

A collection of animal bones and feathers is arranged on a textured, orange-brown surface. At the top left is a long, white, segmented bone. To its right is a small, white animal skull. Below the skull is a set of antlers. In the center right is a turtle shell. At the bottom right is a long, curved jawbone with teeth. In the bottom left are two feathers with brown and white patterns, and a long, thin bone. The title 'Heroes Of The West' is centered in the upper half of the image.

Heroes Of The West

Pathfinder
ROLEPLAYING GAME COMPATIBLE


Little Red
Goblin Games

HEROES OF THE WEST

Credits

Producer: Scott Gladstein

Designers: Scott Gladstein, Dayton Johnson, Jeremiah Zerby,

Editor: Caleb Aylsworth, Christina Johnson

Art: Marcus Lindgren

Graphic Designer: Scott Gladstein

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Questions? Comments? Contact us at:

info@littleredgoblingames.com

<http://littleredgoblingames.com/>

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STRANGERS IN A STRANGE LAND

When Joseph Campbell wrote "The Hero With a Thousand Faces" he included a section on how a hero must come from outside the world he will save. To us, this has always been the most endearing quality of the "barbarian". As a barbarian you are a stranger in a strange land and must overcome the prejudice of others and demonstrate the unique nature of your culture.

BRAVE

A New Base Class for the Pathfinder Roleplaying Game

The brave is a spiritual warrior whose connection to his family and traditions are as powerful as any weapon. An iconic part of the wild west, these noble warriors live off the land and in harmony with nature. Strongly reminiscent of the Native American warriors, the braves were some of the first adopters of guerrilla warfare tactics. They used relatively simplistic weapons to great effect against a more technologically advanced adversary.

In a traditional fantasy game, the brave can represent a warrior who is in tune with nature. He is akin to the "noble savage" literary stock character or the "man out of time" who uses anachronistic weapons to defeat an enemy with a technological advantage.

ROLE:

A brave is a guerrilla warrior who is better at striking than being struck. He is an explosive combatant with the capacity to put out a lot of damage, but he will die quickly if his health is not monitored. His medicine man ability can provide some much needed battlefield healing for the brave, but it requires him to be engaged in combat in order to gain the coup points needed to do so.

ABILITY SCORES:

A brave prioritizes physical ability scores over mental ones but he should never have a poor Wisdom score. Wisdom augments many of the class features. In addition, Constitution provides much needed survivability and Strength provides a power base for his devastating attacks. Lastly, Dexterity allows the brave to utilize ranged weapons.

ALIGNMENT:

Any.
Good and neutrally aligned braves are standard. Evil aligned braves do exist but mostly as those possessed by the spirit of war or lost on the path of violence. Regardless of their alignment, a brave holds his family or clan in high esteem.

HIT DIE:

d10.
STARTING WEALTH: 3d6 × 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

SKILL LIST:

The brave's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (geology) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Dex), and Swim (Str)

SKILL POINTS 4 + Int

CLASS FEATURES:

All of the following are class features of the brave.

WEAPON AND ARMOR PROFICIENCY:

Braves are proficient with all simple weapons, native weapons (See "brave weapon training"), and with light armor and bucklers.

TABLE 1-1: THE BRAVE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+0	+2	+0	Counting coup, exploits, fearless, medicine man
2 nd	+2	+0	+3	+0	Track, uncanny dodge
3 rd	+3	+1	+3	+1	Medicine man, trackless step
4 th	+4	+1	+4	+1	Exploits, shock & awe
5 th	+5	+1	+4	+1	Brave weapon training (+1), medicine man
6 th	+6/+1	+2	+5	+2	Improved uncanny dodge
7 th	+7/+2	+2	+5	+2	Exploits, medicine man, wisdom of the tribe
8 th	+8/+3	+2	+6	+2	Wild empathy
9 th	+9/+4	+3	+6	+3	Brave weapon training (+2), medicine man
10 th	+10/+5	+3	+7	+3	Exploits, raider
11 th	+11/+6/+1	+3	+7	+3	Medicine man, stalking hunter
12 th	+12/+7/+2	+4	+8	+4	Live off the land
13 th	+13/+8/+3	+4	+8	+4	Brave weapon training (+3), exploits, medicine man
14 th	+14/+9/+4	+4	+9	+4	Improved raider
15 th	+15/+10/+5	+5	+9	+5	Medicine man
16 th	+16/+11/+6/+1	+5	+10	+5	Exploits, live off the land
17 th	+17/+12/+7/+2	+5	+10	+5	Brave weapon training (+4), medicine man
18 th	+18/+13/+8/+3	+6	+11	+6	Live off the land
19 th	+19/+14/+9/+4	+6	+11	+6	Exploits
20 th	+20/+15/+10/+5	+6	+12	+6	War chief

COUNTING COUP (SU):

The term “counting coup” refers to winning battlefield prestige and honor. The more daring the act, the more prestige he wins. Acts such as touching an opponent without injuring them show that they could have killed an opponent but, instead, chose to do it for the coup.

A brave can earn 1 coup point by doing any of the following things:

- Successfully hitting an opponent with a melee attack (1)
- Rolling the highest initiative in an encounter (2)
- Successfully saving against a fear effect (1)
- Disarming an opponent (1)
- Mounting an enemy’s mount (3)
- Touching an unaware opponent with a coup stick* (3) or their hand (2) and dealing no damage.
- Surviving a fight with no damage on you (5). (Note: The fight must post an adequate challenge. This generally means an encounter with a CR at least equal to the brave’s level)

*A coup stick is a ceremonial stick decorated with tribal symbols and icons. A coup stick is a club with the fragile property that costs 3 gp.

A coup point lasts for 4 rounds since the last coup point was gained and is wasted if not used. Coup points can only be gained during a combat situation. Expendng a coup point is a swift action.

EXPLOITS (SU):

A brave can expend points he gained by engaging in counting coup. Expendng a coup point on a war exploit is a swift action. The following is a list of the exploits a brave can expend points he won counting coup on:

- Gain a +2 sacred bonus* on attack rolls for rounds equal to his Wisdom modifier (minimum 1). (1 coup)
- Gain a +2 sacred bonus* on damage rolls for rounds equal to his Wisdom modifier (minimum 1). (1 coup)
- Gain a +4 on critical confirmation rolls for rounds equal to his Wisdom modifier (minimum 1). (1 coup)
- Gain a +4 bonus on a Knowledge check for round

equal to his Wisdom modifier (minimum 1). (1 coup)

*If a brave is evil this is instead a profane bonus.

The following exploits can be learned at 4th level or after:

- Gain darkvision (30 ft) for rounds equal to his Wisdom modifier (minimum 1). (2 coup)
- Gain a bonus to Stealth checks equal to his Wisdom modifier for 3 rounds. (2 coup)
- Gain the ability to re-roll one dice within the next 3 rounds. He must keep the new result. (2 coup)

The following exploits can be learned at 10th level or after:

- Gain +20 ft move speed for rounds equal to his Wisdom modifier (minimum 1). (3 coup)
- Gain an additional attack of opportunity per round for rounds equal to his Wisdom modifier (minimum 1). (3 coup)
- Gain a +4 bonus on all saves. (3 coup)

At 1st level a brave may select 3 of these exploits. At 4th level and every three levels thereafter he may select 1 new exploit from this list that he may know.

MEDICINE MAN (Sp):

At 1st level a brave can expend coup points to cast any of the following spells as a spell-like ability using his brave level as his caster level.

- 1st Level: Cure light wounds (2 coup), purify food and drink (2 coup), calm animals (2 coup), charm animal (2 coup), diagnose disease (2 coup), goodberry (2 coup), speak with animals (2 coup)
- 3rd Level: Restoration lesser (3 coup)
- 5th Level: Cure moderate wounds (4 coup), communal delay poison (5 coup), dominate animal (4 coup)
- 7th Level: Absorb toxicity (5 coup), cure serious wounds (5 coup)
- 9th Level: Atonement (7 coup), cure critical wounds (6 coup), death ward (6 coup)
- 11th Level: Mass cure light wounds (8 coup)
- 13th Level: Heal (9 coup)
- 15th Level: Mass cure serious wounds (10 coup)
- 17th Level: Mass cure critical wounds (12 coup), regenerate (15 coup)

In addition, a brave gains a number of bonus coup points he can expend to cast these spells per day. The number is equal to $1/2$ brave level (min 1) + Wis mod. These spells can only be used to cast spells with the medicine man class feature.

FEARLESS (Su):

As long as the brave has 1 coup point, he may roll a Will save against fear twice and take the better result.

TRACK (Ex):

At 2nd level, a brave gains the track class feature as described in the class entry of the ranger.

UNCANNY DODGE (Ex):

At 2nd level, a brave gains the uncanny dodge as described in the class entry of the barbarian.

TRACKLESS STEP (Ex):

At 3rd level, a brave gains the trackless step as described in the class entry of the druid.

SHOCK & AWE (Ex):

The first time a brave of at least 4th level attacks an opponent in a combat, he may make an Intimidate check to demoralize the target as part of the attack action. If the brave successfully demoralizes an enemy, then he may add the total ranks (not bonus) he has in Intimidate to damage on that attack. Also, if the attack results in a critical hit it gets a +4 bonus on all confirmation rolls. A creature who is subject to a successful Intimidate check via the shock & awe class feature cannot be targeted with it by the same brave a second time until 24 hours have past.

BRAVE WEAPON TRAINING (Ex):

Starting at 5th level, a brave gains a +1 bonus on attack and damage rolls with the following weapon group:

- Native Weapons: knife, gunstock club, long bow, long spear, riding club, sap, short bow, short spear, tomahawk

Every four levels thereafter (9th, 13th, and 17th) he gains a further +1 bonus on attack and damage rolls when using a weapon from this group.

In addition, at 5th level he may use any of these weapons while mounted at a reduced penalty. The penalty when he is mounted is reduced by 2 and by 2 more every four levels thereafter (9th, 13th, and 17th).

IMPROVED UNCANNY DODGE (Ex):

At 6th level, a brave gains the improved uncanny dodge as described in the class entry of the barbarian.

WISDOM OF THE TRIBE (Ex):

At 7th level, a brave may use his Wisdom modifier in place of his Intelligence modifier for the purpose of determining his bonus on Knowledge checks.

WILD EMPATHY (Ex):

At 8th level, a brave gains the wild empathy class feature as described in the class entry of the druid.

RAIDER (Ex):

A brave of 10th level or higher can use the Stealth skill even while being observed as long as he has at least 1 coup point. He may only do this a number of times per day equal to twice his Wisdom modifier.

STALKING HUNTER (Ex):

Rather than taking a -20 penalty on Stealth checks to maintain being obscured while sniping, a brave of 11th level takes a -10 penalty to Stealth if the attack is made with a weapon on the brave weapon's training list (native weapons). At 17th level, instead, the brave takes no penalty.

LIVE OFF THE LAND (Ex):

At 12th level, a brave can take 10 on any Survival check even in situations that would not allow him to do so. The brave always counts as if he is traveling via roads for the purposes of overland travel when traveling in the wilderness.

At 16th level, a brave can automatically take 20 on a Survival check once per day. Meanwhile, at 18th, he can take 20 twice per day.

IMPROVED RAIDER (Ex):

At 14th level, a the brave does not need a coup point to use the raider class feature.

WAR CHIEF (Su):

At 20th level a brave becomes a war chief. He automatically gains 1 coup point at the start of each of his turns.



PAINTED RIDER

A New Archetype for Samurai in the Pathfinder Roleplaying Game

WEAPON AND ARMOR PROFICIENCY:

Painted riders are proficient with all simple and martial weapons, plus the tomahawk*, lasso, net, riding club, and the gunstock club. Painted riders are also proficient with light armor and with bucklers.

WAR PAINT (Ex):

A painted rider adds his Wisdom bonus to his AC as an enhancement bonus when adorned in war paint. Adorning war paint takes 1 hour and must be applied once per day using dyes that can be found with a DC 15 Survival check. This bonus to AC only applies while a painted rider is wearing light or no armor.

CHALLENGE OF THE GREAT HUNT (Ex):

A painted rider's bonus damage from a challenge applies to ranged attacks or attacks made as part of a charge rather than to melee damage. When applying it to ranged attacks the bonus damage is equal to half the painted rider's level rather than his full level.

A painted rider further takes a -4 bonus to hit (rather than a penalty to AC), except on attacks made against the target of his challenge.



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TRADITIONAL WEAPON EXPERTISE (Ex):

At 3rd level, a painted rider gains an unparalleled expertise with his chosen weapons. At 3rd level, the painted rider selects either the longbow, or shortbow. The painted rider can draw the selected weapon as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with the selected weapon, he gains a +2 bonus on the confirmation roll. Finally, his painted rider levels stack with any fighter levels he possesses for the purposes of meeting the prerequisite for feats that specifically select his chosen weapon, such as Weapon Specialization.

ORDER:

Painted warriors are almost exclusively members of the Order of the Nomadic Warrior. Some can become members of the Order of the Ronin/Knight Errant if they are cast out of their tribe.

ORDER OF THE NOMADIC WARRIOR

An Order for The Pathfinder Roleplaying Game

EDICTS:

A warrior must respect nature and all of its creations. He must claim honor for himself and his clan while respecting his elders and the traditions of his society.

CHALLENGE:

Whenever an order of the nomadic warrior declares a challenge, he counts as if he were in rage (as defined by the barbarian class feature) for the purposes of activating totems. This effect lasts for a number of rounds equal to his Wisdom modifier after declaring his challenge.

SKILLS:

A nomadic warrior adds Knowledge (nature) (Int) and Survival (Wis) to his list of skills. A nomadic warrior can make Knowledge (nature) checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his painted warrior level (minimum +1) as long as the check involves hunting or navigating the land.

ORDER ABILITIES:

A painted warrior who belongs to the order of the nomadic warrior gains the following abilities as he increases in level.

TOTEMIC RIDER:

At 2nd level, the nomadic warrior may select one totem rage power from the barbarian's list of rage powers. Furthermore, the nomadic warrior may select a totem rage power in place of a feat. He counts his samurai level as his barbarian level for the purposes of selecting the rage power and for any effects that are derived from barbarian level.

MOBILE ARCHER (Ex):

At 8th level, a nomadic warrior takes no penalty on attack rolls with ranged weapons while his mount takes a double move. This penalty is only at a -2 while his mount is running.

EXPERT MOUNTED ARCHER (Ex):

At 15th level, a nomadic warrior takes no penalty during his attack rolls with ranged weapons while his mount is running. In addition, a nomadic warrior gets a +2 bonus to confirming critical hits with ranged weapons while mounted. Finally, a nomadic warrior can fire a bow from any position on a horse, even trick riding positions, without penalty.

CONQUISTADOR

A New Archetype for Fighters in the Pathfinder Roleplaying Game

SKILLS:

In place of a fighter's skill list, a conquistador treats the following skills as class skills: Appraise (Int), Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (engineering) (Int), Sense Motive (Cha), Sleight of Hand (Dex), and Stealth (Dex)

WEAPON & ARMOR PROFICIENCIES:

Conquistadors are proficient with all simple and martial weapons, as well as with all firearms. They are proficient with all light & medium armor.

GUNFIGHTER (Ex):

A conquistador gains gun training, as described in the Gunslinger's entry, in place of weapon training.

MOUNT (Ex):

At 1st level a conquistador gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the conquistador's level as his effective druid level. The creature must be one that he is capable of riding and that is suitable as a mount. A Medium conquistador can select a camel or a horse. A Small conquistador can select a pony or a wolf, but can also select a boar or a dog if he is at least 4th level. The GM may approve other animals as suitable mounts.

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

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

MERCENARY MORALITY (Ex):

At 2nd level, a conquistador begins to adapt to his role in society. A conquistador is a mercenary for hire who explores foreign lands and conquers them in the name of a distant king. His allegiance is not to any flag but to his own purse. A conquistador is able to justify his actions and absolve himself of blame by passing it to those who pay him. He gains a +2 bonus on all Bluff and Appraise checks, and on Knowledge (local) checks made to ascertain local customs and war tactics. This replaces the fighter's bonus feat gained at 2nd level.

CONQUEROR'S ADAPTION (Ex):

At 6th level, a conquistador must choose a race he specializes in conquering. He becomes proficient in all racial weapons of that race, speaks their native language, and gains a bonus equal to half his conquistador level on Intimidate checks against them.

At 12th level, he may select a second race and, at 18th level, a third race.

(Example: A conquistador who is skilled at conquering dwarves is automatically proficient with all dwarven weapons, speaks dwarven, and can easily Intimidate them.)

This replaces the fighter's bonus feat gained at 6th, 12th, and 18th level.



SPIRIT WALKER

A New Archetype for Rangers in the Pathfinder Roleplaying Game

TOTEM ANIMAL (Ex):

A ranger with the spirit walker archetype must select a bonded pet as her hunter's bond. A spirit walker ranger gains this ability at 1st level. A spirit walker's animal companion uses the spirit walker's full level as her effective druid level (rather than -3). A ranger must select one of the following creatures as her spirit animal:

This replaces the ranger's hunter's bond class feature.

TOTEM	ANIMAL COMPANION	SPIRIT WALK ABILITY SCORE
Buffalo	Buffalo	Con
Horse	Horse	Str
Coyote	Coyote	Dex
Jaguar	Jaguar	Dex
Dog	Dog	Con
Crow	Crow	Dex
Beast	Wolf	Str
Chaos	Coyote	Dex
World Serpent	Snake	Str
Spirit	Lizard	Dex
Hive	Any Vermin	Con
Fiend	Bear	Str

SPIRIT WALK (Su):

A spirit walker can bond with her spirit animal for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 1st, she can bond with her spirit animal for 2 additional rounds. During a spirit walk, the ranger's totem animal joins with her physical form and helps guide her spirit. Activating this bond is a swift action during which the spirit walker must physically touch their totem animal.

Temporary increases to Wisdom, such as those gained from spells like Owl's Wisdom, do not increase the total number of rounds that a spirit walker can spirit walk per day. The total number of rounds of spirit walking per day is renewed after resting for 8 hours. These hours do not need to be consecutive.

During this time, a spirit walker is considered to be raging for the purposes of effects that trigger when a barbarian rages (such as totems). In addition, she gains a +2 insight bonus to Wisdom and the Ability Score decided by his totem. This bonus improves to +4 at 11th level and +6 at 18th level. Finally she gains a +1 bonus to damage rolls. At 5th level and every 5 levels thereafter this bonus to damage improves by +1 to a maximum of +5 at 20th level. While under the effects of spirit walk the animal companion is absorbed into the spirit walker and cannot be targeted or injured, the animal companion can also not attack or take actions while merged with the spirit walker.

A ranger can end her spirit walk as a free action and is fatigued after doing so for a number of rounds equal to 2 times the number of rounds spent spirit walking. A spirit walker cannot bind to her totemic animal again while fatigued or exhausted but can otherwise spirit walk multiple times during a single encounter or combat.

This replaces the ranger's favored enemy and favored terrain class features.

TOTEMIC GUIDANCE (Ex):

At 4th level a spirit walker gains a +4 bonus on a skill re-

lated to her spirit animal.

- Buffalo (Heal)
- Horse (Ride)
- Coyote (Bluff)
- Jaguar/Big Cat (Survival)
- Dog (Survival)
- Crow/Bird (Perception)
- Wolf (Perception)
- Chaos (Spellcraft)
- Snake (Spellcraft)
- Lizard (Stealth)
- Vermin (Climb)
- Bear (Climb)

This replaces the ranger's hunter's bond class feature.

GREATER TOTEMIC ANIMAL (Su):

At 11th level, the spirit walker's totemic animal gains either the celestial or infernal template.

This replaces the ranger's quarry ability.



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TOTEMS

A totem is a type of rage power. Totem rage powers grant powers related to a certain theme based on a connection to a spirit. This book presents classes other than the barbarian who can use totems. They cannot select from more than one group of totem rage powers. For example, a barbarian who selects a crow totem rage power cannot later choose to gain any of the buffalo totem rage powers (any rage power with "buffalo totem" in its title).

BUFFALO

LESSER BUFFALO TOTEM

PREREQUISITES: Heal 1 rank, Toughness

BENEFIT: Use twice your Constitution score when determining the maximum negative hp your barbarian can drop to before they are dead.

BUFFALO TOTEM

PREREQUISITES: Heal 6 ranks, Endurance, Lesser Buffalo Totem

BENEFIT: When gaining temporary hit points or the benefits of a cure spell, the barbarian gains an additional amount of hit points equal to his Constitution modifier. This also works on the healing from the greater buffalo totem rage power.

GREATER BUFFALO TOTEM

PREREQUISITES: Heal 10 ranks, Buffalo Totem

BENEFIT: A barbarian with this power can expend 1 round of rage as a swift action to restore himself 1d6 hp +1d6 hp per 3 levels of barbarian. He may only do this once per round and no more frequently than a number of times per day equal to his Con modifier.

HORSE

LESSER HORSE TOTEM

PREREQUISITES: Con 13, Str 13

BENEFIT: While raging, the barbarian gains one slam attack. This attack is considered a primary attack and is made at the barbarian's full base attack bonus. The slam deals 1d6 points of bludgeoning damage (1d4 if Small) plus the barbarian's Strength modifier. If the barbarian is wielding manufactured weapons as part of his full attack, this slam attack is made as a secondary natural attack.

HORSE TOTEM

PREREQUISITES: Con 15, Str 15, Lesser Horse Totem

BENEFIT: While raging, the barbarian's movement speed is increased by 10 ft, and the barbarian ignores difficult terrain as long as he moves in a straight line.

GREATER HORSE TOTEM

PREREQUISITES: Con 17, Str 17, Horse Totem

BENEFIT: As a full-round action, a barbarian with the trample ability can attempt to overrun any creature that is at least one size category Smaller than itself. This works just like the overrun combat maneuver, but the trampling barbarian does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling barbarian's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling barbarian and receive a Reflex save to take half damage. The save DC against a barbarian's trample attack is 10 + 1/2 barbarian level + the creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling barbarian can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

COYOTE

LESSER COYOTE TOTEM

PREREQUISITES: Sleight of Hand 1 rank, Bluff 1 rank, Stealth 1 rank, Int 13, Cha 10

BENEFIT: You gain a +2 bonus to Sleight of Hand, Bluff, and Stealth checks.

COYOTE TOTEM

PREREQUISITES: Sleight of Hand 6 ranks, Bluff 6 ranks, Stealth 6 ranks, Lesser Coyote Totem

BENEFIT: You gain the ability to use any Cha & Dex based skills or that require concentration & patience while raging.

GREATER COYOTE TOTEM

PREREQUISITES: Sleight of Hand 10 ranks, Bluff 10 ranks, Stealth 10 ranks, Coyote Totem.

BENEFIT: You gain the evasion class feature (as described in the Rogue's entry of the Pathfinder Core Rulebook) and +2 on any check involving the solving of riddles or word games.

JAGUAR

LESSER JAGUAR TOTEM

PREREQUISITES: Barbarian 1

BENEFIT: Once per day, as a swift action, select a creature type from the list found in the ranger's favored enemy entry in Chapter 3 of the Pathfinder Core Rulebook. You receive a +1 bonus on damage rolls against creatures of that type and a -1 to your AC against all other creature types. This bonus improves by +1 for every 4 levels of barbarian you possess (the penalty does not get larger).

JAGUAR TOTEM

PREREQUISITES: Barbarian 6, Lesser Jaguar Totem

BENEFIT: While raging, the barbarian gains a +4 bonus to his AC against attacks of opportunity from moving through threatened squares. This bonus stacks with Mobility.

GREATER JAGUAR TOTEM

PREREQUISITES: Barbarian 10, Jaguar Totem

BENEFIT: When targeting the creature selected with your lesser jaguar totem feat, the bonus you receive also applies to your AC against that creature type. Furthermore, you are treated as if you had the evasion class feature against creatures of that type.

DOG

LESSER DOG TOTEM

PREREQUISITES: Barbarian 1

BENEFIT: While raging, the bonus you provide from flanking improves by +1. This bonus improves by +1 for every 5 levels of barbarian you have to a maximum of +4.

DOG TOTEM

PREREQUISITES: Barbarian 6, Lesser Dog Totem

BENEFIT: While raging, allies who attack an enemy you are threatening are treated as though they were flanking it with you.

GREATER DOG TOTEM

PREREQUISITES: Barbarian 10, Dog Totem

BENEFIT: While raging, allies flanking with you may gain flanking bonuses against creatures with all around vision. Allies who flank with you gain a +2 damage bonus on damage rolls.



JAGUAR WARRIOR

An Alternate Class for the Barbarian for the Pathfinder Roleplaying Game.

JAGUAR RAGE (Su):

A jaguar barbarian can call upon inner reserves of grace and savagery, granting him additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day.

A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours. These hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to his Strength and Dexterity, as well as a +2 temporary hit points per barbarian level. In addition, he takes a -2 penalty to Intelligence and Charisma, this penalty can drop the barbarian to 0 Intelligence. While in rage, a barbarian cannot use any Charisma-, or Intelligence-based skills (Except Intimidate) or any ability that requires patience or concentration. A barbarian can end his rage as a free action and is fatigued afterward for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, his rage immediately ends.

JAGUAR RAGE POWERS (SU):

While raging, a 2nd level jaguar warrior gains a bite attack appropriate for a creature of his size category. At 6th level he gains 2 claw attacks. At 10th level he gains the ability to make a pounce attack. At 14th level he gains the hide in plain sight class feature (as described in the shadow dancers entry) when in jungle or area of darkness. Finally at 18th level his natural weapons use the damage dice appropriate for a creature one size category larger than him.

This replaces the rage powers gained at 2nd, 6th, 10th, 14th, and 18th level.

JAGUAR TRAITS (SU):

A jaguar warrior may select one of the following traits at 4th, 8th, 12th, and 16th level instead of a rage power.

CAT EMPATHY

A jaguar warrior can communicate and empathize with feral felines. He can use Diplomacy to alter their attitude and gain a +4 racial bonus on the check.

SCENT (HUNTER'S NOSE)

A jaguar warrior gains the scent ability when in rage.

DARKVISION (EYES OF THE JAGUAR)

A jaguar warrior gains darkvision 30 ft. If he already has darkvision, it improves by 30 ft when in rage.

JAGUAR TAIL

A jaguar warrior gains a +4 bonus on Acrobatics checks when in rage. While raging, the jaguar warrior always counts as though he had a running start when making Acrobatics checks.

INSTINCTS OF THE GREAT HUNTER

A jaguar warrior gains a +4 bonus on auditory based Perception checks. As a swift action, the jaguar warrior may make a Perception check to notice creatures using Stealth.

CLOAK OF TEZCATLIPOCA

The jaguar warrior gains a +4 bonus on Stealth checks. While raging, if the jaguar warrior attacks a target who is flat-footed against him or unaware of him, he may make an Intimidate check to demoralize the target as a free action.

SACRED MACUAHUITL TRAINING

A jaguar warrior with this talent gains a +2 bonus to hit and damage when using a macuahuitl.

SACRIFICIAL BLADE

A confirmed critical with a macuahuitl causes 1d6 points of bleeding that lasts for a number of rounds equal to your Dexterity modifier.

NIGHT'S WIND

Prerequisite: Weapon Finesse

A jaguar warrior can use his Dexterity modifier in place of his Strength modifier for damage when wielding a macuahuitl. If using such a weapon with two hands, they instead use 1 ½ times their Dexterity modifier.



OPTIONAL RULE: SACRIFICES

If a jaguar warrior sacrifices a creature of equal or greater HD, he is restored rounds of rage. He gains 1 round back if he sacrifices a creature equal to his HD and 1 additional round for every 2 HD for every HD they are higher than him. A jaguar warrior can sacrifice a creature by either scoring the killing blow on a creature or by making a coup de grace on an adjacent unconscious creature. A creature sacrificed in this way will have their spirit consumed by the jaguar warrior's god in the afterlife rather than find peace. This causes the spirit to be destroyed and only wish, miracle, or true resurrection can restore a creature who is sacrificed. The temporary rounds of rage can push a jaguar warrior above their normal maximum number of rounds of rage. These bonus rounds of rage last for 24 hours or until the jaguar warrior rests, whichever comes first. Sacrificing defeated creatures is also a matter of pride for the jaguar warrior and is the most effective way to gain prestige within their societies.

JAGUAR WARRIORS IN YOUR GAME

A jaguar warrior is a member of a warrior culture in a region where jaguars or other big cats can be found. They have a spiritual connection to the totem spirit of the jaguar. Hunting prey, human or beast, is the center of their lifestyle and their main tactic in combat. Jaguar warriors can be thematically adjusted to fit into a number of cultures and settings. Fierce warriors with cunning and a strong hunting tradition occur in many societies as well as a spiritual connection to an animal. A GM may designate another spiritual creature as the patron of a particular order. Please find a list of alternate animals for your jaguar warrior-like society below.

EAGLE WARRIORS

CULTURE: Aztec

RAGE POWERS

- 2nd Level: Bite attack
- 6th Level: 2 Claw attacks
- 10th Level: Fly speed equal to land speed with average maneuverability while raging.
- 14th Level: Fly speed all the time, claw attacks gain grab
- 18th Level: Fly speed is equal to twice your base land speed

ALTERNATE TRAIT:

Raptor Empathy: An eagle warrior can communicate and empathize with birds of prey. They can use Diplomacy to alter their attitude and gain a +4 racial bonus on the check. This trait replaces cat empathy.

KOA WARRIORS

CULTURE: Hawaiian

RAGE POWERS

- 2nd Level: Bite attack, gain scent while underwater pertaining to blood
- 6th Level: Bite attacks gains bleed (1d4) while raging
- 10th Level: Swim speed equal to land speed
- 14th Level: Bite attack gains grab quality and grows one size category
- 18th Level: Swim speed is equal to twice your base land speed

ALTERNATE TRAIT:

Fish Empathy: A koa warrior can communicate and empathize with sea creatures. They can use Diplomacy to alter their attitude and gain a +4 racial bonus on the check. This trait replaces cat empathy.

DOG SOLDIERS

CULTURE: Cheyenne

RAGE POWERS:

- 2nd Level: Bite attack and scent while raging
- 6th Level: +4 to CMB/CMD while raging
- 10th Level: Bite attacks gain trip quality, gain scent all the time
- 14th Level: Bite grows one size category larger, +4 bonus vs disease & poisons
- 18th Level: Immune to disease (magical or otherwise) & poisons while raging, +1/2 dog soldier level on saves against disease and poison when not raging.

Alternate Trait:

Pack Empathy: A dog soldier can communicate and empathize with lupine and canine creatures. They can use Diplomacy to alter their attitude and gain a +4 racial bonus on the check. This trait replaces cat empathy.



COWBOY (VAQUERO)

An Archetype for Gunslinger in the Pathfinder Roleplaying Game

MOUNT (Ex):

A cowboy gains a mount as described in the cavalier's entry in the Advanced Player's Guide using his cowboy level as his cavalier level.

This replaces the gunslinger's nimble class feature.

GRIT (Ex):

A cowboy spends grit to accomplish deeds (see below), and regains grit in the following ways.

- **CRITICAL HIT WHILE MOUNTED:** Each time the cowboy confirms a critical hit while mounted and in the heat of combat, he regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the cowboy's character level does not restore grit.
- **KILLING BLOW WHILE MOUNTED:** When the cowboy reduces a creature to 0 or fewer hit points while mounted and in the heat of combat, he regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the cowboy's character level to 0 or fewer hit points does not restore any grit.
- **LUCKY SON OF A GUN:** When an attacking creature rolls a natural 1 on an attack roll against the cowboy, the cowboy gains 1 grit point. Being attacked by creatures with fewer hit dice than ½ the cowboy's character level do not provide a grit point on a natural 1.

This modifies how the gunslinger gains grit.

DEEDS:

GUNSMOKE RIDER

As long as a cowboy has 1 grit he may benefit from the Mounted Combat feat. A cowboy can expend 1 grit point to use Mounted Combat an additional time in a given round (Though never more than one additional time through the use of this deed).

This replaces a gunslinger's gunslinger's dodge deed gained at 1st level.

CAVALRY CHARGE

As long as a cowboy spends 1 grit point, he suffers no penalties on attack rolls for shooting a firearm from the back of a mount regardless of how far it moves for 1 attack.

This replaces a gunslinger's pistol whip deed gained at 3rd level.

VAQUERO RIDING STYLE

A cowboy can expend 1 grit point to re-roll any Ride check while riding his mount. This re-roll has a +2 luck bonus on the check.

This replaces a gunslinger's evasive deed gained at 3rd level.

CALL THE CAVALRY

By expending 1 grit as a swift action, a cowboy grants all allies within 30 ft get an insight bonus to damage with firearms equal to half the benefit granted by the cowboy's gun training (min 1). The bonus lasts until the start of the cowboy's next turn. The cowboy can never benefit from his own use of this deed.

This replaces a gunslinger's bleeding wounds deed gained at 7th level.

HOGTIE (Ex):

At 4th level, when using a lasso, a cowboy can slide the knot to reuse it as a free action rather than a standard. The DC to escape a lasso of a cowboy is equal to the cowboy's CMB +10.

This replaces the gunslinger's 4th level bonus feat.

MOUNTAIN MAN

An Archetype for Rogues, Rangers, & Striders in the Pathfinder Roleplaying Game

Life is harsh in the mountains. Food is scarce and decency is an antiquity. Skilled in the art of survival, a mountain man employs desperation as his only defense against a ferocious world. By employing guile, cunning, and courage, a mountain man can not only survive but thrive in this rough & tumble world.

WEAPON AND ARMOR PROFICIENCIES:

In addition to the proficiencies granted by his classes this archetype is proficient with firearms fitting for the setting. In exchange he is not proficient with medium armor.

DESPERATION (Ex):

Every time a mountain man takes damage equal to his hit dice or greater in a single attack, he gains 1 desperation point. A desperation point can be used in many ways but, the most common, is to allow the mountain man to lash out in a survivalist frenzy. Desperation points last until the end of combat or until he reaches safety (out of combat).

A mountain man can reach several different stages of desperation. Lower HP ranges result in greater desperation from the mountain man. See the chart below.

HP RANGE	STATUS	EFFECT
Full HP to Full HP-mountain man level	Safe	Cannot use desperation points.
Full-Level to 1/2 total HP	Desperate	Can use desperation points.
1/2 HP to 0 HP	Dire	Desperation points gain additional effects.
Below Zero HP	Struggling	Desperation points gain additional effects.

LASH OUT (Ex):

A mountain man can lash out in desperation, delivering a far more punishing blow than he thought possible. A mountain man can spend 1 desperation point as part of an attack action to deal this extra damage to one target until the start of his next turn.

This extra damage is 1d6 at 1st level, and increases by 1d6 every two mountain man levels thereafter. These extra damage dice are not multiplied on a critical hit. Desperation attacks made with ranged weapons only deal this extra damage if the target is within 30 feet.

If a mountain man is in the dire state this damage can be applied against all enemies rather than just 1 target.

If a mountain man is struggling they can lash out against any target without expending desperation points.

SURVIVALISM (Ex):

A mountain man can expend his desperation points to accomplish the following things:

- A mountain man can gain DR/- as an immediate reaction to being successfully hit. The DR's value is equal to 4 times the number of desperation points expended.
- A mountain man can automatically confirm a critical hit by expending 3 desperation points. If the mountain man is in the dire state, he gains a bonus on the damage roll equal to his mountain man level. This extra damage is not multiplied. If the mountain man is struggling, the damage bonus is multiplied by the critical hit.
- A mountain man can add 10 feet to their movement speed for a number of rounds equal to their Dexterity modifier by expending 1 desperation point. If the mountain man is in the dire state, this bonus is +20 feet. A struggling mountain man can move up to his base speed despite the normal handicap being below zero hp as long as he is conscious (via means such as the Diehard feat).
- As the result of being hit, a mountain man can take a free 5 foot step as an immediate reaction by spend-

ing 1 desperation point. His new location must still be threatened by the attacking enemy. If the mountain man is in the dire state, he may move up to 10 feet but his new location must still be threatened by the enemy. If the mountain man is struggling, his new location need not be threatened by the enemy.

- A mountain man can expend 1 desperation point as a free action to automatically succeed at using Acrobatics. This enables him to tumble through a threatened square without provoking an attack of opportunity while moving at half speed. If the mountain man is in the dire state, he may automatically succeed while moving at full speed. If the mountain man is struggling, he may spend 1 desperation point to not provoke attacks of opportunity by moving through threatened squares for this movement.

REPLACEMENTS:

- **ROGUE:** This replaces the rogue's sneak attack and trap finding class features.
- **STRIDER*:** This replaces the strider's focus and guerilla warfare class features.
- **RANGER:** A ranger loses his favored enemy and access to spells.

*The strider base class is an alternate class for rangers found in Little Red Goblin Games "Tome of Leaf & Thorn".

VIGILANTE

An Archetype for Gunslingers in the Pathfinder Roleplaying Game

ALIGNMENT: Chaotic Good

Just because the law says something is right doesn't make it so. A vigilante answers to a higher moral calling, risking life and limb to bring evildoers to justice no matter what the cost.

VIGILANTE JUSTICE (SU):

The damage from a vigilante's gun training doubles when targeting evil creatures but does not apply against good aligned creatures.

DEEDS (EX):

SLICK SHOOTIN':

At 3rd level, a vigilante can perform one of the following combat maneuvers or actions if he expends 1 grit point: disarm, feint, or sunder. He can perform this action with a firearm against any target within 30 feet, with a -4 penalty to his CMB. The vigilante may apply the effect of feint using ranged attacks. At 11th level, he may also choose from the following combat maneuvers: bull rush and trip.

This replaces the gunslinger's pistol-whip and utility shot deeds at 3rd level, bleeding wound at 11th, and modifies his gun training class features.



WEAPON	WEAPON TYPE	COST	DMG (S)	DMG (M)	CRIT.	RANGE	WEIGHT	TYPE	SPECIAL
Tomahawk	Exotic Light	3 gp	1d6	1d8	x2	10 ft.	3 lbs.	S	Deadly
Riding Club	Exotic 1 Handed	5 gp	1d6	1d8	X3	-	6 lbs.	B	See Text
Gunstock Club	Exotic Light	5 gp	1d6	1d8	X3	-	3 lbs.	P or B	See Text
Macuahuitl	Martial 1 Handed	5 gp	1d6	1d8	19-20 x2	-	2 lbs.	S	Fragile
Great Macuahuitl	Martial 2 Handed	20 gp	1d10	2d6	19-20 x2	-	4 lbs.	S	Fragile
Tepoztopilli	Martial 2 Handed	20 gp	1d6	2d4	19-20 x2	-	8 lbs.	S or P	Fragile

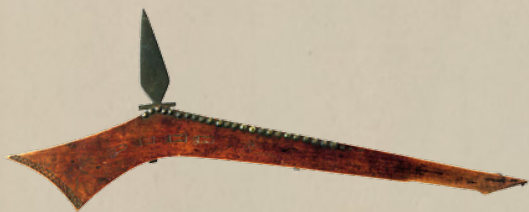
NEW WEAPONS

TOMAHAWK

Adapted from boarding axes these hand axes with straight shafts are used as both melee and thrown weapons.

RIDING CLUB

A long wooden handled mallet with a stone hammer head. It is designed to be long enough to be used from horseback. These weapons are often decorated with vibrant colors. A riding club deals double damage when used from the back of a charging mount. While mounted, you can wield a riding club with one hand.



GUNSTOCK CLUB

A slightly bent war club with both a spike and a crushing end. It is debated if it was patterned after the back of a musket or if the gunstock club developed separately. When wielding it the user must decide if they are using the spiked tip (piercing damage) or the club end (blunt damage).

MACUAHUITL

This length of tempered wood, also called a terbutje, has bits of shark teeth, obsidian, glass, or similar materials studded all along its length.

MACUAHUITL, GREAT

Designed with a two-handed grip a great macuahuitl was said to be as tall as a man and able to behead a horse.

TEPOZTOPILLI

Designed in a similar fashion to a macuahuitl this spear weapon was said to be able to even pierce metal with it's obsidian shard blade.



NEW FEATS

HORSE WHISPERER

PREREQUISITES: Ride 5 ranks, wild empathy class feature

BENEFIT: You gain a +4 bonus on Wild Empathy checks pertaining to creatures you are riding.

RANCH HAND

PREREQUISITES: Animal Affinity, Handle Animal 1 rank, Ride 5 ranks

BENEFIT: You gain a +4 bonus on all Handle Animal checks pertaining to horses.

WINDTALKER [TEAMWORK]

PREREQUISITES: Linguistics 1 rank

BENEFIT: You gain access to the windtalk secret language.

Windtalk is spoken differently for each person. Only an ally who also has this feat can understand the windtalk of another character. If the character with this feat has at least 5 ranks in Linguistics, windtalk defies comprehend languages and similar spells or abilities such as tongue of the sun and moon.

PULLED SWINGS

PREREQUISITES: Base attack bonus +1

BENEFIT: While wielding a weapon with the fragile quality, the weapon is not broken or destroyed on a roll of a natural 1.

OGLE TANKA UN

PREREQUISITES: Counting coup class feature, any 1 Teamwork Feat (or Leadership)

BENEFIT: Each time an ally within 30 ft lands a killing blow on an enemy, you have a 50% chance to gain a coup point if they intentionally let out a loud war cry.

Origin: The term effectively means "War Leader" but literally means "Shirt Wearer."

SHORN ONE

PREREQUISITES: Any 1 Teamwork Feat (or Leadership), base attack bonus +15, Cha 13

BENEFIT: As a full round action you may grant all allies within 20 ft one extra attack at their highest BAB. On that extra attack, those allies gain a +4 bonus on confirmation

rolls for critical hits.

Special: This does not stack with the effects of haste, the speed weapon property, or similar effects.

CURANDEROS

PREREQUISITES: Brew Potion, Craft (alchemy) 5 ranks, Heal 5 ranks, Survival 5 ranks

BENEFIT: Taking 10 + 1d10 minutes a character with this feat can find 25 gp per character level worth of herbal material when in the wilderness that can only be used to craft any cure potion (cure light wounds, cure moderate wounds, cure serious wounds, etc.). These materials are only viable for 1 hour and have value only to the character crafting the potion. A character can do this a number of times per day equal to 1/4 their character level. A potion crafted in this fashion only remains viable for 24 hours. A Craft (alchemy) or Appraise check (DC 20) will ascertain that these potion is only temporary.

CONNECTED TO THE LAND

PREREQUISITES: None

BENEFIT: Select one type of terrain. Once per day you can gain any one of the following bonuses while in that terrain type. You may treat any of the following skills as class skills (Survival, Handle Animal, Heal, Knowledge (nature), Knowledge (geography), or Perception) or gain a +4 bonus to any of those skills. The choice is made once per day when the character awakes from an extended rest. The list of applicable terrain types can be found in the ranger's entry in Chapter 3 of the Pathfinder Core Rulebook.

Multiple: A character may take this multiple times but, each time, it applies to a different type of terrain.

HUNTER OF NATURE

PREREQUISITES: Survival 10 ranks, base attack bonus +7

BENEFIT: You gain a +1 insight bonus to hit and damage rolls against animal & magical beast type creatures. In addition you gain a +2 bonus on Knowledge checks to identify the weaknesses of such creatures.

WRANGLER

PREREQUISITES: Animal companion, eidolon or mount class feature, base attack bonus +7

BENEFIT: When attacking a familiar, mount, animal companion, or eidolon you and your animal companion (or mount or eidolon) gain a +2 to hit and damage against them.

SUNSET RIDER

PREREQUISITES: Self-Sufficient

BENEFIT: You always know magnetic north. You gain a +2 bonus on all Knowledge (geography) and Survival checks.

MOONSIGHT

PREREQUISITES: Counting coup class feature, base attack bonus +5

BENEFIT: You gain darkvision 60 ft.



NEW RACE: PTESAN

White buffalo are seen as a sign of good luck and rebirth. They have a deeply spiritual significance to many native cultures. It is said that the ptesan are all descended from a single white buffalo who was given a human spirit after giving up his own flesh to sustain a great hero during the last leg of his journey. So moved was the great spirit by the sacrifice that the buffalo's children were gifted with human souls. This race of white buffalo stands 5-6 feet tall with the body of a broad humanoid and the head of a white bison.

TYPE: Monstrous Humanoids

SPEED: Ptesan has a base speed of 30 feet.

DARKVISION: Ptesan have darkvision 60 feet.

ABILITY SCORE: +2 Strength, +2 Wisdom, -4 Dexterity.

Ptesan are spiritually wise and physically strong but their form is large and bulky. They are not creatures made to do subtle things but, rather, to be the fury of the storm when wisdom dictates it.

STOIC HEART: Ptesan gain a +2 racial bonus on saving throws against fear and emotion effects. Additionally, once per day, after a natural roll of 1 on a d20 roll, ptesan may reroll and use the second result.

WHITE BUFFALO: Ptesan are innately lucky and gain a +1 racial bonus on all saving throws.

THICK SKIN: Ptesan gain a +1 natural armor bonus to their Armor Class.

DREAMSPEAKER: Ptesan gain a +1 bonus to the saving throw DCs of spells of the divination school and spells that produce sleep effects that they cast. In addition, members of this race with a Charisma score of 15 or higher also gain the following spell-like ability (the caster level is equal to the user's character level):

- 1/day – dream

LANGUAGE: Ptesan start with common. Members of this race with high Intelligence scores can choose from dwarven, elven, giant, orc, terran, treant, and undercommon.

RP: 10

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