

CLASSES OF THE LOST SPHERES: PARAMOUR

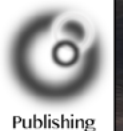
BY CHRISTEN N. SOWARDS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**ULTIMATE
PSIONICS
COMPATIBLE**

Lost Spheres



Publishing

CLASSES OF THE LOST SPHERES: PARAMOUR

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INTRODUCTION:

Throughout the ranks of the characters in the worlds of the fantasy genre there are many classic archetypes. The great warrior. The wise healer. The egotistic mage. The lurking assassin. Tales of great heroism abound with these characters and yet sometimes there is another hero. A woman lacking true training with weapons. A man without any real magic to speak of. A hero who has nothing to recommend him or her to their adventure except a singular devotion to another.

A love pure and true.

This supplement introduces a new class for the Pathfinder Roleplaying Game: The Paramour. Driven by only the depths of passion, the paramour is often swept into adventures they otherwise would have had little reason to seek on their own. While some paramours develop powerful magic or mental abilities, even these abilities often only surface when their love is at risk.

HEARTBOUND FEATS

The (Heartbound) feat descriptor is used to represent a significant emotional investment by a character—an investment of time and resource that equals tireless hours mastering a weapon or drawing extra strength from a spell. As such these feats are NOT recommended to casually interested players. Heartbound feats often should be considered at character creation but may make sense to acquire during later game play. These feats also require a PC or NPC partner that should be clearly defined and for a paramour need to be understood at character creation. GMs should consider disallowing paramour levels or heartbound feats to cohort NPCs.

Note: Before Heartbound feats are used, consider if they are appropriate for your group. This may require a discussion with ALL of your players even those who are not involved in a Heartbound bond. Heartbound feats and in-game romances can cause other players to feel side-lined or uncomfortable in the story and GMs are advised to keep things in balance for his players whether or not they use Heartbound feats.

Heartbound feats are different from many feats because a Heartbound feat must be taken by another partner for either partner's Heartbound feats to be effective. They are different from Teamwork feats because Heartbound feats DO NOT require both partners to have same feat. Each character taking a Heartbound feat must select a Heartbound Partner who triggers their feats.

THE PARAMOUR

Role: The Paramour is a versatile combatant that is most likely to fill a melee role either as damage dealing (savage enraged blows or possibly psionic powers) or mitigation (defensive abilities protecting themselves and others). The Paramours passion for their loved ones fuels abilities far beyond a light-hearted person's capacity to feel, fight or fend off. When their loved ones are harmed the paramours true powers begin to unfold (See the Rules Element: Ardent sidebar on page 6 for information on these mechanics).

Alignment: Any, passion finds everyone.

Hit Die: d8.

Starting Money: 2d6 x 10 (75 gp average)

CLASS FEATURES:

The paramour's class skills are Acrobatics (Dex), Appraise (Int), Autohypnosis (Wis), (Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Swim (Str), and Use Magic Device (Cha). Additionally, a Paramour gains one skill known to their Heartbound Partner as a class skill. If a Paramour has more than one partner they gain one skill for each.

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the paramour.

Weapons and Armor Proficiency: Paramours are proficient with all simple weapons. They are proficient with light armor. Additionally, if a Paramour has at least one Heartbound Partner, they gain a single weapon or armor proficiency that that character has access to.

HEARTBOUND CHAMPION:

At 1st level the paramour may select one Heartbound, Teamwork or Combat feat as a bonus feat. They must meet the feats requirements as usual. At 5th level and every 5 levels thereafter, the paramour may select another Heartbound, Teamwork or Combat feat they qualify for. If you select a Teamwork feat, it must be a feat selected by your Heartbound partner. If your a Heartbound partner dies and for some reason cannot be returned to life, you may reselect any feat chosen with Heartbound Champion for Forlorn feats.



TABLE 1-1: THE PARAMOUR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Tides of Passion Dice	AC Bonus
1st	+0	+2	+0	+2	Heartbound Champion, Heart's Redoubt	1d4	+0
2nd	+1	+3	+0	+3	Expression	1d4	+0
3rd	+2	+3	+1	+3	Heartbond	2d4	+1
4th	+3	+4	+1	+4	Expression	2d4	+1
5th	+3	+4	+1	+4	Heartbound Champion	2d4	+1
6th	+4	+5	+2	+5	Expression	3d4	+1
7th	+5	+5	+2	+5	Overflowing 1/day	3d4	+1
8th	+6/+1	+6	+2	+6	Expression	3d4	+1
9th	+6/+1	+6	+3	+6	Lingering Passion 1	4d4	+2
10th	+7/+2	+7	+3	+7	Greater Expression, Heartbound Champion	4d4	+2
11th	+8/+3	+7	+3	+7	Greater Heartbond	4d4	+2
12th	+9/+4	+8	+4	+8	Greater Expression	5d4	+2
13th	+9/+4	+8	+4	+8	Overflowing 2/day	5d4	+2
14th	+10/+5	+9	+4	+9	Greater Expression	5d4	+2
15th	+11/+6/+1	+9	+5	+9	Heartbound Champion	6d4	+3
16th	+12/+7/+2	+10	+5	+10	Greater Expression	6d4	+3
17th	+12/+7/+2	+10	+5	+10	Lingering Passion 2	6d4	+3
18th	+13/+8/+3	+11	+6	+11	Greater Expression	7d4	+3
19th	+14/+9/+4	+11	+6	+11	Overflowing 3/day	7d4	+3
20th	+15/+10/+5	+12	+6	+12	True Expression, Heartbound Champion	7d4	+3

TIDES OF PASSION (EX):

The principle strength of a paramour is their passion. From the depths of their devotion and love, the Paramour finds reserves of strength when all others fail them. When they have the Ardent condition the paramour's tides of passion ability becomes active. At the beginning of their turn the paramour may roll their tides of passion dice pool and commit its resulting points to either heart's redoubt or an expression class feature. At 1st level, the paramour starts with 1d4 in their tides of passion die pool, they gain a second 1d4 at 3rd level and every 3 levels after that (6th, 9th, 12th, 15th, and 18th). Committing the tides of passion as a free action that can only be done once in any given round. Some expressions alter the way points may be committed.

HEART'S REDOUBT (EX):

At 1st level as a free action once per round, the paramour may commit the result of their tides of passion die pool to their HP as temporary hit points. These hit points overlap with all sources of temporary hit points and do not stack with themselves. Damage to the paramour is subtracted first from these hit points each round.

AC BONUS (EX):

In light or no armor and unencumbered, the paramour adds his Charisma bonus (if any) to his AC and his CMD up to the maximum of their current paramour level. In addition, a paramour gains a +1 bonus to AC and CMD at 3rd level. This bonus increases by 1 for every six paramour levels thereafter, up to a maximum of +3 at 15th level.

These bonuses to AC apply even against touch attacks or when the paramour is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor heavier than light, when he carries a shield, or when he carries a medium or heavy load.

EXPRESSIONS:

Starting at 2nd level and every even level there after the paramour finds new ways to express their passion. Unless stated, an expression may be only selected once. Benefits from an expression from multiple Paramours don't stack. If an expression grants psionic points or powers your character gains the psionic subtype. Some paramours may only be moved by mundane passions and

only access Extraordinary abilities while others develop a suite of textured and variable (if highly specialized) abilities. Paramours are as unique as love itself. Choose one of the following as you gain access to an expression:

∞ CHANNEL HEARTFIRE (SU)

You may now throw your heartfire as a ranged touch attack ray against a target of your choosing. Your tides of passion pool gains a cumulative +1 bonus each round you continue to commit points to this effect on the same target. If line of effect is broken, the channeled heartfire must be re-targeted and all bonuses gained are lost. The ray has a limit of close range (25 feet to 5 feet/level). You must have the heartfire expression to select this one.

∞ DEVOTED SHIELD (EX)

You may apply the results of your tides of passion dice as a shield bonus to the AC of your Heartbound companion as long as they are in a square adjacent to you. If either character moves from adjacency the bonus ends immediately for the Heartbound character.

∞ HEARTFIRE (SU)

You may apply the results of your tides of passion dice as elemental damage with the [fire] descriptor as bonus damage to melee or ranged weapon attacks for the following round. If you gain a Forlorn feat, you may also use this ability to deal [cold] type damage.

∞ HEART'S MAGIC (SU)

Select one spellcasting class and one spell from the spell list of that class. Once selected you cannot change the spell choice without retraining. You use 2 points per level of the selected spell from your tides of passion pool to gain the ability to cast it as a spell-like ability. If you do you gain a caster level equal to your paramour level. Each time you use heart's magic to create the same spell-like effect, the point cost to do so increases by 1. If you do not have enough points in your tides of passion pool to pay the current cost, you cannot use this ability that round and must commit your tides of passion to another effect. The spell cannot be of a level higher than the total dice in your tides of passion Pool. You may select heart's magic more than once, each time selecting another spell from that classes spell list. Each time you choose this ability the spell selected cannot be greater than your current total dice in your tides of passion pool. Heart's magic cannot create spell-like abilities from spells with expensive material components (over 1 gp). If you are using Source rules you must select a Source appropriate to the class list chosen (See Transcendent 10: Spells of Synergy - Magical Interactions or Mythic Paths of the Lost Spheres for more information on Source Rules.)

∞ HEART'S RESOLVE (EX)

You may apply the results of your tides of passion dice as a morale bonus to Will saves you make in the following round. This ability counts as having the Iron Will feat for other rules or qualifications that require that feat.

∞ HEART'S SCORN (EX)

You may apply the results of your tides of passion dice as a morale bonus to damage for all attacks, powers, spells or supernatural abilities for the following round against a creature that triggered your ardent condition (either by damage or negative impact on your Heartbound partner or dropping your hit point total).

∞ INSPIRING CRY (EX OR SU)

By expending a swift action, you may grant the benefits of your tides of passion, heart's redoubt or one of your expressions to an ally within close range (25'+5'/2 levels). You lose any of those benefits during this time. Lingering passion effects linger on the ally instead of you. You may regain these benefits during later rounds. Expressions of the same type overlap rather than stacking even if the effect is generated by another paramour.

∞ PASSION'S PERCIPIENCE (EX)

You gain one Intelligence-based skill of your choice as a class skill. You may apply your tides of passion pool as a morale bonus to all Intelligence-based skills this round.

∞ PASSION'S POWER (EX)

You gain one Strength-based skill of your choice as a class skill. You may apply your tides of passion pool as a morale bonus to all Strength-based skills this round.

RULES ELEMENT: ARDENT

Ardent (Ex) - Condition. This supplement introduces the term "ardent" to represent a heightened state of emotion when the paramour sees the beloved threatened or is otherwise moved to passion by their feelings. The ardent condition is triggered when witnessing your Heartbound Partner take damage (hp or ability), gain a negative condition (shaken, nauseated, etc) caused by an enemy or dropping below 50% of your HP total. Only those who take Heartbound feats or gain a Paramour levels, the ardent condition as a base effect grants a +1 morale bonus to saving throws or -2 versus mind-affecting emotion effects. Being Ardent for more rounds than your Constitution modifier + any Paramour levels fatigues a character for as many rounds.

∞ PASSION'S PRESENCE (EX)

You gain one Charisma-based skill of your choice as a class skill. You may apply your tides of passion pool as a morale bonus to all Charisma-based skills this round.

∞ PASSION'S PROWESS (EX)

You gain one Dexterity-based skill of your choice as a class skill. You may apply your tides of passion pool as a morale bonus to all Dexterity-based skills this round.

∞ RAPID RENEWAL (EX OR SU)

You may commit tides of passion points to this ability and compare them to the effect level of an expended spell, spell-like ability, martial maneuver, or supernatural ability. If your points exceed the total level of a character required to select the chosen effect, you may regain a use of it as though it was not expended. Each time you use this ability on the same exhausted effect, the points required to renew it increase by 1. Rapid renewal may not be used on Paramour class abilities. GMs may wish to add or deny abilities for this expression. When you renew ability with this power, the next use adds your paramour level to its calculations to a maximum of your HD.

∞ SUPPORTIVE STANCE (EX)

You may gain a single Teamwork feat you qualify for. For purposes of that feat, your Heartbound companion counts as having that feat for your own feat's effects. If you have the inspiring cry expression you may expend a swift action to grant them access to the feat instead of merely counting as having it.

∞ VENGEFUL HEART (EX)

You may consider your tides of passion dice as Sneak Attack dice for the purposes of qualifying for feats, classes and abilities.

∞ TRUE FRIENDSHIP (EX)

You may select one ally with whom you have traveled with for since gaining your last level. This person, while not as significant as your Heartbound companion is valued by you nearly as deeply. Treat attacks and negative conditions on this character as though they were your Heartbound partner for purposes of gaining the ardent condition. For every expression you gain after this one, you may select another character for the benefits of this ability.

∞ VENGEANT HEART (EX)

You may commit 2 points from of your tides of passion as a free action, if you do you may add a +1 morale bonus to attacks for 1 round. You may spend as many points as you wish this way but may not gain a bonus above the total dice in your tides of passion pool.

∞ WILDMIND SURGE (SU)

Your passion unlocks deep currents of psychic power. You gain the Wild Talent [Psionic] feat. Select one psionic class and one power from that class. You may apply your tides of passion as bonus points to your power point pool, if you do you gain a manifester level equal to your Paramour level. Any power points you have from this ability are lost if you do not use them in each round it is active. Paramour becomes a psionic class for all racial abilities, feats and other rules elements even when you are not using this ability. Pushing oneself by invoking a wildmind surge is dangerous. Immediately following each round of using this expression, a paramour may be overcome by the strain of her effort. A paramour overcome by psychic enervation is dazed until the end of her next turn and loses the ardent condition. The chance of suffering psychic enervation is 10% plus an additional 10% per round this expression is consecutively used.

HEARTBOND

The paramour gains their choice of Track as per the ranger ability or an at will *status* effect with their Heartbound Partner.

OVERFLOWING

The paramour as a swift action can activate heart's redoubt and a expression or any two expressions in the same round. Both of these effects use the same result from your pool of tides of passion ability but may be committed and resolve effects separately. The paramour can activate overflowing once per day plus a once a day per six levels after 7th (twice a day at 13th level, and three times a day at 19th level). You may not use overflowing in conjunction with the Divided Heart feat.

LINGERING PASSION

At 9th level, your heart's redoubt and expressions last for one additional round. At 17th level, this increase becomes two additional rounds instead.

GREATER EXPRESSIONS:

Starting at 10th paramour finds even greater ways to express their passion. Choose one of the following as you gain access to a expression:

∞ DEEPHEART MAGIC (SU)

Each time you commit your tides of passion dice pool to the heart's magic expression, you may add 1 to the result of each dice to a maximum of +7.



∞ DEVOTED PHALANX (EX)

The shield bonus provided by your devoted shield expression now applies to the AC of your Heartbound companion and any allied creatures other than yourself that are adjacent to them as long as your Heartbound companion is in a square adjacent to you.

∞ DIRE SCORN (EX)

Each time you commit your tides of passion dice pool to the Heart's Scorn expression, you may add 1 to the result of each dice to a maximum of +7.

∞ INSPIRING SUPPORT (EX)

You may gain a single Teamwork feat you qualify for. For purposes of that feat, your Heartbound companion counts as having that feat for your own feat's effects. While in the range of your voice, you may commit your tides of passion pool to grant your Heartbound Companions and True Friends temporary access to as many teamwork feats you possess as the amount of dice in your tides of passion pool. These feats last for as many rounds as your current round of tides of passion would have lasted.

∞ PASSIONS RIPTIDE (EX)

You may resolve melee attack rolls on all creatures that have targeted successfully your heartbound partner in this encounter that you currently threaten in a manner similar to the Whirlwind Attack feat. Make a single roll and compare the results against all eligible creatures you threaten.

∞ SHARE HEARTMAGIC (SU)

As an immediate action while in physical or mental contact with your Heartbound partner you may commit 2 points per level or a power or spell your Heartbound partner is manifesting or casting. If you do, you prevent the slot or point cost from being spent instead powering it with your own energies. Any points used on this ability are no longer considered committed to other expressions even if they would still be in effect otherwise.

∞ SOULFIRE (SU)

You may apply the results of your tides of passion dice as an untyped magical bonus to damage for the following round. You must have the heartfire expression to select this greater expression. If you commit this ability during a round Heartfire lingers, both damage bonuses apply.

∞ TIDES OF AWARENESS (EX)

Instead of committing your pool bonus to another expression, you may increase your Wisdom by a morale bonus of 1+1 per die of your tides of passion pool for 1 round. You also gain a +2 morale bonus to Will saves.

∞ TIDES OF GENIUS (EX)

Instead of committing your pool bonus to another expression, you may increase your Intelligence by a morale bonus of 1+1 per die of your tides of passion pool for 1 round. You make all Knowledge skills untrained.

∞ TIDES OF QUICKSILVER (EX)

Instead of committing your pool bonus to another expression, you may increase your Dexterity by a morale bonus of 1+1 per die of your tides of passion pool for 1 round. You gain a +2 morale bonus on Reflex saves.

∞ TIDES OF VITALITY (EX)

Instead of committing your pool bonus to another expression, you may increase your Constitution by a morale bonus of 1+1 per die of your tides of passion pool for 1 round. You may discharge this bonus to re-roll your tides of passion as healing to yourself once an encounter.

∞ WILDMIND LINK (SU)

Your Wildmind Surge power points can be passed to your Heartbound partner as a swift action. Rounds you use this ability still increase your risk of psychic enervation.

TRUE EXPRESSION:

At 20th paramour finds the ultimate way they express their passion. Choose one of the following as you gain access to true expression:

∞ DEVOTED PERFECTION (EX)

You may commit your tides of passion to this any combination of expressions each round. Each ability you commit points from your tides of passion pool gains +1 additional point to resolve its effects for the rounds it is active. Expressions of the same type overlap and do not stack.

∞ PERFECT GUARDIAN (EX)

You may commit your tides of passion to this true expression. As long as you are adjacent to your Heartbound Partner, as a free action you may expend a point from your tides of passion pool to redirect any attack, spell or effect from them toward yourself. If you do so during the resolution of an Area of Effect attack, you instead suffer the exposure to the attack twice.

∞ TRUEHEART MAGIC (SU)

While you have the ardent condition you may commit your tides of passion points to this expression. Your committed points benefit from the deepheart magic greater expression if you have it. You may use heart's magic to create any spell your Heartbound Partner can create subject to the same limitations as heart's magic.

ARCHETYPES:

NARCISSIST:

An ugly reality of many worlds is the people who love only one thing: Themselves. The Narcissist archetype turns many of the basic abilities of the Paramour back in on themselves to create a truly self-centered individual. Make the following substitutions:

TO THINE OWN SELF (EX)

The Narcissist may count themselves as their own Heartbound partner for purposes of gaining the ardent condition, feats, and class abilities. Additionally, they may spend a move action overtly acknowledging themselves to trigger the ardent condition for one round. This ability replaces the Heartbound Champion ability at 1st level.

NARCISSIST EXPRESSION:

∞ EGO SHIELD (SU)

The Narcissist may commit his tides of passion pool as Spell Resistance for 1 round. This Spell Resistance may not be lowered for any reason. See the Spell Resistance universal monster ability for more information.

NARCISSIST GREATER EXPRESSION:

∞ IMPROVED EGO SHIELD (SU)

When using Ego Shield the Narcissist may add 1 to each die in his tides of passion pool. Additionally, the Narcissist may select Fortitude or Reflex saves. They gain a morale bonus to saves of that type equal to the dice in their tides of passion pool. See the Spell Resistance universal monster ability for more information.

NARCISSIST TRUE EXPRESSION:

∞ TOWER OF THE SELF (SU)

When using Ego Shield the Narcissist may add an additional 1 to each die in his tides of passion pool. Additionally, the Narcissist may select Fortitude or Reflex (in addition to the type chosen with improved ego shield) saves. They gain a morale bonus to saves of that type equal to the dice in their tides of passion pool. The narcissist gains temporary hit points equal to the levels of spells that fail to penetrate his Spell Resistance. See the Spell Resistance universal monster ability for more information.

FEATS

∞ DEEPMIND DEVOTION [HEARTBOUND, PSIONIC]

Prerequisites: A Heartbound Partner with the ability to achieve Psionic Focus, ability to achieve Psionic Focus.

Benefit: While in physical or telepathic contact with a Heartbound partner that achieves Psionic Focus, once per round you may as a free action roll to achieve your psionic focus. You receive a +1 to your concentration check for each Heartbound feat you possess.

∞ EMPOWERMENT OF THE HEART [HEARTBOUND]

Prerequisites: A Heartbound Partner with a caster-level of 1+, Constitution 13+ or Wisdom 13+

Benefit: The results of your Heartbound partner's targeting spell effects, psionic powers, and supernatural abilities with variable numeric effects are increased by 50% when targeting you in a manner similar to the Empower Spell metamagic feat.

∞ ECHOING MAGIC [HEARTBOUND]

Prerequisites: Heart's magic expression.

Benefit: Select a spell available to your Heartbound partner and that would be a valid choice for your heart's magic class ability. You may cast that spell with Heart's magic. When your Heartbound partner prepares spells or regains spell slots for the day, you may select another eligible spell.

∞ FILIAL DEVOTION [HEARTBOUND]

Prerequisites: A Heartbound Partner or a traveling companion you have spent at least one full-level adventuring with.

Benefit: You may take Heartbound feats and apply your Heartbound feats benefits and Paramour class abilities if any to one ally chosen at the time of selecting this feat. This ally is considered to have one Heartbound feat devoted to you.

∞ HALLWAYS OF THE HEART [HEARTBOUND]

Prerequisites: A Heartbound Partner a caster level or manifester level.

Benefit: When your Heartbound Partner manifests a power, casts a spell or uses a supernatural ability they may choose to originate the effect from your current location as long as you are within 30' for each Heartbound feat you possess.

∞ LOVE'S CASCADE [HEARTBOUND]

Prerequisites: A Heartbound Partner with a mirror pool.

Benefit: When your Heartbound partner uses Mirror Power to create a power or spell effect, check your current tides of passion pool. You may reduce your current tides of passion pool by 2 per level of the echoed effect to echo it again as an immediate action.

∞ MERCURIAL PASSIONS [HEARTBOUND]

Prerequisites: A Heartbound Partner.

Benefit: You gain the ardent condition when your Heartbound partner is threatened or subjected to the Intimidate skill.

∞ MORE THAN MYSELF [HEARTBOUND]

Prerequisites: A caster or manifest level, Heartbound Partner.

Benefit: You may manifest powers, cast spells or activate spell-like abilities of personal range on your Heartbound partner so long as they are within line-of-sight and line-of-effect to you.

∞ MOVE AS ONE [HEARTBOUND]

Prerequisites: A Heartbound Partner.

Benefit: You may use a swift action to trade places with your heartbound partner if they are in an adjacent square. If you have four or more Heartbound feats you may instead use this feat as an immediate action.

∞ PERSISTENCE OF SPIRIT [HEARTBOUND]

Prerequisites: A Heartbound Partner with a caster-level of 1+, Constitution 13+ or Wisdom 13+

Benefit: The results of your Heartbound partner's targeting spell effects, psionic powers, and supernatural abilities with non-instantaneous durations are increased by 100% when targeting you in a manner similar to the Extend Spell metamagic feat.

∞ RIVER OF RAGE [HEARTBOUND]

Prerequisites: A Heartbound Partner with a rage or bloodrage ability, Constitution 13+

Benefit: Your Heartbound partner's rage becomes your own. If you have the ardent condition and your Heartbound partner is experiencing a rage effect you also gain the benefits of that rage. You also suffer the same penalties when the rage effect ends or you lose the ardent condition, whichever comes first.

∞ SKINDANCER [HEARTBOUND]

Prerequisites: A Heartbound Partner with shapechanging power, spell or supernatural ability.

Benefit: If you are in physical or telepathic contact with your Heartbound partner when they activate a shapechanging power, spell or supernatural ability you may as an immediate action reduce your tides of passion pool by 1 point per HD of your Heartbound Partner. If you do, you may also activate the same shapechanging effect.

∞ SLOWBURN [HEARTBOUND]

Prerequisites: A Heartbound Partner.

Benefit: Regardless of triggering events, your ardent condition lasts for 1 more round than normal.

Special: You can take Slowburn more than once, but no more than once per 5 character levels.

∞ SMOLDER [HEARTBOUND]

Prerequisites: A Heartbound Partner.

Benefit: By taking a full-round action while in physical or telepathic contact with your Heartbound partner my give you the ardent condition for rounds equal to their Charisma modifier or the number of Heartbound feats you possess, whichever is greater.

∞ SYNCHRONOUS SHADOWS [HEARTBOUND]

Prerequisites: A Heartbound Partner with +1d6 sneak attack, dread, sudden strike, or other anatomy based bonus damage dice.

Benefit: While flanking with a Heartbound partner that has access a qualifying class feature, you gain +1d6 of sneak attack damage as though a rogue.

∞ TWIN HEARTS [HEARTBOUND]

Prerequisites: A Heartbound Partner, both with access to the expression class feature.

Benefit: While in physical contact with a Heartbound partner that has access to the expression class feature you may use expressions they have as though they were your own, uses of these abilities count as though used by the other partner.

∞ UNREQUITED DEVOTION [HEARTBOUND]

Prerequisites: Any Heartbound feat.

Benefit: Select one ally character, they are considered to have one heartbound feat as your heartbound partner. If you later take a Heartbound feat and gain a Heartbound companion you may replace this feat with a new Heartbound feat that you qualify for.

∞ VOICE OF THE BELOVED [HEARTBOUND]

Prerequisites: Any Heartbound feat, Charisma of 13+.

Benefit: You may begin a song or other performance skill as a move action. As long as your Heartbound partner can perceive this Performance, you are considered to be in physical contact with one another. If you have a Performance-based class ability you may instead add this feat's effects to activations of that class ability.

∞ VOWS OF THE HEART [HEARTBOUND]

Prerequisites: A Heartbound Partner, Constitution 13+ or Wisdom 13+

Benefit: Upon selecting this feat may make a Vow of the Heart. For a number of times equal to the number of Heartbound feats you possess you may swear a vow of love to the keeper of your heart. As you make each Vow record the wording and roll a d20, also recording the results. A number of times per day equal to the number of Heartbound feats you possess, you may as a free action substitute an Vow roll in place of a roll for a saving throw, so long as failing the save would interfere with your Vow. If you gain a new Heartbound feat or somehow fulfill a Vow, you may swear a new one to your maximum limit.

Special: If you are a paramour using this feat, you gain the ardent condition if you would be able to use a Vow roll, regardless as to whether you use the feat roll.

∞ WARDANCER [HEARTBOUND]

Prerequisites: A Heartbound Partner with martial adaptability, the War Domain (or its sub-domain) or a spell or effect that grants temporary combat feats.

Benefit: If you are in physical or telepathic contact with your Heartbound partner when they activate an ability to gain access to a combat feat, you gain access to the same feat for the same duration.

PARAMOUR FEATS

∞ BROADHEART MAGIC

Prerequisites: Heart's magic expression.

Benefit: Select a second spell casting class and a spell that from the spell list of the that class for your heart's magic class ability. You may now select spells of either class when selecting additional heart's magic expressions.

∞ DIVIDED HEART

Prerequisites: Expression class feature.

Benefit: When committing points from your tides of passion pool, you may reduce your available points by 1 for the round. If you do, you may split your points and commit the divided results to heart's redoubt and an expression or any combination of 2 expressions. Committing points to these expressions requires only one free action.

∞ EXTRA EXPRESSION

Prerequisites: Two or more expression class features.

Benefit: You may select an additional expression class feature.

Special: You may select this feat more than once. You may only select this feat once for every 5 levels of the paramour class your character has.

FAVORED CLASS BONUSES – The following races have these alternate favored class bonuses:

- ∞ **AASIMARS**: +1/3 a point of [holy] damage when using any heartfire expression.
- ∞ **BLUE**: +1/3 a point when committing tides of passion points during a round that the blue expends its psionic focus.
- ∞ **CATFOLK**: +1/3 a point of morale bonus when using the passion's prowess expression.
- ∞ **CHANGELINGS**: +1/3 a point when committing tides of passion points to the heart's magic expression for a (transmutation) spell.
- ∞ **DARAKHUL**: +1/3 a point when committing tides of passion points to the heart's magic expression for an (necromancy) spell.
- ∞ **DHAMPIRS**: +1/6 of a bonus Heartbound champion bonus feat selection.
- ∞ **DRAGONKIN**: +1/3 a point of a chosen type of energy damage when using any heartfire expression.
- ∞ **DROMITE**: +1/3 a point of a to tides of passion the round after using its racial energy ray power.
- ∞ **DROW**: +1/3 a point of increased morale bonus to damage when using a scorn expression.
- ∞ **DUERGAR**: +1/3 a point when committing tides of passion points to the wildmind surge expression to manifest a (telepathy) power.
- ∞ **DWARVES**: +1/3 a bonus hit point using heart's redoubt.
- ∞ **ELAN**: +1/6 of manifesting a power with wildmind surge without beginning to increase psychic enervation.
- ∞ **ELVES**: +1/6 of casting a spell with heart's magic without beginning to increase to tides of passion cost.
- ∞ **FETCHLING**: +1/3 a point when committing tides of passion points to the heart's magic expression for a [darkness] or [shadow] type spell.
- ∞ **FEY**: +1/6 of a bonus expression.
- ∞ **FORGEBORN**: +1/3 a point of a to tides of passion the round after manifesting a (psychometabolism) power.
- ∞ **GILLMEN**: +1/3 of a point tides of passion on the first round full exposed to air or fully immersed in water.
- ∞ **GNOMES**: +1/3 a point when committing tides of passion points to the heart's magic expression for an (illusion) spell.
- ∞ **GOBLINS**: +1/3 a point when committing tides of passion points to the heart's magic expression for a [fire] spell.
- ∞ **GRIPPLIS**: +1/3 a point when committing tides of passion points to any heartfire or scorn expression while having higher ground than a foe.
- ∞ **HALF-ELVES**: +1/6 of a bonus heart's magic expression.
- ∞ **HOBGOBLINS**: +1/2 of a 5' increase to the range of the inspiring cry expression.
- ∞ **HUMANS**: +1/6 of a bonus expression.
- ∞ **IFRITS**: +1/3 a point of [fire] damage when using any heartfire expression.
- ∞ **KITSUNE**: +1/3 a point when committing tides of passion points during a round that the kitsune has changed shape.
- ∞ **KOBOLDS**: +1/6 of a bonus heart's magic expression.

- ∞ **LAMIA**: +1/4 of a point to tides of passion pool for use with a narcissist expression.
- ∞ **MAENAD**: +1/6 a round of duration to benefits granted via the inspiring cry expression.
- ∞ **MERFOLK**: +1/3 a point when committing tides of passion points during a round that the merfolk used its land movement speed.
- ∞ **NAGAJI**: +1/2 a point when committing tides of passion points during a round that the nagaji successfully made a Will save.
- ∞ **NORAL**: +1/2 a point when committing tides of passion points during a round that the noral used its symbiotic surge racial abilities or succeeded a save benefiting from symbiotic resistance.
- ∞ **OPHIDUAN**: +1/3 a point to tides of passion the round after using wildmind surge for a (telepathy) power.
- ∞ **ORCS**: +1/6 of a bonus Heartbound champion bonus feat selection.
- ∞ **OREADS**: +1/3 a bonus point when committing tides of passion points to devoted shield or phalanx.
- ∞ **RATFOLK**: +1/3 a point of increased morale bonus to damage while flanking with their Heartbound partner.
- ∞ **SAMSARAN**: +1/6 a use of the rapid renewal expression without increasing its tides of passion cost.
- ∞ **STRIX**: +1/3 of a point tides of passion on the first full round without touching the ground or the first round without taking flight.
- ∞ **SULIS**: +1/3 a point of a chosen type of energy damage when using a heartfire expression in the same round as an elemental assault. The chosen energy type must match the type of the elemental assault.
- ∞ **SVIRFNEBLIN**: +1/3 a point when committing tides of passion points during a round that the nagaji successfully made a saving throw.
- ∞ **SYLPH**: +1/3 a point when committing tides of passion points to the heart's magic expression for an [air] or electricity type spell.
- ∞ **TENGUS**: +1/6 a use of the rapid renewal expression without increasing its tides of passion cost.
- ∞ **TIEFLINGS**: +1/3 a point of increased morale bonus to damage when using a scorn expression.
- ∞ **VANARAS**: +1/3 a point when committing tides of passion points during a round that the vanara successfully made an acrobatics check.
- ∞ **VISHKANYAS**: +1/3 a point when committing tides of passion points to the heart's magic expression for a non-harmless spell requiring a fortitude save.
- ∞ **WAYANGS**: +1/3 a point when committing tides of passion points during a round that the wayang was healed by another creature (by either a positive or negative energy effect). Fast healing, even when granted by another creature does not trigger this effect.
- ∞ **XEPH**: +1/3 a point when committing tides of passion points during a round that the moved its full movement speed.

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BY CHRISTEN N. SOWARDS

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