

# LOST CHAMPIONS

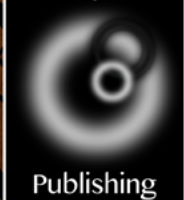
## REAPER

BY SIOBHAN BJORKNAS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Lost Spheres





# LOST CHAMPIONS REAPER

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Welcome to the Lost Champions! In this series, we explore new classes which utilize the combat and magic [Spheres Systems](#). Each of these classes work together to blend both systems into a unique experience that allows players to decide between dazzling magic and exciting martial combat! These classes were designed with this in mind, giving access to both magical and combat talents.

The fourth of these classes is the deadly reaper, fanatics focused on the final end of their prey. Risking their very souls for the strength to defeat their sworn enemies each reaper finds a calling to bring a chosen menace down by any means, magical or martial.

In addition, this class comes with new archetypes, new martial traditions, and a new monster archetype revealing the terrible power of the half-aberration.

## REAPER

The mortal soul of every humanoid has a price. Horrendous monsters and terrors beyond comprehension crave it, whether to consume or to hoard for their own. Reapers are hunters whose obsession with slaying these monsters goes beyond dedication, risking their very souls for the power to defeat those horrors. The path they walk is perilous, for their foes may inflict fates worse than death upon them. Many reapers die in combat well before age can take them, but others find their mortal essence twisted and distorted until they resemble their most hated foes. A select few even embrace it, so obsessed with the hunt that they throw away the very thing they've been fighting for. For reapers, death is a rare mercy.

**Role:** Reapers are dedicated to finding and killing their chosen prey, and the frontline is their preferred place on the battlefield. In combat, they rely on martial prowess first, backing up their steel with flexible skills and magic boons. Many reapers are excellent scouts, developing a suite of stealth, mobility, and detection skills to help carry out their ultimate goal of slaying their quarry. Reapers fight best when they can account for as many variables as possible before combat begins, tailoring their tactics to the specific creatures they'll face and the environment they'll fight them in.





## TABLE: REAPER

| Level | Base Attack Bonus | Fort Save | Reflex Save | Will Save | Special  | Combat & Magic Talents | Caster Level |
|-------|-------------------|-----------|-------------|-----------|--|------------------------|--------------|
| 1st   | +1                | +2        | +0          | +2        | Blended training, bloodletter, casting, cult (ability), favored prey +2, reaper trophy, spell pool | 1 (+2 magic)           | +0 (1)       |
| 2nd   | +2                | +3        | +0          | +3        | Reaper technique, track  | 2                      | +1           |
| 3rd   | +3                | +3        | +1          | +3        | Blessing of silver, prey casting bonus +   | 3                      | +1           |
| 4th   | +4                | +4        | +1          | +4        | Reaper technique   | 4                      | +2           |
| 5th   | +5                | +4        | +1          | +4        | Cult (ability), favored prey +4  | 5                      | +2           |
| 6th   | +6/+1             | +5        | +2          | +5        | Reaper technique   | 6                      | +3           |
| 7th   | +7/+2             | +5        | +2          | +5        | Blood hunter, prey casting bonus +2  | 7                      | +3           |
| 8th   | +8/+3             | +6        | +2          | +6        | Reaper technique   | 8                      | +4           |
| 9th   | +9/+4             | +6        | +3          | +6        | Cult (ability), tireless foe   | 9                      | +4           |
| 10th  | +10/+5            | +7        | +3          | +7        | Favored prey +6, reaper technique  | 10                     | +5           |
| 11th  | +11/+6/+1         | +7        | +3          | +7        | Discern true form, prey casting bonus +3   | 11                     | +5           |
| 12th  | +12/+7/+2         | +8        | +4          | +8        | Reaper technique   | 12                     | +6           |
| 13th  | +13/+8/+3         | +8        | +4          | +8        | Cult (ability), engorged scent   | 13                     | +6           |
| 14th  | +14/+9/+4         | +9        | +4          | +9        | Reaper technique   | 14                     | +7           |
| 15th  | +15/+10/+5        | +9        | +5          | +9        | Favored prey +8, prey casting bonus +4   | 15                     | +7           |
| 16th  | +16/+11/+6/+1     | +10       | +5          | +10       | Reaper technique   | 16                     | +8           |
| 17th  | +17/+12/+7/+2     | +10       | +5          | +10       | Cult (ability), reality shudders   | 17                     | +8           |
| 18th  | +18/+13/+8/+3     | +11       | +6          | +11       | Reaper technique   | 18                     | +9           |
| 19th  | +19/+14/+9/+4     | +11       | +6          | +11       | Eternal foe, prey casting bonus +5   | 19                     | +9           |
| 20th  | +20/+15/+10/+5    | +12       | +6          | +12       | Favored prey +10, reaper technique, soul crisis  | 20                     | +10          |

**Alignment:** Any

**Hit Die:** d10

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills:** The reaper's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 6 + Int modifier.

## CLASS ABILITIES

**Proficiencies:** Reapers are proficient with simple weapons, as well as light armor

and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

**Casting:** A reaper may combine spheres and talents to create magical effects. A reaper is considered a Low-Caster. They may use their choice of Intelligence, Wisdom, or Charisma as their casting ability modifier and must make this choice at 1st level. (Note: all casters may select a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A reaper gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

**Blended Training:** A reaper gains combat or magic talents according to **Table: Reaper**, gaining their choice of combat or magic talents at each level



they would gain a talent. Reapers use their casting ability modifier as their practitioner modifier.

**Bloodletter:** At 1st level, a reaper gains the Duelist sphere as a bonus talent, or a talent from the Duelist sphere if they already possess the base sphere. Additionally, the reaper may cause bleed damage to any foe by tearing at the creature's essence, even those normally immune to bleed damage. The aspect of this ability to cause immune creatures to bleed is a supernatural effect.

**Favored Prey (Ex):** At 1st level, a reaper selects a creature type from the ranger favored enemies table. They gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of their selected type. Likewise, the reaper gets a +2 bonus on weapon attack and damage rolls against them. A reaper may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every 5 levels thereafter (10th, 15th, and 20th level), this bonus increases by +2. Unlike a ranger, the reaper does not select an additional creature type at these levels. Instead, they may change their favored prey by meditating on a reaper trophy they've created for 1 minute. The trophy does not need to be held, only carried on the reaper's body.

**Reaper Trophy (Su):** The reaper may create a small object called a reaper trophy with the remains of a creature they've slain in battle and 1 hour of work. Whenever a reaper meditates on a reaper trophy they've created, their favored prey type changes to the type corresponding to the creature used to make the trophy.

## REAPER CULT

At 1st level, a reaper must select a cult to focus on. A cult is an area of intense occult study centred around a specific creature, and the root of their eldritch powers. The reaper learns how to hunt the creatures belonging to the creature's type, and eventually gains those creatures' powers. At 1st, 5th, and every

4 levels after, the reaper gains an ability specific to that cult.

## CULT OF THE FANG

Vampirism is a disease of the body and soul, deadening flesh and twisting hearts to evil. Ancient undead look beyond their thirst to higher meaning in the essential properties of blood. The promise of a purer existence can tempt anyone to embrace this horrible curse.

**Undead Hunter (Ex):** At 1st level, you are always treated as if you've selected undead with your favored prey class feature, in addition to the currently selected creature type.

**Blood Thirst (Ex):** At 5th level, you learn to temporarily sustain your energy with the blood you spill on the battlefield. Whenever you inflict bleed onto a creature, you gain an amount of temporary hit points equal to your practitioner modifier. These temporary hit points stack with each other, but you cannot gain temporary hit points from inflicting bleed damage on a creature who is already bleeding, even if this bleed damage would be greater than what they are currently suffering.

Whenever you lose all the temporary hit points gained from blood thirst within 1 round, your lust for blood weakens your resolve and you take a -2 penalty to AC for 1 minute or until you gain temporary hit points with blood thirst, whichever comes first.

**Crimson Cloud (Su):** At 9th level, you can shed your corporeal form by channeling your essence into pure blood. You can spend 1 spell point as a standard action to gain the effects of a *gaseous form* spell, treating your class level as your caster level for the effects of this ability. In addition, whenever a creature attempts to attack you with a melee attack while in this form, they must succeed on a Fortitude save (DC = 10 + 1/2 your HD + your practitioner modifier) or suffer bleed damage equal to your practitioner modifier. This bleed damage is affected by abilities such as bloodletter and blood thirst as normal.



While using crimson cloud, your thoughts succumb to an obsession over blood and your mind becomes susceptible to mental attacks as you take a -2 penalty to Perception checks and Will saves until you return to your normal form.

**Vampiric Charm (Su):** At 13th level, you can spend 1 spell point as a standard action to gain a gaze attack as per the universal monster rules for 1 minute with the following effect: All creatures who meet your gaze must succeed on a Will save (DC = 10 + 1/2 your HD + your practitioner modifier) or are charmed as per *charm monster*, using your class level as your caster level for the purpose of this effect and its duration.

Channeling your soul in order to charm others causes violent disdain for others in your mind, and you must feed in order to make others a part of you. When you use vampiric charm, you become sickened until you inflict bleed damage onto another creature.

**Undead Flesh (Ex):** At 17th level, you gain damage reduction 10/magic and silver as your flesh becomes tough and numb with necrotic energy. Additionally, whenever another creature attempts to attack you with a melee weapon, they must succeed on a Fortitude save (DC = 10 + 1/2 your HD + your practitioner modifier) or take 2d6 points of negative energy damage. Creatures that would be healed by negative energy succeed on this save automatically.

This deadening of your flesh comes at a price, and you become sensitive to sunlight. Whenever you are in direct sunlight, you are fatigued and take 1 point of damage per round. The fatigue ends as soon as you find cover from the sun. You may spend 1 spell point to suppress this weakness to sunlight for 1 minute per reaper level.

**Apotheosis:** At 20th level, if you surrender your soul, you gain the vampire template unless you would be unable to gain it due to your creature type. Your type changes to undead (augmented), gaining all benefits of the template. Due to your type of transformation, you do not gain the

template's weakness to sunlight, although you do gain all its other weaknesses.

### **CULT OF THE GREAT OLD ONES**

In a world of magic and monsters, the most terrible of foes are those which mortal minds cannot comprehend. You have chosen the most perilous of paths, for interfering with the affairs of aberrations and their progenitors can lead to unfathomable consequences.

**Aberration Hunter (Ex):** At 1st level, you are always treated as if you've selected aberrations with your favored prey class feature, in addition to the currently selected creature type.

**Psychic Tendril (Su):** At 5th level, you may temporarily project your mind beyond the normal limits of geometry, effectively summoning a tendril of psychic energy as a swift action by spending 1 spell point. Once summoned, the tendril attacks a random enemy within 10 feet of you once each turn on your initiative, using your base attack bonus + your practitioner modifier to perform a melee touch attack and dealing 1d6 + your reaper level in nonlethal damage on a successful hit.

After 1 minute, the tendril dissipates and you suffer 1d6 points of nonlethal damage as your conscious mind recoils from its abuse. If you are immune to nonlethal damage, the damage dealt is lethal instead.

**Mutable Form (Su):** At 9th level, whenever you suffer a critical hit, you may spend 1 spell point as an immediate action to contort spacial reality around the attack and turn it into a normal hit.

Whenever you use mutable form, you are sickened until the end of your next turn as conflicting messages from your nerves overwhelm you. If you are already sickened, the durations overlap (they do not stack).

**Warped Terrain (Su):** At 13th level, you may spend 1 spell point as a move action to distort space within 30 feet radius around you as greater realities



begin to merge with your own. Every creature except yourself treats this area around you as difficult terrain, even if using nonstandard movement forms such as flight. Additionally, all enemies must succeed on a Will save (DC = 10 + 1/2 your HD + your practitioner modifier) or suffer 1d4 points of nonlethal damage per two reaper levels you possess the first time they enter the area.

After 1 minute, the area around you returns to normal and you suffer 3d6 points of nonlethal damage as your mental faculties fail to resist the spatial contortions. If you are immune to nonlethal damage, the damage dealt is lethal instead.

**Forbidden Utterance (Su):** At 17th level, you may spend 2 spell points as a standard action and utter a single word of horrific, eldritch truth. This word can be repeated by none but understood by all. Every other creature within a 100 foot radius of your location who hears the word suffers 10d6 points of nonlethal damage and must succeed on a Will save (DC = 10 + 1/2 your HD + your practitioner modifier) or become dazed for 1 round and confused and deafened for 1 minute per reaper level you possess. Any creatures unable of hearing you speak (including those using earplugs or the like) are immune to forbidden utterance.

Whenever you use forbidden utterance, you become deafened for 1 minute and dazed for 1 round. Even the speaker of such a horrible revelation cannot resist its dreadful clarity.

**Apotheosis:** At 20th level, if you surrender your soul, you gain the half-aberration template. Your type changes to aberration, gaining all abilities of the template.

### **CULT OF THE WOLF**

The great wolf spirit is the embodiment of hunger, and its influence corrupts humanoids into terrible beasts. You have chosen to stand against lycanthropes, who prey on civilized folk like wolves stalking sheep. Remain vigilant, shepherd, lest the moon-lit hunger sets in.

**Shapechanger Hunter (Ex):** At 1st level, you are always treated as if you've selected humanoids with the shapechanger subtype with your favored prey class feature, in addition to the currently selected creature type.

**Moon-Touched Skin (Ex):** At 5th level, your flesh grows tough yet mutable, and you gain damage reduction 5/magic and silver.

Whenever you are stuck by a magic silver weapon or you touch magical silver, your skin burns as you take a -2 penalty to AC and lose the benefit of your damage reduction for 1 minute.

**Primal Hunger (Ex):** At 9th level, your jaw elongates and your teeth grow long and sharp, giving you a bite primary natural weapon which deals 1d8 damage (1d6 for a small reaper) plus your Strength modifier on a successful hit. Additionally, whenever you successfully hit a creature with your bite attack, you may attempt a trip against the target as a free action.

Whenever you successfully deal damage with a bite attack, lycanthropic hunger surges through your body and you gain a -2 penalty to attack anybody you haven't already bitten for 1 minute. Successfully dealing damage with a bite attack to a creature while suffering from this penalty switches the target of the hunger to that new creature.

If you already had a bite attack, it is replaced with this one as the wolf asserts its influence over your body.

**Rending Howl (Su):** At 13th level, you can spend 1 spell point as a move action to let out a terrifying, unnatural howl. All enemies within 30 feet of you must succeed on a Will save (DC = 10 + 1/2 your HD + your practitioner modifier) or become panicked for a number of rounds equal to your practitioner modifier on a failed save. On a successful save, they are instead shaken for 1 round.



Whenever you use rending howl, you must feed on the resultant fear you've instilled in your enemies. For 1 minute, if you attack a target who isn't suffering from a fear effect, you become fatigued.

**Wolf Heart Surge (Su):** At 17th level, you can spend 2 spell points as an immediate action to break loose of any bonds with the power of the wolf. Until the end of your turn, you gain the benefit of a *freedom of movement* spell treating your class level as your caster level for the effects of this ability and become immune to the following status conditions: blinded, confused, cowering, dazed, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, and stunned. At the end of your turn, if you are still the subject of an ongoing effect that would cause any of these status conditions, you suffer the conditions as normal.

When you use wolf heart surge, your soul is overwhelmed by the urge to hunt. For the next minute, if you spend a turn without attempting to harm another creature, you become exhausted for 1 minute.

**Apotheosis:** At 20th level, if you surrender your soul, you gain the lycanthrope template unless you would be unable to gain it due to your creature type, treating yourself as a natural lycanthrope mixed with a dire wolf. You gain the shapechanger subtype, gaining all the benefits of the template except that the damage reduction you gain is damage reduction 10/magic and silver and your bite attack in all forms is the bite attack granted by your primal hunger ability.

## CULT OF THE WYRM

None embody regal power like dragons, natural tyrants who rule through raw potency. Such strength is intoxicating, and the promise of such terrible prowess calls for subservience and assimilation. The wurm's heart is strong, and you must resist its seductive might.

**Dragon Hunter (Ex):** At 1st level, you are always treated as if you've selected

dragons with your favored prey class feature, in addition to the currently selected creature type.

**Resistant Scales (Ex):** At 5th level, you begin to grow a set of scales as hard as steel. Select 1 energy type (acid, cold, electricity, or fire); you gain resistance to that element equal to 1/2 your class level + your practitioner modifier (you can spend 8 hours of meditation to change this energy type). In addition, you gain a +2 natural armor bonus; this natural armor bonus increases by +1 at 10th, 15th, and 20th level.

As the scales slowly coalesce on your skin, your mind grows to despise vulnerability. Whenever you are not wearing armor or wielding a shield, you become shaken. You may spend 1 spell point as a standard action to suppress this fear for 1 hour per reaper level.

**Draconic Insufflation (Su):** At 9th level, you learn to channel your soul's majesty into a breath weapon which deals either acid, cold, electricity, or fire damage; you can spend 8 hours of meditation to change this energy type. Your breath weapon can be used as a 30 foot cone or 90 foot line, chosen each time you use it. Using this breath weapon is a standard action which costs 2 spell points, and it deals damage equal to 9d10 + your practitioner modifier. For each class level you possess past 9th, it deals an additional +1d10 damage. You can choose to reduce the damage die of this breath weapon to d6s instead of d10s; if you do, you can choose an additional damage type for it to deal; a creature must resist or be immune to both damage types or take full damage.

The act of diverting part of your soul into a breath weapon—the temporary weakening of your soul breeds contempt for your current body. Whenever you use draconic insufflation, you become fatigued for 1 round and suffer a -2 morale penalty to AC for 1 minute.

**Aspect of Terror (Ex):** At 13th level, others begin to recognize your inner draconic majesty as you gain a fear aura as per the universal monster rules out to 30 feet, except that you calculate the



save DC with your practitioner modifier. Anyone who fails the save of this aura is frightened for a number of rounds equal to your practitioner modifier, while those who pass are instead shaken for the same duration. You may spend 1 spell point as a swift action to suppress or reactivate your fear aura.

Suppressing the might of your presence feels insulting and undignified, causing you to grow bitter and suffer a -5 penalty on all Charisma-based skill checks and ability checks as long as your fear aura is suppressed.

**Wyrmspirit Mantle (Su):** At 17th level, the terrible strength of your scaly soul is almost too much for your body to contain, and you may spend two spell points as a standard action to manifest this power as a translucent dragon's head, arms, and wings superimposed on your body for 1 minute. While projecting the wyrmspirit mantle, you gain the advanced template. You gain a +2 bonus on all rolls, including damage rolls and special ability DCs, a +4 bonus to AC and CMD, and +2 hit points per HD. Additionally, you gain a 60ft fly speed (good maneuverability) or a +60ft enhancement bonus to an exist fly speed if you already possess one.

Channeling the wyrmspirit mantle is dangerous for your body, as the excess power strains your normal bodily functions past their limits. At the end of the mantle's duration, you may spend 1 additional spell point as a free action to maintain the mantle for another minute. If you allow the mantle to end and fade away, you become exhausted and take 1 point of damage per reaper level per minute of maintaining the mantle.

**Apotheosis:** At 20th level, if you surrender your soul, you gain the half dragon template. Your current natural armor stacks with the natural armor provided by this template, and rather than gaining a breath weapon, the damage of your draconic insufflation increases to 20d12 + two times your practitioner modifier (in the case of games that go past 20th level, for each additional class level you possess, your breath weapon deals an additional +1d12 damage).

**Track (Ex):** At 2nd level, a reaper adds half their level to Survival skill checks made to follow tracks.

**Reaper Techniques:** At 2nd level and every 2 levels afterwards, a reaper selects a reaper technique and learns new tactics for aiding in their hunt. Each reaper technique can only be selected once unless otherwise noted. The reaper chooses from the list below:

*Armored Stride:* You may move in medium armor without a penalty to your movement speed. At 8th level, you may move in heavy armor without a penalty to your movement speed.

*Champion:* Gain a Champion feat of your choice as a bonus feat. You must meet the prerequisites of the feat. You may select this reaper technique more than once. Each time it is selected, gain an additional feat.

*Deceptive Weapon:* Choose one weapon or shield with which you are proficient. You may add one other weapon to the chosen item. Each weapon acts as a mode for the deceptive weapon, being wielded and dealing damage as that weapon. Modes may be switched between as a free action. The deceptive weapon requires as many hands to wield as the current configuration.

A deceptive weapon uses the same rules as a technician's invention for the purpose of rebuilding it, but does not count against the total number of inventions you can possess if you possess the invention class feature.

*Effigy of Hate:* You may craft a reaper trophy specific to an individual creature you have encountered, fueling its magic with your enmity towards it. As long as you hold this trophy, the individual your trophy represents is treated as your favoured prey. You may only own a number of trophies this way at once equal to your practitioner modifier.

*Expanded Arsenal:* Gain a single talent of your choice from the Equipment sphere. You may select this reaper technique more than once. Each time it is selected, gain another equipment talent.



*Familiar:* You gain a familiar as the wizard class feature, using your reaper level as your wizard level for this purpose.

*Obsessive Researcher:* You gain ranks in the Linguistics skill equal to your total Hit Dice; whenever you gain a Hit Die (such as when you gain a level) you gain an additional rank. If you already have ranks in the Linguistics skill you may immediately retrain them.

*Occult Techniques:* You gain Psychic Sensitivity (Occult Adventures) as a bonus feat.

*Skilled Magic:* You gain one of the following feats: Cantrips, Circle Casting, Contingency, Counterspell, Improved Counterspell, Greater Counterspell, Ritual Caster. You must meet the prerequisites of the feat. You may select this reaper technique more than once. Each time it is selected, gain an additional feat.

*Stance Dancer:* Gain a single talent of your choice with the [stance] tag that you qualify for. You cannot select this reaper technique if you do not qualify for any [stance] talents. You may select this reaper technique more than once. Each time it is selected, gain another [stance] talent.

*Tricky:* Gain a rogue talent of your choice, treating your reaper level as your rogue level when determining the effects. This stacks with any rogue levels you possess. You may select this reaper technique more than once. Each time it is selected, gain another rogue talent.

**Prey Casting Bonus (Ex):** At 3rd level, whenever a reaper uses a magical sphere effect which targets or includes in its effect only favored prey, the caster level for the effect increases by 1. At 7th level and every 4 levels after, this bonus to caster level increases by 1.

**Blessing of Silver (Su):** At 3rd level, a reaper always treats their weapons as being made of silver for the purposes of bypassing damage reduction. The blessing causes the reaper's held weapons to gleam as if cast in pale moonlight, though not so much as to impede attempts at stealth.

**Blood Hunter (Ex):** At 7th level, a reaper gains the scent universal monster ability. The range at which they can detect blood and bleeding creatures (including due to the bloodletter ability) is tripled, as if it were an overwhelming scent.

**Tireless Foe (Ex):** At 9th level, a reaper learns to sustain themselves with the minimum possible in order to hunt their prey relentlessly. The reaper only needs an eighth of their usual required food and water to survive, and the reaper only needs to sleep 2 hours per day to gain the benefit of 8 hours of sleep.

**Discern True Form (Ex):** At 11th level, a reaper's gains intimate knowledge on how monsters act while trying to hide their true forms. The reaper adds half their level to all Perception checks to see through disguises, and ignores any magical bonuses to Disguise checks made to oppose their Perception checks.

**Engorged Scent (Ex):** At 13th level, a reaper's base scent range is doubled. This range increase is applied separately to multipliers for strong or overpowering scents, so the reaper could detect an overpowering scent like a bleeding creature as far as 180 feet away in still air.

**Reality Shudders (Su):** At 17th level, a reaper has become so much like the monsters they study that reality itself has a difficult time telling if the reaper has joined their ranks or not. The reaper can pass as the creature type (or subtype) of the favored prey granted at 1st level by their cult class feature without the need for a Disguise check, and might be mistaken as one by a casual observer unless the reaper actively asserts their original identity.

Once the reaper reaches 20th level, this ability ceases to function and instead gives the reaper a +5 competence bonus to disguise checks.

**Eternal Foe (Ex):** At 19th level, a reaper's obsessive drive to hunt their favored prey has almost completely subsumed their mortality. The reaper no longer takes ability score penalties or



receives ability score bonuses for aging and cannot be magically aged. As long as the reaper has attempted to hunt one of their favored prey within the last year, they cannot die of old age.

Additionally, the reaper no longer needs to sleep, eat, or drink in order to survive in a given day as long as they've drunk a mouthful of blood or inflicted bleed damage with their bloodletter ability that day.

**Soul Crisis (Ex):** At 20th level, a reaper faces a choice. Their occult studies have almost completely devoured their soul, and they must choose to reclaim or surrender their soul. If the reaper surrenders their soul, they undergo a final transformation listed in the apotheosis ability of their chosen cult. If they instead reclaim their soul, the reaper reasserts their identity and purges the corruption their occult teachings have caused.

A reclaimed soul causes the reaper to lose all benefits of the cult class feature except for the permanent favored prey gained at 1st level. In exchange, the reaper immediately gains five combat feats of their choice, fast healing 5, and becomes immune to ability damage, ability drain, death effects, and level drain.

## ARCHETYPES

### MAGEKILLER

Some take up the mantle of the reaper not to defend against threats to the souls of mortals, but to hunt dangerous magic users who would attempt to warp reality and ignore the consequences. Magekillers do not risk corruption of their soul, but lose out on the terrible, occult powers that other reapers gain.

**Arcane Hunter (Ex):** At 1st level, a magekiller may always treat any creature capable of casting spells or using magical sphere effects as their favoured prey. This replaces the cult and reality shudders class features.

**Sense Magic (Su):** At 5th level, a magekiller can constantly detect magical auras as if using the divine ability of the

Divination sphere, treating their class level as their caster level for the purposes of this ability. Unlike the divine ability, the magekiller does not need to concentrate on this ability and is not flat-footed as a result of this ability.

**Spell Breaker:** At 9th level, a magekiller gains Counterspell and Counterspell Mastery as bonus feats, even if they do not meet their prerequisites. If the magekiller already possesses any of these feats, they may instead select and gain a different feat or feats they meet the prerequisites for.

**Spell Eater (Su):** At 13th level, whenever a magekiller successfully dispels a magic effect, suppresses a magical item, or counters a spell or magical effect with the Counterspell feat, they are refunded 1 spell point. The magekiller can only gain 1 spell point per use of the Counterspell feat, even if more than one spell, magical effect, or magic item is affected (such as with the Improved Counterspell feat).

**Spell Sunder (Su):** At 17th level, whenever a magekiller successfully counters a spell with the Counterspell feat, they may cause harmful backlash towards the caster as a free action than can be taken even if it is not the magekiller's turn. The caster takes damage equal to 1d6 times the caster level of the countered ability, or half this damage with a successful Reflex save (DC = 10 + 1/2 the magekiller's HD + the magekiller's practitioner modifier).

**Null Magic (Su):** At 20th level, a magekiller gains a +5 insight bonus to all saves against spells and magical sphere effects. Additionally, the magekiller does not need to spend an extra spell point to use the Counterspell Mastery feat. This ability replaces soul crisis.

### CHEM DOG

Not all reapers call upon magic to aid in their hunts. Some lack the spark, while others choose not to use it. Chem dogs choose to instead put their faith in science, wielding an array of mundane tricks and tools in order to combat their foes.



**Martial Soul:** At 1st level, a chem dog does not gain the ability to cast spells like a normal reaper. Instead, as long as the chem dog does not have the casting class feature or advanced magical training feat from any source, the chem dog gains a spell point pool equal to their chem dog level + their practitioner modifier. These spell points can only be used for reaper class features.

If the chem dog also possesses the magekiller archetype, the chem dog may use these spell points for the counterspell feat and any feat which has counterspell as a prerequisite. If the chem dog later gains the casting class feature or advanced magical training feat, the chem dog loses this ability.

This ability replaces the casting and spell pool class features.

**Combat Training:** A chem dog may combine combat spheres and talents to create powerful martial techniques. Chem dogs are considered Adept combatants. When they gain their first level in the reaper class, chem dogs may choose either Charisma, Intelligence or Wisdom as their practitioner modifier.

This ability replaces blended training.

**Flashbangs (Ex):** At 2nd level, a chem dog gains the flashbangs class feature of the scholar class, treating their reaper level as their scholar level and using their practitioner modifier to calculate the DCs of their flashbangs instead of their Intelligence modifier.

**Material Imposition:** At 3rd level, a chem dog gains the material imposition class feature from the scholar class, treating their reaper level as their scholar level and using their practitioner modifier instead of their Intelligence modifier for any abilities granted by their material impositions. At 7th level and every 4 levels after, the chem dog gains a new material imposition.

This ability replaces prey casting bonus.

## MACHINE CULTIST

Constructs do not typically threaten civilization like other monsters, purpose-built and beholden to greater powers. However, those who specialize in dismantling them eventually recognize haunting and maddening logic surrounding machines... and begin to improve upon their own flawed bodies.

**Class Skills:** A machine cultist adds Disable Device and Knowledge (engineering) to their list of class skills, and removes Knowledge (Nature) and Ride from their list of class skills. This alters the reaper's class skills.

**Construct Hunter (Ex):** At 1st level, you are always treated as if you've selected constructs with your favored prey class feature, in addition to the currently selected creature type. This ability replaces cult.

**Tinkering:** Whenever a machine cultist can gain a reaper technique, they may instead select a technical insight from the technician's technical insight list, treating their reaper level as their technician level for the purposes of these technical insights. This stacks with any technician levels the machine cultist possesses. This ability modifies reaper techniques.

**The Flesh Is Weak (Ex):** At 3rd level, a machine cultist gains damage reduction 2/adamantine as they slowly replace parts of their flesh and bone with sturdier alloys. At 7th level and every 4 levels after, this damage reduction increases by 2. This ability replaces prey casting bonus.

**Integrated Perfection (Ex):** At 5th level, a machine cultist may gain an invention, as the technician class feature, except that they may not select independent invention. The chosen invention is integrated directly into the machine cultist's body rather than being a removable object. The invention cannot be removed once chosen, but it can be replaced by another invention of the same type. In the case of held inventions such as improved melee weapon or improved shield, the object is grafted onto one of



the machine cultist's arms as per the Graft Weapon trait of the Morphic Weapon talent of the Alteration sphere. (Alteration Handbook)

At 9th, 13th, and 17th level, the machine cultist may select an additional invention in this manner.

**Robotic Mannerisms (Su):** At 17th level, a machine cultist uses the construct creature type for their reality shudders class feature.

This ability modifies reality shudders.

**Immaculate Union (Ex):** At 20th level, a machine cultist has completed their journey to become a perfect cyborg of living metal. The machine cultist's type changes to construct, except that they retain their Constitution score, do not receive bonus hit points for their size, retain their ability to heal damage on their own, are not immediately destroyed at 0 hit points, can be raised or resurrected normally, and are affected by magical healing effects normally. The machine cultist does not recalculate hit dice, base attack bonus, or saving throws. This ability replaces soul crisis.

## NEW MARTIAL TRADITIONS

### MIXED DUELIST

A popular tradition among reapers, mixed duelists use elegant melee weapons and pistols simultaneously to threaten their foes regardless of positioning.

**Equipment:** Duelist Training  
**Dual Wielding sphere, Impossible Reload, Mixed Assault**

### RETIARIUS

This specialized gladiator style typically combines net in order to disable foes before dispatching them with a single stab. While it was born in the arena, the tradition proves effective on the battlefield.

**Equipment:** Gladiator Training, Net Master

**Gladiator sphere**

**Variable:** Individuals trained in the retiarius tradition gain either the Duelist sphere or the Lancer sphere.

## TEMPLATES

### Half-Aberration (Template)

When the minds of mortal creatures touch madness, they are never left the same. A select few are able to embrace the alien logic of aberrations without completely losing their minds. Those who choose to walk in two worlds at once become half-aberrations, physical embodiments of a union of disparate realities.

### Creating a Half-Aberration

"Half-Aberration" is an acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A half-aberration retains all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature +2 (minimum 3).

**Type:** Creature type changes to aberration. Do not recalculate hit dice, base attack bonus, or saving throws.

**Armor Class:** Natural armor bonus improves by +4.

**Special Qualities and Defenses:** A half-aberration gains darkvision 60 feet; blindsense 30 feet; and fortification (50%).

**Melee:** A half-aberration has a slam attack. If the base creature can use manufactured weapons, the half-aberration can as well. A new slam deals damage as appropriate for the half-aberration's size.

**Special Attacks:**

**Aura of Terror (Su):** Creatures in a 60-foot radius that look at the half-aberration must succeed on a Will save or become shaken. A creature that successfully saves cannot be affected again by the same half-aberration's aura of terror for 24 hours. This is a mind-affecting fear effect.

**Presence of Insanity (Su):** Creatures suffering from a fear effect who start their turn within 60 feet of the half-aberration must succeed on a Will save or become confused for 1 minute. A creature that successfully saves cannot be affected again by the same half-aberration's presence of insanity for 1 minute. This is



a mind-affecting effect.

**Abilities:** Increase from the base creature as follows: Con +4, Int +4, Wis +4, Cha +4.

**Skills:** A half-aberration with racial Hit Dice has skill points per racial Hit Die equal to 4 + its Intelligence modifier. Racial class skills are unchanged from the base creature's.



## NEW FEAT

The following feat can only be taken by reapers.

### **EXTRA REAPER TECHNIQUE**

Your fanatic study of your foes has yielded surprising new insights into how to combat them.

**Prerequisites:** Reaper level 3.

**Benefit:** You gain an additional reaper technique.

**Special:** You can select this feat multiple times.

## **THE REAPER IN HYRAEATAN**

Reapers find many homes among the Districts and Parities of Hyraeatan. During its history some of those who opposed Aphos' rise to power took up the Cult of the Fang. In a twist of irony, these hunters were nearly all brought into the Sovereignty when Rysia's naked avarice spawned the Temple of Coin. Some say that the reclaimed Sandranith was not of Rysia's own childer but rather those who hunted and fed upon them.

Among the earliest soils of the rhyzala rose no small number of reapers, each bent to ending the aberrant threats of the Undreamt and the horrors of the God of Thousand Forms and its mi-go priests. Elusive proof exists of a rare reaper cults among the judow liberated from their kyton masters though if such beings exist they remain obfuscated even in the streets of Hyraeatan.

Darker rumors speak of gangs of anti-mirrorkin hatemongers preying the Archives for the shapeshifting refugees though other gangs like the Powder Cats and Shardies offered up protection to the children of Sarros. Soon enough rumors appeared to be all that remained of this clan of reapers. Veryx warriors especially find the reaper's path when hunting their aranea former masters.

Nearly any guild in the Halls will welcome a reaper in their ranks though a few have come to regret it when their ally's soul caved to the weight of its burden.



## FAVORED CLASS BONUSES

A reaper belonging to an indicated species below can gain the listed benefit in place of normal benefits (if it is that character's favored class).

**Aasimar**<sup>ARG</sup>: +1/2 CL for the Life sphere.

**Ceptu**<sup>Co7S</sup>: +1/2 CL for the Telekinesis sphere.

**Changeling**<sup>ARG</sup>: +1/2 CL for the Illusion sphere.

**Dhampir**<sup>ARG</sup>: +1/5 of an Death sphere talent.

**Dwarf**: +1/2 CL for the Enhancement sphere.

**Elf**: +1/6 of a new magic sphere talent.

**Fetchling**<sup>ARG</sup>: +1/5 of a Dark sphere talent.

**Gnome**: +1/5 of an Illusion sphere talent.

**Goblin**<sup>ARG</sup>: +1/5 of an Destruction or Scoundrel sphere talent.

**Halfling**: +1/5 of a Scout sphere talent.

**Half-Elf**: +1/6 of an Extra Reaper Technique feat.

**Human**: +1/6 of a combat sphere talent.

**Ifrit**<sup>ARG</sup>: +1/5 of a Destruction or Fire Nature sphere talent.

**Judow**<sup>Co7S:SoH</sup>: +1/6 of an Extra Reaper Technique feat.

**Kitsune**<sup>ARG</sup>: +1/5 of an Alteration or Illusion sphere talent.

**Kobold**<sup>ARG</sup>: +1/5 of an Enhancement sphere talent.

**Mirrorkin**<sup>Co7S</sup>: +1/5 of an Alteration or Fate sphere talent.

**Orc**<sup>ARG</sup>: +1/2 damage on damage from a Destruction talent.

**Oread**<sup>ARG</sup>: +1/5 of an Earth or Metal Nature sphere talent.

**Rhyzala**<sup>Co7S:SoH</sup>: +1/2 CL for the Time sphere.

**Shadow Fey**<sup>Co7S</sup>: +1/5 of a Warp sphere talent.

**Sylph**<sup>ARG</sup>: +1/5 of a Weather sphere talent.

**Tiefling**<sup>ARG</sup>: +1/6 of a combat sphere talent.

**Undine**<sup>ARG</sup>: +1/2 CL for the Nature sphere.

**Vanara**<sup>ARG</sup>: +1/5 of an Athletics sphere talent.

**Veryx**<sup>Co7S</sup>: +1/2 CL for the Mind sphere.

**Xodai**<sup>Co7S</sup>: +1/2 CL for the Fate sphere.

## APPENDIX INFORMATION

### Psychic Sensitivity

You unlock the secrets of the occult world.

**Benefit:** You gain access to occult skill unlocks (see page 194) for any skills in which you have ranks. If you have no ranks in the appropriate skill, you can't use the occult skill unlock, even if that skill can be used untrained.

**Normal:** You must have the ability to cast psychic spells in order to use occult skill unlocks.

### Morphic Weapon

You may add the following traits to your forms:

- Shape Weapon:** Choose one limb capable of wielding a weapon. You may transform this limb into a weapon the target creature is proficient with. This weapon cannot be disarmed and gains an enhancement bonus equal to 1/4 of your caster level (min 0). Ranged weapons produced this way do not come with ammunition. A two-handed weapon still requires an additional limb to wield. This weapon is treated as a manufactured weapon with hardness equal to your caster level. Treat the weapon as having its own hp, normal for a weapon of its type, for purposes of effects that would damage or sunder it. If this weapon has the broken condition when the shapeshift ends, any attacks or skill checks made with the corresponding limb take a -2 penalty to attack rolls for 24 hrs. A DC 15 heal check or magical healing equal to the hit points the weapon possessed remove this penalty.
- Graft Weapon:** Choose one limb capable of wielding a weapon that is holding a weapon that can be used in one hand. You may graft the weapon held by this limb into the limb itself. A grafted weapon cannot be disarmed and may be treated as a primary natural weapon. The target loses other uses of this limb and may take skill check penalties as a result. A grafted weapon may be damaged and sundered as normal.



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# LOST CHAMPIONS

## REAPER



### **Become the monster to face the monster?**

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