the mote's enhancement bonus.

Each morning a bandy priest must select a number of spells equal to 2 + their Wisdom modifier (minimum 2) from the druid spell list to serve as their spells for the day. This take 10 minutes of meditation and the numbers of spells per day is not modified by enhancement modifiers to their Wisdom. They may add any spell from the druid spell list whose spell level is not in excess of 1/3rd their bandy priest level. To prepare or cast a spell, a bandy priest must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a bandyborn's spell is 10 + the spell level + the bandyborn's Wisdom modifier. Bandy priest are divine casters like druids and rangers. This ability replaces special flares.

## Spirit Tap / Spirit Mote (Su):

At 5th level, when a bandy priest uses their sap class feature they may elect to drain part of a creature's soul rather than a single ability score. This inflicts 1 negative level, though these negative levels do not stack with other negative levels (use the highest 'group' of negative levels caused by a single effect).

This creates a "spirit mote". A spirit mote's effective enhancement bonus is equal to 1/4th the HD of the creature (to a maximum of 1/3rd bandy priest level). Spirit motes do not grant ability score benefits (unless flared). When filling a mote slot a spirit mote grants the bandy priest the ability to use the following spell-like abilities at will using their bandy priest level as their caster level: *prestidigitation*, *magic missile*, *light*, *detect magic*, *ghost sound*, and *bleed*. Using these spell-like abilities does not consume the spirit mote. A spirit mote may be flared as if it were a mote of any ability score of an equal enhancement bonus. In addition, a spirit mote may be flared to grant the bandy priest Spell Resistance equal to 10 + bandy priest level + the enhancement bonus of the spirit mote until the start of their next turn.

Finally, a spirit mote can be flared in a special fashion using specific bandy priest sacrileges.

## Bandy Priest Sacrileges:

At 2nd level, and every even level thereafter, the bandy priest gains a new, sacrilegious, way to use their bandy magic through ritual, prayer, and profane body modification. In addition to the normal bandykin talents, a bandy priest may select any of the following bandy priest talents.

**Elemental:** This special flare allows the bandy priest to flare a spirit mote in a new way. A bandy priest who flares a spirit mote may forgo the normal benefit to instead add an additional 1d6 points of elemental damage per enhancement bonus of the mote expended to melee and ranged attacks (not saps or spells). The choice of the type of this elemental damage are fire, cold, electricity, or acid and must be chosen at the time of the flaring of the mote. In addition, they gain energy resistance to the chosen damage type equal to 5 x the enhancement bonus of the mote expended.

**Purity:** This special flare allows the bandy priest to flare a spirit mote in a new way. A bandy priest who flares a spirit mote may forgo the normal benefit to instead gain an enhancement bonus to all their ability scores equal to 1 + the enhancement bonus of the spirit mote expended.

**Spirit Magic:** The bandy priest gains 1 additional mote slot that may only hold a spirit mote. In addition, select 3 spells of 0th or 1st level from the Druid's spell list to add to the list of spells the bandy priest can cast at will provided that they have a spirit mote. This may be taken multiple times. Each time only adds 3 additional spells to their repertoire (no additional spirit mote slot).

This ability modifies bandykin talents.

## Spirit Eternal:

Instead of expending 3 or more motes, the bandy priest may expend 1 spirit mote to activate their life eternal ability.

This ability modifies life eternal.



# Class Support Feat

## Extra Bandykin Talent

**Prerequisites:** Bandykin talent class feature

**Benefit:** You gain an additional bandykin talent. You must meet the prerequisites for the talent.

**Special:** You can take this feat more than once; each time you gain a new bandykin talent.

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