

Misfit Class Guide

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*Necromancers
of the Northwest*



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Introduction

Some character concepts are easier to make a class for than others. When we learned about the upcoming second edition of the Pathfinder Roleplaying Game, we knew there were still some things with the existing edition that we wanted to do. For all the options that are out there, both by Necromancers of the Northwest and others, we felt that there was still untapped potential in the game. Concepts, for example, that are common tropes in fantasy video games but rarely, if ever, seem to make their way to pen and paper RPGs. Or aspects of the game's rules that often languished, forgotten, in parts of the core rulebook that no one ever bothered to read, let alone bring up at the table, but which could easily form the basis of a character class, if someone gave them the attention they deserved. In short, we had ideas for some oddball, misfit classes that had just never gotten their day in the sun. We decided that now was their time to shine.

Ultimately, we settled on four classes for this book, each of which we feel will provide a unique and rewarding gameplay experience. The first, the afflictionist, concerns herself with an aspect of the game that is normally left to the GM: afflictions. Whether it's curses, diseases, poisons, or even drugs, the afflictionist is able to handle it safely, and the suffering she inflicts with one hand can be lifted with the other. The second misfit class is the mimic, inspired by the "blue mages" of various video game RPGs, this class has access to a wide assortment of both spells and monster abilities, but only those that he experiences personally firsthand. Third is the quartermaster, a class devoted to getting the most value and utility possible from all the magic items that the average adventuring party tends to collect, especially limited-use items such as potions, wands, and scrolls. Finally, the tactician is a master strategist, able to use the environment and terrain to his advantage to always have the upper hand against foes.

Afflictionist

Afflictionists defeat their foes not with a sword or a bow, but with poison and disease, weakening the enemy's abilities and resolve until they pose no threat to anyone. Masters of all kinds of afflictions, an afflictionist's touch is said to be able to inflict or cure nearly any ailment, and so they are often symbolized by serpents, who also have connotations of both healing and harming in much the same fashion. While afflictionists may not always be the most welcome in civilized society, where gossip and rumors stoke fear of who might be being secretly victimized, they are often quite welcome in adventuring parties, where their skills can quickly render powerful enemies inert.

Role: Afflictionists primarily focus on weakening and debilitating foes, although they are able to provide some healing and support for their allies, as well. While they are not the best melee fighters, they do not need to fear getting out on the front line of battle.

Alignment: Any.

Hit Dice: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp).

Class Skills

The afflictionist's class skills are Bluff (Cha), Craft (Int), Disable Device (Dex), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the afflictionist.

Weapon and Armor Proficiency: An afflictionist is proficient with all simple and martial weapons. An afflictionist is also proficient with light armor. She can cast afflictionist spells while wearing light armor without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, an afflictionist wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Spellcasting: An afflictionist casts arcane spells drawn from the witch spell list. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

An afflictionist's highest level of spells is 6th. Witch spells of 7th level and above are not on the afflictionist class spell list, and an afflictionist cannot use spell completion or spell



trigger magic items of witch spells of 7th level or higher without making a successful Use Magic Device check.

To learn or cast a spell, an afflictionist must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an afflictionist's spell is 10 + the spell level + the afflictionist's Charisma modifier.

An afflictionist can cast only a certain number of spells of each spell level each day. Her base daily allotment is given on Table 1-1: The Afflictionist. In addition, she receives bonus spells per day if she has a high Charisma score.

An afflictionist's selection of spells is extremely limited. An afflictionist begins play knowing four 0-level spells and two 1st-level spells of the afflictionist's choice. At each new afflictionist level, she gains one or more new spells as indicated on Table 1-2: Afflictionist Spells Known. Unlike spells per day, the number of spells an afflictionist knows is not affected by her Charisma score. The numbers on Table 1-2: Afflictionist Spells Known are fixed.

Upon reaching 5th level, and every third afflictionist level thereafter, an afflictionist can choose to learn a new spell in place of one she already knows. In effect, the afflictionist "loses" the old spell in exchange for a new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level afflictionist spell she can cast. An afflictionist may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Table 1-1: The Afflictionist

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day						
	Bonus	Save	Save	Save		0	1	2	3	4	5	6
1st	+0	+2	+0	+2	Intimidating, poison use, psych out	3	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Channel curse +1, touch of the serpent	4	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Absorb affliction, serpent's gift	4	3	-	-	-	-	-
4th	+3	+4	+1	+4	Swift poisoning	4	3	1	-	-	-	-
5th	+3	+4	+1	+4	Channel curse +2, hex, retributive curse	4	4	2	-	-	-	-
6th	+4	+5	+2	+5	Potent afflictions, serpent's gift	5	4	3	-	-	-	-
7th	+5	+5	+2	+5	Create toxin	5	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Channel curse +3, plague bringer's touch	5	4	4	2	-	-	-
9th	+6/+1	+6	+3	+6	Dispelling touch 1/day, serpent's gift	5	5	4	3	-	-	-
10th	+7/+2	+7	+3	+7	Curse object, transfer affliction	5	5	4	3	1	-	-
11th	+8/+3	+7	+3	+7	Channel curse +4, hex	5	5	4	4	2	-	-
12th	+9/+4	+8	+4	+8	Serpent's gift	5	5	5	4	3	-	-
13th	+9/+4	+8	+4	+8	Miasma, tenacious afflictions	5	5	5	5	3	1	-
14th	+10/+5	+9	+4	+9	Channel curse +5, dispelling touch 2/day	5	5	5	5	4	2	-
15th	+11/+6/+1	+9	+5	+9	Death curse, serpent's gift	5	5	5	5	4	3	-
16th	+12/+7/+2	+10	+5	+10	Stronger than ever	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Hex, lasting wounds	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Serpent's gift	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Dispelling touch 3/day, maddening mind	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Breath of life, mark for death	5	5	5	5	5	5	5

Cantrips: An afflictionist learns a number of cantrips, or 0-level spells, as noted on [Table 1-2: Afflictionist Spells Known]. These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats for example, consumer spell slots as normal.

Table 1-2: Afflictionist Spells Known

Level	0	1	2	3	4	5	6
1st	4	2	-	-	-	-	-
2nd	5	3	-	-	-	-	-
3rd	6	4	-	-	-	-	-
4th	6	4	2	-	-	-	-
5th	6	4	3	-	-	-	-
6th	6	4	4	-	-	-	-
7th	6	5	4	2	-	-	-
8th	6	5	4	3	-	-	-
9th	6	5	4	4	-	-	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	-
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Intimidating (Ex): An afflictionist gains a bonus equal to 1/2 her class level (minimum 1) on all Intimidate checks.

Poison Use (Ex): Afflictionists are trained in the use of poison and cannot accidentally poison themselves when handling poison.

Psych Out (Su): Afflictionists are particularly skilled at demoralizing their opponents, and can instill doubt into even the most seasoned of warriors. An afflictionist can use Intimidate to demoralize an opponent as a swift action, rather than a standard action.

At 9th level, whenever an afflictionist successfully uses this ability to make an opponent shaken, the shaken creature suffers a -3 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks, instead of the normal penalty for being shaken. At 17th level, the penalty increases further, to -4.

Channel Curse (Su): Beginning at 2nd level, an afflictionist is able to channel the malice and ill will of curses she is suffering from into any weapon she wields. For each curse effect she is currently suffering from, including each cursed item in her possession that is currently affecting her, she treats the enhancement bonus of any weapon she wields as 1 higher than it actually is. This cannot cause her to treat the weapon's total enhancement bonus as higher than +5 (and has no effect on weapons that already have a +5 enhancement bonus). Further, the maximum amount by which this ability can increase a weapon's enhancement bonus depends on her class level. At 2nd level, she can increase a weapon's enhancement bonus by only +1. At 5th level, and every three levels thereafter, this amount increases by 1 (to a maximum increase of +5 at 14th level).

Touch of the Serpent (Su): Beginning at 2nd level, an afflictionist gains the ability to wreath her hand in energy that can be used either to heal or to harm. Using this ability is a standard action, and requires that the afflictionist succeed on a melee touch attack if the target is unwilling. With each use, the ability either heals or inflicts 1d4 points of damage for every two afflictionist levels she possesses. This ability affects only living creatures, and cannot be used to harm or heal non-living creatures (including constructs and undead). The afflictionist can use this ability a number of times per day equal to $1/2$ her afflictionist level + her Charisma modifier.

Absorb Affliction (Su): At 3rd level, an afflictionist learns to break down afflictions that she is subjected to, converting them into energy that she can use for a variety of purposes. Whenever the afflictionist is subjected to a curse (or spell with the curse descriptor), a disease, a poison (or spell with the poison descriptor), a drug, or a madness, she can attempt to absorb the affliction with a special check, rolling 1d20 and adding her afflictionist level and either her Constitution modifier (for diseases, drugs, and poisons), or her Charisma modifier (for curses and madresses). The DC for this check is equal to the saving throw DC of the affliction. If the check fails, the afflictionist is affected by the affliction normally. Otherwise, she suffers no ill effect, and can choose one of the following benefits to gain:

Battle Surge: The afflictionist draws energy from the absorbed affliction, empowering her attacks for a short time. She gains a +2 morale bonus on attack and damage rolls for one minute.

Disease Carrier: The afflictionist can choose this benefit only if the absorbed affliction was a disease. She suffers no ill effects from the disease. She is still a carrier for the disease for 1 week, and can potentially spread it to others during this time.

Energy Conversion: The afflictionist converts the absorbed affliction into raw energy. She can use her touch of the serpent class feature 1 additional time that day. The afflictionist can't choose this benefit more than three times per day.

Insane Insight: The afflictionist can choose this benefit only if the absorbed affliction was a madness. She is affected by the madness as normal, but only for 4d6 hours, after which it goes away. She also gains a flash of insight, which either takes the form of gaining a single piece of information about a subject of her choice as though she had succeeded on a DC 25 Knowledge check of the appropriate kind, or replicating the effects of a single divination spell of 2nd level or lower.

Lingering Curse: The afflictionist can choose this benefit only if the absorbed affliction was a curse. She does not suffer any ill effects from the curse, but is still treated as having the curse for the purposes of her channel curse class feature for 1 week.

Perfect High: The afflictionist can choose this benefit only if the absorbed affliction was a drug. She does not suffer any ability damage from the drug, and can choose which of the drug's effects she experiences, ignoring all the rest. She must still make a saving throw to avoid

addiction, and suffers a -4 penalty on this saving throw.

Reject Poison: The afflictionist can choose this benefit only if the absorbed affliction was a poison. She suffers no ill effects from the poison. At any time over the next hour, she can eject the poison from her body as a full-round action. If she does, she can collect the poison in a vial for later use, or apply it directly to a weapon or object.

Spell Surge: The afflictionist draws on the absorbed affliction to empower her magic. She increases the saving throw DC of the next spell she casts by +1. If she is 10th level or higher, she increases it by +2, instead. This effect does not stack.

Serpent's Gift (Su): At 3rd level, and every three levels thereafter, an afflictionist can choose a single condition that she can inflict or cure with her touch of the serpent. Each time she uses the touch of the serpent, she can choose a single condition that she has gained with this class feature, and either inflict that condition on the target, or cure the target of that condition (if they have it). In the case of inflicting conditions, the target is entitled to a Fortitude save (DC = $10 + 1/2$ the afflictionist's class level + the afflictionist's Charisma modifier) to resist the effect. In the case of removing conditions, if the condition would persist longer than 1 hour, then it returns after that time has passed.

At 3rd level, the afflictionist can select from the following initial conditions.

Fatigued: The target either loses the fatigued condition, or becomes fatigued.

Shaken: The target either loses the shaken condition, or is shaken for 1 round per level of the afflictionist.

Sickened: The target either loses the sickened condition, or is sickened for 1 round per level of the afflictionist.

At 6th level, the afflictionist adds the following conditions to the list of those that can be selected.

Dazed: The target either loses the dazed condition or is dazed for 1 round.

Enfeebled: Either the afflictionist dispels a single magical effect that is reducing one of the target's ability scores (this applies only to ongoing penalties to ability scores, not ability score damage or drain), or the target suffers a -4 penalty to a single ability score of the afflictionist's choice for 1 round per level of the afflictionist. This ability does not stack with itself.

Staggered: The target either loses the staggered condition or is staggered for 1 round per 2 levels of the afflictionist.

At 9th level, the afflictionist adds the following conditions to the list of those that can be selected.

Confused: The target either loses the confused condition, or becomes confused for 1 round per level of the afflictionist.



Exhausted: The target either loses the exhausted condition, or becomes exhausted. The afflictionist must have selected the fatigued condition in order to select this condition.

Frightened: The target either loses the frightened condition, or becomes frightened for 1 round per 2 levels of the afflictionist. The afflictionist must have selected the shaken condition in order to select this condition.

Nauseated: The target either loses the nauseated condition, or becomes nauseated for 1 round per three levels of the afflictionist. The afflictionist must have selected the sickened condition in order to select this condition.

At 12th level, an afflictionist adds the following conditions to the list of those that can be selected.

Blinded: The target either loses the blinded condition, or is blinded for 1 round per level of the afflictionist.

Deafened: The target either loses the deafened condition, or is deafened for 1 round per level of the afflictionist.

Paralyzed: The target either loses the paralyzed condition, or is paralyzed for 1 round.

Stunned: The target either loses the stunned condition, or is stunned for 1 round per four levels of the afflictionist.

Swift Poisoning (Ex): At 4th level, an afflictionist can apply a dose of poison to a weapon or object as a swift action.

Hex: At 5th level, and every six levels thereafter, an afflictionist gains a single witch hex of her choice for which she meets the prerequisites. She treats her afflictionist level as her witch level when determining what hexes she qualifies for, as well as the effects of the hex. She cannot select major hexes, regardless of her class level.

Retributive Curse (Su): Beginning at 5th level, an afflictionist can deliver a spiteful curse against any creature that confirms a critical hit against her. Three times per day, when a creature confirms a critical hit against the afflictionist, she can affect that creature as though with the spell *bestow curse*. The creature is entitled to a Will save (DC = 10 + 1/2 the afflictionist's class level + the afflictionist's Charisma modifier) in order to resist this effect. The afflictionist can use this ability against foes up to 120 feet away.

Potent Afflictions (Su): Beginning at 6th level, the afflictionist is able to draw out the maximum potential of afflictions. As a full-round action, she can touch a single dose of a drug or poison, or a single cursed item, or a source of disease. If she does, the saving throw DC to resist the touched affliction increases to be equal to 10 + 1/2 her afflictionist level + her Charisma modifier. If the affliction's DC was already greater than this amount, the DC is instead increased by 1. This ability is permanent and does not stack with itself.

Create Toxin (Su): Beginning at 7th level, an afflictionist is able to spontaneously create drugs and poisons from nothing. As a full-round action, by expending 2 uses of her touch of the serpent class feature, she can create any number of doses

of a single drug or poison, provided that the total market price of all doses created is no greater than 100 gp per class level. Drugs and poisons created in this way remain potent for 24 hours, after which they fade into nothingness.

Plague Bringer's Touch (Sp): Beginning at 8th level, an afflictionist can instill other creatures with disease with merely a touch. By expending 2 uses of her touch of the serpent class feature, the afflictionist can cast *contagion* as a spell-like ability. The saving throw DC for this effect is equal to $10 + \frac{1}{2}$ the afflictionist's class level + the afflictionist's Charisma modifier.

Dispelling Touch (Sp): At 9th level, an afflictionist's touch can unravel both harmful and beneficial magic. As a standard action, she can touch a creature or object, and attempt to dispel either all harmful magical effects currently affecting it, or all beneficial magical effects. In either case, for each such effect, she makes a caster level check, with a DC equal to $11 +$ the caster level of the effect. For each effect, if her check succeeds, it is dispelled. In the case of effects that are both beneficial and harmful, or if it is otherwise unclear which category an effect falls into, the afflictionist can choose which category to treat it as (if she is aware of the nature of the effect). Otherwise, the GM determines how it is treated.

The afflictionist can use this ability once per day at 9th level. At 14th level, and again at 19th level, she gains one additional daily use of this ability.

Curse Object (Su): At 10th level, an afflictionist gains the ability to place a curse on an object. By expending 4 uses of her touch of the serpent ability and touching an object as a standard action, she can impose the effects of any single cursed item on the object, or give it a common cursed item effect from among those listed in the *Pathfinder Roleplaying Game Core Rulebook*. This effect lasts for a number of days equal to the afflictionist's Charisma modifier, and the saving throw DC to resist the effect (if any) is equal to $10 + \frac{1}{2}$ her class level + her Charisma modifier. The GM may determine that some cursed items (such as the *boots of dancing* or the *robe of powerlessness*) are too powerful to be replicated with this spell.

Transfer Affliction (Su): At 10th level, the afflictionist learns how to take an affliction that is ravaging another into herself. By touching a creature as a standard action and expending 1 use of her touch of the serpent class feature, she can transfer a single curse, drug, disease, madness, or poison affecting that creature to herself, causing her to suffer its effects instead. She may use her absorb affliction class feature on the transferred affliction, if she desires.

Miasma (Su): At 13th level, an afflictionist can create a toxic miasma around herself as a standard action, by expending 4 uses of her touch of the serpent class feature. This creates a cloud of toxic smoke similar to an *obscuring mist* spell, except that each creature that enters the area or begins its turn within it must succeed on a Fortitude save (DC = $10 + \frac{1}{2}$ the afflictionist's class level + the afflictionist's Charisma modifier) or be affected as though by the spell *contagion*. This miasma lasts for 1 minute. Any effect that successfully blows away the cloud also prevents creatures from needing to make saving throws to resist the *contagion* effect.

Tenacious Afflictions (Su): Beginning at 13th level, afflictions that the afflictionist uses are particularly difficult to remove. They cannot be cured by *remove curse*, *remove disease*, or *neutralize poison*. Additionally, any effect that would automatically cure the affliction requires a successful caster level check with a -10 penalty (DC = the affliction's saving throw DC).

Death Curse (Su): Beginning at 15th level, an afflictionist can deliver a potent death curse. Whenever she is reduced to 0 hit points or fewer, she can level a curse against her killer. This functions as her retributive curse class feature (and counts against her daily uses of that ability), but the attacker suffers a -5 penalty on his saving throw to resist the curse.

Stronger Than Ever (Su): At 16th level, an afflictionist begins to draw strength from death. If she died and was restored to life within the past week, she gains a $+4$ enhancement bonus to each of her ability scores.

Lasting Wounds (Su): Beginning at 17th level, an afflictionist can deliver grievous wounds that are difficult to heal. As a swift action, by expending 1 use of her touch of the serpent class feature, she can infuse her weapons with malice. For the next minute, any damage inflicted by her attacks cannot be healed naturally, and can only be healed magically if the caster succeeds on a caster level check (DC = $10 +$ the afflictionist's class level).

Maddening Mind (Su): At 19th level, an afflictionist's mind can damage others simply by exposure. Whenever a creature attempts to read the afflictionist's thoughts with an effect like *detect thoughts* or similar, that creature must succeed on a Will save (DC = $10 + \frac{1}{2}$ the afflictionist's class level + the afflictionist's Charisma modifier) or be afflicted with a single madness of the afflictionist's choice.

Breath of Life (Su): At 20th level, an afflictionist's touch can cure death itself. As a full-round action, by expending 6 uses of her touch of the serpent class feature, she can touch a deceased creature and affect it as though by the spell *raise dead*. When doing so, the afflictionist can choose to take on some or all of the burden that returning from the dead has on the affected creature, suffering negative levels or Constitution drain on the target's behalf. Any negative levels or Constitution drain that the effect would inflict that the afflictionist chooses not to take on herself apply to the affected creature, as normal.

Mark for Death (Su): At 20th level, an afflictionist can deliver a powerful curse, marking a foe for death. As a standard action, she can expend 3 uses of her touch of the serpent class feature to mark a single creature within 60 feet for death. The target is entitled to a Will save (DC $10 + \frac{1}{2}$ the afflictionist's class level + the afflictionist's Charisma modifier) to negate this effect. If the save fails, the target manifests a visible black mark on their body in the place and shape of the afflictionist's choosing. Further, as long as the mark remains, the victim suffers a -4 penalty to AC, a -4 penalty on saving throws, and cannot heal naturally, and any attempts at magical healing fail unless the caster succeeds on a caster level check (DC = $11 +$ the afflictionist's caster level). If the creature has spell resistance, its spell resistance is reduced by 5. Finally, for all attacks made against the target, the weapon's critical threat range and critical multiplier are both treated as 1 higher than they actually are.

Mimic

Mimics turn their foes' own abilities against them, mastering the techniques of the creatures that they fight and then using them for their own ends. As a result, they quickly develop an eclectic collection of spells and abilities, many of which are not accessible to members of other disciplines.

Role: Mimics are very versatile, and may ultimately develop to fill a wide variety of roles. While a mimic is able to choose which abilities and spells to learn from among those he has encountered, he may be limited in how he develops based on what foes he fights.

Alignment: Any.

Hit Dice: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The mimic's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the mimic.

Weapon and Armor Proficiency: A mimic is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Spellcasting: A mimic casts arcane spells drawn from the sorcerer/wizard spell list. A mimic must choose and prepare her spells ahead of time.

A mimic's highest level of spells is 6th. Sorcerer/wizard spells of 7th level and above are not on the mimic class spell list, and a mimic cannot use spell completion or spell trigger magic items of sorcerer/wizard spells of 7th level or higher without making a successful Use Magic Device check.

To learn, prepare, or cast a spell, the mimic must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mimic's spell is 10 + the spell level + the mimic's Charisma modifier.

A mimic can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 2-1: The Mimic. In addition, he receives bonus spells per day if he has a high Charisma score.

A mimic may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellmarks. While studying, the mimic decides which spells to prepare.

Cantrips: A mimic can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 2-1: The Mimic under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spellmarks: A mimic can only prepare spells that he has ritually tattooed or carved into his body. He must study these marks each day to prepare his spells, and cannot prepare any spell not recorded in this fashion. A mimic begins play with spellmarks for all 0-level sorcerer/wizard spells, plus a number of 1st-level sorcerer/wizard spells equal to 3 + his Charisma modifier. A mimic does not gain further spellmarks automatically for increasing in level.

A mimic can create a spellmark only for spells that he has personally witnessed being cast. The mimic must be within 60 feet of the caster at the time the spell is cast. The mimic must also succeed on a Spellcraft check (DC 20 + the spell's level). If this check is successful, he may create a spellmark for that spell at any time in the next 24 hours. Doing so takes only 1 hour, and costs 5 gp per spell level in special inks or ointments.

Monstrous Aspect: At 1st level, and every odd-numbered level thereafter, a mimic takes on a monstrous aspect, gaining the ability to replicate the special attacks and abilities of monsters. He can choose from any of the following monstrous aspects for which he meets the prerequisites.

Barbed Defense (Su): As a swift action, the mimic can cause barbs to erupt from his skin, mimicking the defenses of a barbed devil. While this ability is active, any creature that strikes the mimic with a melee weapon, an unarmed strike, or a natural weapon suffers an amount of piercing damage equal to 1d8 + the mimic's Strength modifier from these barbs. Melee weapons with reach do not endanger a user in this way. Once activated, the effect lasts for one minute. The mimic can use this ability three times per day. The mimic must be at least 13th level and have encountered a barbed devil in order to select this monstrous aspect.

Blindsense (Ex): The mimic has developed an acute sense of smell or hearing, which allows him to notice things he cannot see. He gains blindsense to a range of 30 feet. The mimic must be at least 9th level to select this monstrous aspect.

Blindsight (Ex): The mimic's supernatural senses are so acute he can practically see with them. His existing blindsense improves to blindsight. The mimic must be at least 15th level and have the blindsense monstrous aspect to select this monstrous aspect.

Blood Rage (Ex): When the mimic takes damage in combat, on his next turn he can fly into a rage as a free action. He gains +2 Constitution and +2 Strength, but

Table 2-1: The Mimic

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day						
	Bonus	Save	Save	Save		0	1	2	3	4	5	6
1st	+0	+2	+0	+2	Monstrous aspect, practiced combatant	3	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Monster expert, overcome defenses (magic)	4	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Monstrous aspect	4	3	-	-	-	-	-
4th	+3	+4	+1	+4	Adaptive resistance +1	4	3	1	-	-	-	-
5th	+3	+4	+1	+4	Monstrous aspect	4	4	2	-	-	-	-
6th	+4	+5	+2	+5	Overcome defenses (cold iron, silver)	5	4	3	-	-	-	-
7th	+5	+5	+2	+5	Monstrous aspect	5	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Adaptive resistance +2, copycat 1/day	5	4	4	2	-	-	-
9th	+6/+1	+6	+3	+6	Monstrous aspect	5	5	4	3	-	-	-
10th	+7/+2	+7	+3	+7	Overcome defenses (adamantine, energy)	5	5	4	3	1	-	-
11th	+8/+3	+7	+3	+7	Monstrous aspect, take you with me	5	5	4	4	2	-	-
12th	+9/+4	+8	+4	+8	Adaptive resistance +3	5	5	5	4	3	-	-
13th	+9/+4	+8	+4	+8	Monstrous aspect	5	5	5	5	3	1	-
14th	+10/+5	+9	+4	+9	Copycat 2/day, overcome defenses (alignment)	5	5	5	5	4	2	-
15th	+11/+6/+1	+9	+5	+9	Monstrous aspect	5	5	5	5	4	3	-
16th	+12/+7/+2	+10	+5	+10	Adaptive resistance +4	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Monstrous aspect	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Overcome defenses (any)	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Monstrous aspect	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Adaptive immunity, copycat 3/day	5	5	5	5	5	5	5

takes a -2 penalty to AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. Afterwards, the mimic is fatigued for 1 minute. The mimic cannot end this rage voluntarily.

Breath Weapon (Su): The mimic can exhale a 30-foot cone of fire as a standard action. This deals 1d6 points of fire damage to each creature in the area, plus an additional 1d6 points of fire damage for every two class levels the mimic possesses beyond 1st (to a maximum of 10d6 points of fire damage at 19th level). A successful Reflex save halves this damage. The mimic can use this ability a number of times per day equal to his Constitution modifier, and must wait at least 10 minutes between uses.

Burrowing (Ex): The mimic is able to burrow. He gains a burrow speed equal to 1/2 his land speed.

Captivating Song (Su): The mimic is able to perform the legendary harpy song, with the power to infect the minds of those that hear it, calling them to the mimic's side. When the mimic sings (a standard action), all other creatures within a 300-foot spread must succeed on a Will saving throw or become captivated. A creature that successfully saves is not subject to the same mimic's song for 24 hours. A victim under the effects of the captivating song moves toward the mimic using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the mimic simply stands. This effect continues for as long as the mimic sings and for 1 round thereafter. Any hostile action taken against an affected creature ends

the effect for that creature. The mimic can use this ability three times per day. This is a sonic mind-affecting charm effect. The save DC is Charisma-based. The mimic must be at least 9th level and have heard a harpy's captivating song in order to select this monstrous aspect.

Channel Resistance (Su): The mimic is able to resist the harmful effects of channeled energy. He gains a +4 bonus on saving throws made to resist the effects of channeled energy, including effects that rely on the use of channel energy.

Climb (Ex): The mimic is a skilled climber. He gains a climb speed equal to 1/2 his land speed.

Compression (Ex): The mimic is a skilled contortionist, and can move through an area as small as one-quarter his space without squeezing, or one-eighth his space when squeezing.

Corrupt Water (Sp): The mimic can replicate a black dragon's ability to corrupt water. Once per day, the mimic can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save or become ruined. The mimic must be at least 3rd level and have encountered a black dragon in order to select this monstrous aspect.

Dance of Ruin (Su): The mimic is able to replicate the destructive dance of the vrock. Using this ability requires three consecutive full-round actions, at the end of which time a crackling wave of energy explodes from the mimic, dealing 5d6 points of electricity damage to all creatures within 100 feet. A Reflex save halves this damage. For



each additional creature with this ability that joins in the dance (typically vrocks or other mimics), the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more creatures are dancing (the DC continues to increase with additional dancers, but the damage does not). The dance immediately ends and must be started anew if any of the participating dancers is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based. The mimic must be at least 9th level and have encountered a vrock to select this monstrous aspect.

Darkvision (Ex): The mimic gains darkvision to a range of 60 feet.

Death-Stealing Gaze (Su): The mimic is able to copy the deadly gaze of a nabasu. As a free action once per day, the mimic can activate its death-stealing gaze to force all living creatures within 30 feet to succeed on a Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the mimic's control. The save DC is Charisma-based. The mimic must be at least 7th level and have encountered a nabasu in order to select this monstrous aspect.

Death Roll (Ex): When grappling a foe of his size or smaller, the mimic can perform a death roll upon making a successful grapple check. As he clings to his foe, he tucks in his legs and rolls rapidly, twisting and wrenching his victim. He inflicts an amount of damage equal to 1d8 + his Strength modifier and knocks the creature prone. If successful, the mimic maintains its grapple.

Detect Gems (Sp): The mimic can replicate a gold dragon's ability to find gemstones. He can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones. The mimic must be at least 5th level and must have encountered a gold dragon in order to select this monstrous aspect.

Dragon Senses (Ex): The mimic's senses are as sharp as a dragon's. The range of his darkvision and blindsense are doubled, and he can see four times as well as a human in dim light and twice as well in normal light. The mimic must be at least 13th level, have both darkvision and blindsense, and have encountered a dragon in order to select this monstrous aspect.

Earth Glide (Ex): The mimic gains the earth glide universal monster ability. The mimic must be at least 9th level and have a burrow speed in order to select this monstrous aspect.

Electricity Sense (Ex): The mimic can automatically detect any electrical discharges within 100 feet. The mimic must have encountered a shocker lizard in order to select this monstrous aspect.

Emotion Aura (Su): The mimic emits an aura of shifting and discordant emotions, which make it difficult for spellcasters to cast spells with the emotion component. Living creatures within 30 feet must succeed on a concentration check (DC 10 + the mimic's class level + the mimic's Charisma modifier) to cast a spell with an emotion component. Failing this check causes the spell to be lost with no effect. In addition, any spellcaster

casting spells with the emotion or fear descriptor on targets inside this aura must succeed at this check or the spell fails to affect targets within the aura (although others outside the area are affected as normal). This ability never interferes with the mimic's own spellcasting. If the mimic also has the mental static aura monstrous aspect, he cannot have both auras active at the same time, and can change which aura is active as a standard action. The mimic must be at least 5th level and have encountered a psychic spellcaster or a creature with the emotion aura ability in order to select this monstrous aspect.

Energy Resistance (Ex): The mimic is resistant to a specific type of energy. Choose one of the following energy types: acid, cold, electricity, fire, force, or sonic. The mimic ignores the first 5 points of damage of the chosen type that he would suffer from each attack. This monstrous aspect can be selected multiple times. The mimic can choose a different energy type each time, or choose a previously-chosen energy type in order to increase his resistance to that energy type by 5.

Fast Healing (Ex): The mimic heals exceptionally quickly, and recovers 1 hit point per hour.

Feed on Fear (Su): Like a will-o'-wisp, the mimic can draw strength from the fear of nearby creatures. Any time the mimic is within 15 feet of a dying creature or a creature subject to a fear effect, he gains fast healing 5. The mimic must be at least 9th level and have encountered a will-o'-wisp to select this monstrous aspect.

Ferocity (Ex): The mimic remains conscious and can continue fighting even if his hit point total is below 0. He is still staggered and loses 1 hit point each round, and he still dies if his hit point total reaches a negative amount equal to his Constitution score.

Flash of Insight (Su): Once per day as an immediate action, the mimic can peer into an occluded visual spectrum of possible futures, gaining insight that allows him to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the mimic only, and cannot be applied to the rolls of others. The mimic must be at least 7th level and have encountered a Cyclops in order to select this monstrous aspect.

Freeze (Ex): The mimic can hold himself so still that he appears to be an inanimate object. With 1 minute of preparation, and appropriate supplies, he can attempt to disguise himself as a particular inanimate object, but otherwise he simply stands so still that he can be mistaken for a wax figure or some other inanimate likeness of himself. He can take 20 on Stealth checks made to hide in plain sight in this fashion.

Gibbering (Su): The mimic can replicate a gibbering moulder's cacophonous wailing. This ability is a standard action that can be used three times per day. All other creatures within 60 feet must succeed on a Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mimic's gibbering for 24 hours.

The save DC is Constitution-based. The mimic must be at least 7th level and have encountered a gibbering moulder in order to select this monstrous aspect.

Greensight (Su): The mimic can see through thick plant matter as though it were transparent, to a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to his sight, though solid wood still blocks his line of sight.

Guarded Thoughts (Ex): The mimic shares a dark naga's mental resistances. He is immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 bonus on all saves against charm effects. The mimic must be at least 7th level and have encountered a dark naga in order to select this monstrous aspect.

Hold Breath (Ex): The mimic can hold his breath for a number of rounds equal to 4 times his Constitution score before he risks drowning.

Icewalking (Ex): The mimic is capable of recreating a white dragon's ability to climb on icy surfaces. This ability works like the *spider climb* spell, but the surfaces the mimic climbs must be icy. The mimic can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice. The mimic must be at least 5th level and have encountered a white dragon in order to select this monstrous aspect.

Infernal Wound (Su): The mimic is able to replicate the infernal wounds of a horned devil. Once per round, when the mimic confirms a critical hit with a weapon that deals piercing or slashing damage, it causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a Heal check (DC 10 + the mimic's class level + the mimic's Charisma modifier) stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a caster level check (DC 11 + the mimic's caster level) or the spell does not function. Success indicates the healing works normally and stops all bleed effects. The mimic must be at least 17th level and have encountered a bearded devil or a horned devil in order to select this monstrous aspect.

Leap (Ex): The mimic can perform a special kind of pounce attack by jumping into combat. When the mimic charges, he can make a DC 20 Acrobatics check to jump into the air and land next to his enemies. If he makes the Acrobatics check, he can perform a full attack action at the end of his charge. The mimic must be at least 15th level and have encountered a bulette to select this monstrous aspect.

Leap Attack (Ex) As a standard action, the mimic may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a mimic does not provoke attacks of opportunity for leaving a threatened square. The mimic must have encountered a morlock in order to select this monstrous aspect.

Mental Static Aura (Su): The mimic emits an aura of random and distracting thoughts, which make it difficult for spellcasters to cast spells with the thought component. Living creatures within 30 feet must succeed on a concentration check (DC 10 + the mimic's class level + the mimic's Charisma modifier) to cast a spell with a thought component. Failing this check causes the spell to be lost with no effect. In addition, all spellcasters within the aura must attempt this check at the start of their turn each round in order to concentrate on an active spell or effect. This ability never interferes with the mimic's own spellcasting. If the mimic also has the emotion aura monstrous aspect, he cannot have both auras active at the same time, and can change which aura is active as a standard action. The mimic must be at least 5th level and have encountered a psychic spellcaster or a creature with the mental static aura ability in order to select this monstrous aspect.

Mistsight (Ex): The mimic can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to his normal range of vision.

Mucus Cloud (Ex): While underwater, the mimic can exude a cloud of transparent slime. All creatures adjacent to the mimic must succeed on a Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with the mimic's mucus cloud and failing another save extends the effect for another 3 hours. The mimic can use this ability for a total number of minutes per day equal to his Constitution modifier, which need not be consecutive, but must be spent in 1-minute increments. The save DC is Constitution-based. The mimic must be at least 7th level and have been exposed to an aboleth's slime or mucus cloud to select this monstrous aspect.

Natural Cunning (Ex): The mimic has the natural cunning of a minotaur. He is immune to *maze* spells and always knows which direction is north. Further, he can never be caught flat-footed. The mimic must have encountered a minotaur to select this monstrous aspect.

Nausea (Ex): As a standard action, the mimic can cause himself to weep noxious vapors like those of the hezrou. While this ability is in effect, each round that a creature is grappled by the mimic, the grappled foe must make a Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a Fortitude save, or until a minute has passed during which he is not grappled by the mimic, whichever condition comes first. Once activated, this ability lasts for 10 minutes. It can be used three times per day. The save DC is Constitution-based. The mimic must be at least 9th level and have grappled a hezrou in order to select this monstrous aspect.

Powerful Charge (Ex): Whenever the mimic makes a charge, his attack deals an additional 2d6 points of damage, in addition to the normal benefits and hazards of a charge. If the mimic would make multiple attacks as part of the charge, this extra damage applies only to the first attack.

Protective Slime (Su): As a standard action, the mimic can cause a layer of acidic slime to bubble up from his pores, similar to that of a babau. Any creature that strikes the mimic with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a Reflex save. A creature that strikes the mimic with a melee weapon must make a Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes the mimic while it is affected by this ability is automatically destroyed after it inflicts its damage. The slime lasts for 1 minute. The mimic can use this ability three times per day. The saving throw DC is Constitution-based. The mimic must be at least 7th level and have encountered a babau in order to select this monstrous aspect.

Rend (Ex): If the mimic makes at least three melee attacks as part of a full-attack action, and all of the attacks that he makes as part of that full-attack action hit, he can cause those attacks to rend and tear at the opponent's flesh, inflicting an amount of additional damage equal to 1d8 + 1-1/2 times the mimic's Strength bonus. The mimic must be at least 9th level to select this monstrous aspect.

Rock Catching (Ex): The mimic can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, if the mimic would be hit by a rock, he can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one (if the projectile provides a magical bonus on attack rolls, the DC increases by that amount). The mimic must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): The mimic is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. He can hurl rocks up to one size category smaller than his size (Small rocks for a Medium creature, Tiny rocks for a Small creature). A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The mimic can hurl the rock up to five range increments, each of which is 20 feet. Typically, a Small rock deals 1d6 points of damage on a successful hit, while a Tiny rock deals 1d4 points of damage (in both cases, an amount equal to 1-1/2 times the mimic's Strength modifier is added to the damage).

Rot (Su): Once per day, the mimic can infuse one of his melee attacks with the abyssal rot of a bebilith, causing horrible withering and weakening of the flesh. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. The mimic must declare that he is using this ability before the attack is made. If the attack hits, then each round the rot persists, the target must succeed on a Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. Heal can also halt the rot effect. The save DC is Constitution-based. The mimic must be at least 13th level and have been bitten by a bebilith in order to select this monstrous aspect.

Rusting Touch (Su): The mimic can replicate a rust monster's ability to corrode metals. Three times per day, he can make a melee touch attack against a metal object. If the attack hits, the object takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. Against creatures made of metal, this ability deals an amount of damage equal to 3d6 plus the mimic's Charisma modifier. An attended object, any magic object, or a metal creature can attempt a Reflex save to negate this effect. The save DC is Constitution-based. The mimic must be at least 11th level and have encountered a rust monster in order to select this monstrous aspect.

Scent (Ex): The mimic gains the scent universal monster ability.

See in Darkness (Su): The mimic can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Smoke Vision (Ex): The mimic can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Sound Imitation (Ex): The mimic can copy any voice or sound he has heard by making a successful Bluff check against a listener's Sense Motive check.

Speak with Reptiles (Sp): The mimic gains the constant spell-like ability to speak with reptiles. This functions as *speak with animals*, but only works with reptilian animals. The mimic must have encountered a black dragon in order to select this monstrous aspect.

Spell Resistance (Su): The mimic gains an amount of spell resistance equal to 5 + his class level. The mimic must be at least 11th level to select this monstrous aspect.

Spider Empathy (Ex): This ability functions as the druid's wild empathy, save that the mimic can only use this ability on spiders, and it functions on spiders even though they are mindless.

Spit Acid (Ex): Once every 6 hours, the mimic can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex halves). Once the mimic uses this attack, he must wait 6 hours before using it again. The save DC is Constitution-based.

Stench (Ex): The mimic can secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save or be sickened for 1 minute. Creatures that successfully save cannot be affected by the same mimic's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. This is a poison effect. The mimic can use this ability for a total number of minutes per day equal to his Constitution modifier, which must be spent in 1-minute increments. Activating or suppressing this ability is a move action.

Stone Curse (Su): The mimic can replicate a shaitan's ability to trap foes in stone. If the mimic wins a bull rush check by 5 or more and pushes his target into a stone



barrier, the target must make a Reflex save or be forced into the barrier as if the target had cast *meld into stone*, until the victim makes a successful Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based. The mimic must be at least 7th level and must have encountered a shaitan in order to select this monstrous aspect.

Strangle (Ex): The mimic has developed a talent for seizing his victims by the neck. A creature that is grappled by the mimic cannot speak or cast spells with verbal components. The mimic must be at least 3rd level and have encountered a choker in order to select this monstrous aspect.

Swamp Stride (Ex): The mimic can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects the mimic normally.

Telepathy (Su): The mimic can communicate telepathically to a range of 100 feet.

Terrifying Croak (Su): Once per hour, as a standard action, the mimic can emit a loud and horrifying croak. Each other creature must make a Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same mimic's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based.

Sidebar: Practiced Combatant and Monsters with Class Levels

As written, the practiced combatant ability of the mimic doesn't apply to creatures who are heavily invested in one or more classes. While this ensures that the mimic can't apply a bonus gained from slaying standard goblins to a powerful goblin wizard, it can cause the mimic to lose out on this class feature in adventures where monsters with large numbers of class levels are a regular occurrence.

In these cases, some GMs may choose to allow a separate record to be kept of different types of creatures within the same species if they all share a stat-block. For example, if the adventure has multiple encounters featuring lizardfolk fighters with the same stat-block, the GM could give that particular stat-block a name (like "lizardfolk champion") and then allow the mimic to keep track of how many lizardfolk champions he has defeated and apply the bonus to such creatures. This bonus would be separate from any bonus he gains against other lizardfolk, such as those without class levels, as well as any other lizardfolk with class levels in the adventure, such as lizardfolk shamans, or the lizardfolk chieftain, etc.

Tree Meld (Su): The mimic is able to meld with trees like a dryad. This functions similarly to *meld into stone*, except that the mimic melds into trees, instead. The mimic can use this ability three times per day. The mimic must be at least 7th level and have encountered a dryad in order to select this monstrous aspect.

Treespeech (Ex): The mimic has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet him with an attitude of friendly or helpful. The mimic must be at least 7th level and have spoken with a treant in order to select this monstrous aspect.

Unholy Nimbus (Su) The mimic can replicate the unholy nimbus of a nalfeshnee. Once per day as a full-round action, the mimic can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. At the beginning of the mimic's next turn, the light bursts in a 60-foot radius. Each other creature within this area must succeed on a Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based. The mimic must be at least 13th level and have encountered a nalfeshnee in order to select this monstrous aspect.

Unnerving Gaze (Su): The mimic can replicate a kyton's unnerving gaze, causing his face to resemble one of an opponent's departed loved ones or bitter enemies. This is a standard action that affects all opponents within 30 feet. Those who fail a Will save become shaken for 1d3 rounds. The mimic can use this ability 3 times per day. This is a mind-affecting fear effect. The save DC is Charisma-based. The mimic must be at least 3rd level and have encountered a kyton in order to select this monstrous aspect.

Wind Form (Su): The mimic can transform into a body made of wind and mist as a standard action. In wind form, it functions as if under the effects of a *wind walk* spell. This change lasts for up to 10 minutes per class level. This is a polymorph effect. The mimic must be at least 11th level and have encountered a bralani azata in order to select this monstrous aspect.

Practiced Combatant (Ex): A mimic learns something from every battle she fights, memorizing her opponent's techniques and abilities, and filing them away for future reference. The more creatures of a particular kind that she fights, the better equipped she is to fight those kinds of creatures. A mimic gains a competence bonus on attack rolls and AC against a creature if she has defeated one or more creatures of the same species in the past.

For the purposes of this ability, the mimic defeated a creature as long as she engaged in combat with it, dealt at least 1 point of damage to it, and that creature was ultimately slain or disabled as part of that combat. At the GM's discretion, this may also apply to creatures that flee from combat against the mimic (provided that the mimic damages the creature first). The bonus only applies to creatures of the same species (so the bonus she gains against goblins would not apply to other goblinoids, such as hobgoblins). The GM determines whether a creature with a template or class levels counts as the same as the base creature for the purposes of this ability, but as a general rule, if more than 1/2 of a creature's CR comes from class levels, its combat style is distinct enough from other creatures of its kind that the bonus does not apply.

The exact bonus depends on the total number of creatures of that species the mimic has defeated, as well as the mimic's level. At 1st level, she gains a +1 competence bonus on attack rolls against creatures of the same species as a creature she has defeated at least one of, and gains a +1 competence bonus to AC against the attacks of such creatures. At 5th level, if she has defeated at least 5 creatures of that species, the bonus increases to +2. At 10th level, if she has defeated at least 10 creatures of that species, the bonus increases to +3. At 15th level, if she has defeated at least 20 creatures of that species, the bonus increases to +4. Finally, at 20th level, if she has defeated at least 50 creatures of that species, the bonus increases to +5. The following table summarizes these bonuses and the requirements to gain them.

Table 2-2: Practiced Combat

Bonus to Attacks/AC	Requirements	
	Class Level	Monsters Defeated
+1	1st	1
+2	5th	5
+3	10th	10
+4	15th	20
+5	20th	50

Monster Expert (Ex): Mimics quickly become experts on the monsters that they fight, as they know that knowledge is power, and can give an edge in combat. Beginning at 2nd level, a mimic gains a bonus equal to 1/2 his class level on all Knowledge checks made to identify creatures. Additionally, whenever a mimic successfully identifies a creature with

a Knowledge skill, he learns one additional piece of information about that creature, as though the result of his check were 5 higher than it actually was.

Overcome Defenses (Su): Starting at 2nd level, a mimic gains the ability to attune himself to a particular opponent, allowing him to overcome some of that creature's defenses. Doing so is a move action, and the mimic must have successfully hit (but not necessarily successfully damaged) the creature within the last minute.

At 2nd level, once the mimic is attuned to a creature, he treats any weapon he wields against that creature (including his natural attacks, if any) as though it were magic for the purposes of overcoming damage reduction. At 6th level, this ability also causes such weapons to be treated as though they were made of both cold iron and silver for the purposes of overcoming damage reduction (but not for other purposes). At 10th level, this ability also causes such weapons to be treated as though they were made of adamantite for the purposes of overcoming damage reduction (but not for other purposes, including bypassing hardness). Further, at 10th level, once the mimic is attuned to a creature, his attacks and spells ignore the first 5 points of energy resistance the creature might possess for the following energy types: acid, cold, electricity, fire, force, or sonic. At 14th level, this ability causes weapons the mimic wields to be treated as chaotic, evil, good, and lawful for the purposes of overcoming damage reduction.

Finally, at 18th level, once the mimic is attuned to a creature, his attacks and spells ignore all forms of damage reduction and energy resistance the creature possesses. Against creatures that are immune to certain forms of damage, half of any damage of that type that he deals ignores that immunity.

Adaptive Resistance (Ex): Just as a mimic is able to learn to overcome the defenses of his foes, he also is able to adapt to better resist their attacks. Beginning at 4th level, whenever a mimic is affected by an extraordinary, spell-like, or supernatural ability of a creature, he gains a +1 competence bonus on all future saving throws to resist that same ability for one minute. This applies only to abilities that are a result of a creature's species, and not those granted by class levels or feats.

Additionally, whenever the mimic suffers acid, cold, electricity, fire, or sonic damage from an extraordinary, spell-like, or supernatural ability to which this class feature applies, he gains 3 points of energy resistance of the appropriate type. This energy resistance lasts for one minute.

At 8th level, and every four levels thereafter, the competence bonus granted by this class feature increases by 1 (to a maximum of +4 at 16th level), and the energy resistance granted by this ability increases by 3 (to a maximum of 12 at 16th level).

Copycat (Su): Beginning at 8th level, a mimic gains the ability to turn an opponent's attacks against them. Once per day, when a mimic is affected by an opponent's extraordinary, spell-like, or supernatural ability, he can memorize the ability as an immediate action. If he does so, then he gains that ability to use the memorized attack once. Using the memorized attack requires the same type of action as it does

for the original creature, and functions identically in all ways, except that it uses the mimic's base attack bonus, caster level, and ability score modifiers, rather than those of the original creature. Once the mimic has used the ability once, it is expended, and he loses access to it. The ability is also lost if the mimic rests before using it.

At 14th level, and again at 20th level, the mimic gains an additional daily use of this ability.

Take You With Me (Su): At 11th level, a mimic gains access to a powerful retributive curse, causing those that grievously wound him to suffer the same fate. The mimic can activate this ability as an immediate action, and it lasts until the beginning of his next turn. During this time, whenever he suffers damage, the attacker suffers an equal amount of damage, which bypasses all forms of damage reduction and energy resistance. Additionally, any spells or abilities that affect him during this time also affect the creature using them (if any), as though they were also targeted by the spell or ability, or within its area of effect. The mimic can use this ability once per day.

Adaptive Immunity (Ex): At 20th level, a mimic adapts almost instantly to the attacks of his foes, and is almost never harmed by the same trick twice. Whenever he is affected by an extraordinary, spell-like, or supernatural ability of a creature, he becomes immune to that ability for 1 hour. This immunity does not negate or lessen the effects of the initial use of the ability, nor does it reduce that ability's duration, but it does prevent any further uses of that ability from affecting him. Like the mimic's adaptive resistance class feature, this applies only to abilities that are a result of the creature's species, not those granted by class levels or feats.

Additionally, whenever the mimic suffers acid, cold, electricity, fire, or sonic damage from an ability to which this class feature applies, he gains immunity to that damage type for 1 hour.



Class Skills

The quartermaster's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the quartermaster.

Alchemy: Quartermasters are highly trained in the creation of mundane alchemical substances and magical potion-like extracts.

When using Craft (alchemy) to create an alchemical item, a quartermaster gains a competence bonus equal to her class level on the skill check. In addition, a quartermaster can use Craft (alchemy) to identify potions as if using *detect magic*. She must hold the potion for 1 round to attempt such a check.

Like an alchemist, a quartermaster prepares her spells by mixing ingredients and a tiny fraction of her own magical power into a number of extracts, and then effectively casts the spell by drinking the extract. These extracts have powerful effects, but they are also bound to their creator. Extracts behave like spells in potion form, and as such their effects can be dispelled by *dispel magic* and similar effects, using the quartermaster's level as the caster level.

A quartermaster can create only a certain number of extracts of each level per day. Her base daily allotment of extracts per day is given on Table 3-1: The Quartermaster. In addition, she receives bonus extracts per day if she has a high Intelligence score, in the same way a wizard receives bonus spells per day.

When a quartermaster mixes an extract, she infuses the chemicals and reagents in the extract with magic siphoned from her own magical aura. An extract immediately become inert if it leaves the quartermaster's possession, reactivating as soon as it returns to her keeping—a quartermaster cannot normally pass out her extracts for allies to use. An extract, once created, remains potent for 1 day before losing its magic, so a quartermaster must reprepare her extracts every day. Mixing an extract takes 1 minute of work.

Creating extracts consumes raw material, but the cost of those materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements; extracts that duplicate divine spells never have a divine focus requirement.

A quartermaster uses the alchemist formulae list to determine the extracts she can know. A quartermaster can prepare an extract of any formulae she knows. To learn or use an extract, an investigator must have at least an Intelligence

The Quartermaster

Skilled in the use of items both magical and mundane, quartermasters are adaptable characters, able to survive in any situation. Gifted in the art of manipulation and well versed in the lore of magic items, quartermasters are capable of creating and operating magical items much more effectively than other characters. Though they lack raw power of their own, their abilities to work with the treasure they find elevate them far beyond the skills of lesser men and women.

Role: Artificers are magic users who prefer to avoid the front line. Adept at both their own personal alchemy and at using wands staves and scrolls to their full potential artificers vary their role depending on what is needed and what items are available, easily adapting to any situation provided the right gear is available.

Alignment: Any.

Hit Dice: d6.

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

Table 3-1: The Quartermaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per Day					
						1	2	3	4	5	6
1st	+0	+0	+0	+2	Alchemy, scroll lore, swift retrieval	1	-	-	-	-	-
2nd	+1	+0	+0	+3	Drain charge, quartermaster's pack, swift creation	2	-	-	-	-	-
3rd	+1	+1	+1	+3	Brew potion	3	-	-	-	-	-
4th	+2	+1	+1	+4	Item attunement	3	1	-	-	-	-
5th	+2	+1	+1	+4	Swift use, wand lore (1st-level)	4	2	-	-	-	-
6th	+3	+2	+2	+5	Empower item	4	3	-	-	-	-
7th	+3	+2	+2	+5	Recharge item	4	3	1	-	-	-
8th	+4	+2	+2	+6	Instant draw, wand lore (2nd-level)	4	4	2	-	-	-
9th	+4	+3	+3	+6	Extra use	5	4	3	-	-	-
10th	+5	+3	+3	+7	Improved potion	5	4	3	1	-	-
11th	+5	+3	+3	+7	Scroll mastery (1/day), wand lore (3rd-level)	5	4	4	2	-	-
12th	+6/+1	+4	+4	+8	Instant use, maximize item	5	5	4	3	-	-
13th	+6/+1	+4	+4	+8	Staff lore	5	5	4	3	1	-
14th	+7/+2	+4	+4	+9	Improved drain charge, wand lore (4th-level)	5	5	4	4	2	-
15th	+7/+2	+5	+5	+9	Scroll mastery (2/day), wand mastery	5	5	5	4	3	-
16th	+8/+3	+5	+5	+10	Instant creation	5	5	5	4	3	1
17th	+8/+3	+5	+5	+10	Master drain charge	5	5	5	4	4	2
18th	+9/+4	+6	+6	+11	Quicken item	5	5	5	5	4	3
19th	+9/+4	+6	+6	+11	Scroll mastery (3/day), staff mastery	5	5	5	5	5	4
20th	+10/+5	+6	+6	+12	Unlimited use	5	5	5	5	5	5

score equal to 10 + the extract's level. The saving throw DC for a quartermaster's extract is equal to 10 + the extract's level + the quartermaster's Intelligence modifier.

A quartermaster may know any number of formulae. She stores her formulae in a special tome called a formula book. She must refer to this book whenever she prepares an extract. At 1st level, a quartermaster starts with two 1st-level formulae of her choice, plus a number of additional formulae equal to her Intelligence modifier. At each new quartermaster level, she gains one new formula for any level that she can create. A quartermaster can also add formulae to her book just like a wizard adds spells to her spellbook, using the same costs, pages, and time requirements. A formula book costs as much as a spellbook. A quartermaster can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. A quartermaster can also learn formulae from another quartermaster's, an investigator's, or an alchemist's formula book (and vice versa). A quartermaster does not need to decipher arcane writing before copying those formulae.

Scroll Lore (Ex): A quartermaster makes a study of various incantations, prayers, and mystic symbols, and is able to easily channel written magical powers of various traditions. At 1st level, a quartermaster can cast any 1st-level spell from a scroll without need of succeeding on a caster level check or making a Use Magic Device check. At 3rd level, and every 2 levels thereafter, the level of spell that a quartermaster can cast in this way increases by 1, to a maximum of 9th-level spells at 17th level. A quartermaster also gains a bonus equal

to her class level on Spellcraft checks made to decipher magical writing, and may take 10 on such checks made to identify the magical writing on scrolls.

Swift Retrieval (Ex): A quartermaster is often called upon to quickly procure the correct item for any situation. A quartermaster can retrieve an item on her person as a swift action. She must have at least 1 hand free in order to retrieve an item in this fashion. She can similarly retrieve items from a backpack or similar container, but she must have two hands free in order to do so. She can even draw a sheathed or concealed weapon as a swift action with this ability.

Drain Charge (Su): At 2nd level, a quartermaster can drain charges from a wand or staff in order to increase her own power. As a standard action, the quartermaster can focus on a wand or staff in her possession and reduce the number of charges item has remaining by 1. If she does so, she gains a +1 bonus to her caster level. At 6th level, and every 4 levels thereafter, she may drain an additional charge from an item when using this ability. If she does, her caster level is increased by an additional +1 for every charge drained beyond the first. She may use this ability at will, and its effects last for a number of rounds equal to her Intelligence modifier.

Quartermaster's Pack (Ex): A quartermaster in the field never knows what kinds of items she might need at a moment's notice. Beginning at 2nd level, a quartermaster can establish a special supply of goods that she can draw on. While in any area with a marketplace or barter system, a quartermaster can spend up to 100 gp per class level to fill her quartermaster's pack, usually a backpack or special pouch that the quartermaster carries. She then fills her pack

with unspecified supplies that can be retrieved later. The quartermaster's pack has a value equal to the amount of gp spent to fill it. At any time, the quartermaster can remove a mundane item worth no more than 50 gp per class level from the pack. When she does, the pack's value is reduced by an amount equal to the item's cost. If the pack has insufficient value compared with a desired item's cost, the item cannot be drawn. The pack need not be empty before it can be refilled.

As she gains in level, the quartermaster gains access to additional types of gear that she can draw from her pack, provided they do not exceed the value of items allowed to be drawn from the pack. At 6th level, the quartermaster can draw alchemical items and poisons from the quartermaster's pack. At 10th level, the quartermaster can draw 1st- and 2nd-level potions from the pack. At 14th level, the quartermaster can draw 3rd-level potions and 1st- or 2nd-level scrolls from the pack. At 18th level, the quartermaster can draw 3rd-level scrolls from the pack, as well as +1 ammunition.

Swift Creation (Ex): A quartermaster is exceptionally gifted at quickly constructing items of mechanical and alchemical significance. At 2nd level, a quartermaster can create nonmagical items, including alchemical items and poisons, in half the normal time, and adds 1/2 her level on Craft checks made to create such items.

Brew Potion (Ex): At 3rd level, a quartermaster gains Brew Potion as a bonus feat. She can create a potion of any formula she knows of up to 3rd level, using her caster level. The spell must be one which could be made into a potion.

Item Attunement (Ex): At 4th level, a quartermaster can attempt to use her skill in the operation of magical items to make them work more efficiently. Whenever the quartermaster uses a potion, scroll, staff, or wand to cast a spell, she may make a special Use Magic Device skill check with a DC of 15 + the spell's level. If the check is successful, she may use her own caster level in place of the item's caster level, and may use her Intelligence modifier to calculate the saving throw DC of the spell, if applicable.

Swift Use (Ex): At 5th level, a quartermaster is so practiced in the use of items that she can operate most simple devices at supernatural speed. A quartermaster can manipulate an item, drink a potion, apply an oil, or activate a magical item (provided the item is not a spell completion or spell trigger item) as a swift action, rather than as a standard action. When she does, the action never provokes an attack of opportunity.

Wand Lore (Ex): At 5th level, a quartermaster's mastery of objects of power allows her to easily use wands. The quartermaster can use wands to cast any spell of 1st level without need to make a caster level check or a Use Magic Device check. At 8th level, and every 3 levels thereafter, the level of spell she can cast from a wand without need of a check increases by 1, to a maximum of 4th-level spells at 14th level.

Empower Item (Ex): At 6th level, a quartermaster is able to use her knowledge of the working of magical items in order to empower spells cast from them. When the quartermaster uses her item attunement ability, if the check succeeds by 5

or more, she may choose to apply the effects of the Empower Spell feat to the spell. She can use this ability up to three times per day.

Recharge Item (Ex): At 7th level, a quartermaster is able to use alchemical techniques to recharge magical items. Each day, the quartermaster can spend 1 hour meditating in order to restore 1d6 charges to a wand or staff. She may only apply the effects of this ability to one item each day.

Instant Draw (Ex): At 8th level, a quartermaster can retrieve items with supernatural speed. The quartermaster can draw an item from her person or retrieve an item from her pack as a free action, rather than a swift action. The quartermaster may only draw one such item in this way each turn. She must have at least one hand free in order to use this ability.

Extra Use (Ex): At 9th level, a quartermaster can use magical items with a limited number of uses per day an additional time each day. In the case of items which can be safely used a certain number of times each day (such as a horn of blasting), she may use that item safely one additional time each day.

Improved Potion (Ex): At 10th level, the quartermaster becomes an expert in the creation of potions. She can use her Brew Potion feat in order to create potions of 4th level or higher. Additionally, she can make potions from spells with a range of personal. Potions with a range of personal created in this way can only be used by the quartermaster. Any other character that consumes such a potion gains no benefit, and must succeed on a Fortitude save (DC = 10 + 1/2 the quartermaster's level + the quartermaster's Intelligence modifier) or be nauseated for 1d6 rounds.

Scroll Mastery (Sp): At 11th level, the quartermaster is so adept at reading scrolls that she can hold the information contained therein for a short period of time. Whenever the quartermaster deciphers the writing of a scroll of a spell level less than or equal to the highest-level formula she can cast, she can choose to memorize the scroll. She may only memorize one such scroll per day. She may use her spell slots in order to cast the memorized spell. She must sacrifice 2 spell slots of the same level as the memorized spell, or 1 spell slot of a higher level, in order to cast the memorized spell. If she does, she casts the memorized spell as a spell-like ability. She uses her caster level for the spell's caster level and the saving throw DC is Intelligence-based. At 15th and 19th levels, she can memorize an additional spell each day. Memorizing a spell in this way consumes the scrolls. Spells remain memorized until the next time the quartermaster prepares spells.

Maximize Item (Ex): At 12th level, the quartermaster is capable of attuning herself to maximize the potential of any magical item she uses. Twice per day, the quartermaster can cause any spell she casts from an item affected by her attune item ability to be affected as if by the Maximize Spell feat. She may combine the effects of this ability with her empower item class feature.

Instant Use (Ex): At 12th level, the quartermaster is capable of using items at instantaneous speeds. Three times per day, a quartermaster can use a magical item (excluding spell trigger or spell completion items), drink a potion, apply an oil, or manipulate a nonmagical item as a free action.



Staff Lore (Ex): At 13th level, a quartermaster has mastered the complex magic of staves. She may cast any spell from a staff of 6th level or lower without need of succeeding on a caster level check or a Use Magic Device check. At 15th level, and every 2 levels thereafter, the level of spell she can cast in this way increases by 1.

Improved Drain Charge (Ex): At 14th level, a quartermaster can drain the magical charge from a magic item in order to gain additional vitality. Whenever the quartermaster drains one or more charges from a staff or wand using her drain charge ability, she gains a number of temporary hit points equal to $1d8 +$ the number of charges drained from the item.

Wand Mastery (Ex): At 15th level, a quartermaster becomes a master of using wands in battle. Each day, the quartermaster can cast a number of spells equal to her Intelligence modifier from wands without reducing the wand's charges.

Instant Creation (Ex): At 16th level, a quartermaster becomes able to create items at impossible speeds. She can create an alchemical item, poison, or potion as a full-round action that provokes attacks of opportunity, provided she has the appropriate materials on hand. Additionally, she can craft any magical item with only 1 day of work; however, the cost to create such an item is doubled if she chooses to create it in this way.

Master Drain Charge (Ex): At 17th level, a quartermaster can drain charges from magical items in order to convert their power into her own. Whenever the quartermaster drains

charges from an item using her drain charge class feature, for every 5 charges drained in this way, she regains 1 expended spell slot of a level equal to the highest-level spell which could be cast using the item.

Quicken Item (Ex): At 18th level, a quartermaster can use her advanced knowledge of the workings of magical items in order to benefit from their effects more quickly than others. Once each day, the quartermaster can attempt to use a wand, staff, or scroll at incredible speed. She must succeed on a Use Magic Device check in order to attune the item using her item attunement class feature and beat the DC by 10 or more in order to use this ability. If she does, she casts a spell from the item as a free action, as though it were affected by the Quicken Spell metamagic feat.

Staff Mastery (Ex): At 19th level, a quartermaster becomes so skilled at using staves that she can use magical energies from them without expending their inherent power. Each day, a quartermaster can cast a given spell from a staff once without reducing the number of charges the staff has available to use.

Unlimited Use (Ex): At 20th level, a quartermaster becomes a true master of magical items, able to use them at her leisure. A quartermaster can use magic items with a limited number of uses per day at will. She cannot use this ability on items that have a limited number of charges or that can only be used once.

Tactician

While some warriors focus on honing their weapon skills or on primal fury, others prefer to master the very battlefield itself to gain the upper hand against their foes. Tacticians are warriors who specialize in maximizing their environment in order to overcome their enemies. Favoring clever positions and advanced tactics, a tactician is far more effective when he takes the time to look around and achieve superior positioning. When a tactician takes the time to exploit the battlefield, he is nearly unstoppable.

Role: The tactician is primarily a warrior and serves a party best in the thick of combat. Unlike other combatants, however, the tactician is a warrior who relies on his surroundings, finding places to get cover or attacking foes already engaged in order to maximize his advantages. He also has a number of abilities that minimize and eliminate the disadvantages of climbing, swimming, and fighting in the dark, making him a good scout. His focus on clever combat makes him a fine leader in the trenches, able to direct his allies and help them make the most out of their surroundings. Finally, each tactician has access to a number of special tactical maneuvers, which allow him to fill unique niches.

Alignment: Any.

Hit Dice: d10.

Starting Wealth: 5d6 x 10 gp (average 175 gp).

Class Skills

The tactician's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Escape Artist (Dex), Handle Animal (Cha), Knowledge (geography) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the tactician

Weapon and Armor Proficiencies: Tacticians are proficient with simple and martial weapons, light armor, medium armor, and shields, including tower shields.

Superior Positioning (Ex): A tactician knows his way around the battlefield and can easily get himself into a better position. Each round, the tactician can make an additional 5-foot step. He can make this second 5-foot step in addition to moving, or in addition to making a first 5-foot step. This second 5-foot step follows the normal rules for a 5-foot step, and can be made at any time during his turn.

Teamwork Feat: A tactician gains a teamwork feat as a bonus feat, for which he must meet the prerequisites. Additionally, as a swift action, the tactician can issue special instructions to one of his allies within 60 feet who can clearly see and hear the tactician. If he does, that ally gains the

benefits of all of the tactician's teamwork feats for 1 minute. The tactician can use this ability a number of times per day equal to 3 + his Intelligence modifier. At 5th level, and every 5 levels thereafter, the tactician gains an additional teamwork feat as a bonus feat and can choose an additional ally to gain the benefits of his teamwork feats when he issues special instructions.

Terrain Walker (Ex): A tactician is well versed in a variety of battlefield terrains and is familiar with special techniques for fighting on them. The tactician can ignore up to 10 feet of difficult terrain each round. At 5th level, and every 4 levels thereafter, the tactician can ignore an additional 10 feet of difficult terrain each round.

Tactical Strike (Ex): At 2nd level, a tactician learns how to take advantage of opponents. Whenever the tactician hits a character he is flanking or against whom he has higher ground, he deals an additional 1d6 points of damage. If he is both flanking and has higher ground against a character, the bonus damage increases to 1d8. This is precision damage and is not multiplied in the case of a critical hit. At 5th level, and every 3 levels thereafter, this bonus damage increases by an additional 1d6, or 1d8 if the tactician is both flanking and has higher ground against the same target, to a maximum of 7d6 or 7d8 at 20th level.

Take Cover (Ex): At 3rd level, a tactician is able to reap more benefit from gaining cover against his enemies' attacks and spells. The tactician gains an additional +1 bonus to AC whenever he has cover against an attack, and gains a +1 bonus on Reflex saves whenever he has cover against a special attack or spell. At 7th level, and every 4 levels thereafter, this bonus increases by an additional +1.

Armed Climber (Ex): At 4th level, a tactician is skilled in doing battle on sheer or rocky cliffs. The tactician does not lose his Dexterity bonus to AC while climbing, and needs only one free hand to climb, allowing him to use his other hand to make attacks, drink potions, or for any other purpose. Additionally, if he succeeds on his Climb check, he can hold himself in place upon a surface and make use of both of his hands. Finally, the tactician adds his level to Climb checks made to avoid falling due to taking damage or to catch himself when falling.

Position Advantage (Ex): At 4th level, a tactician is able to take greater advantage of his position on the battlefield. He gains a +2 competence bonus on attack rolls against characters that he is benefiting from higher ground against, or that are currently being flanked by at least 2 hostile creatures, regardless of whether or not the tactician is one of those characters.

Tactical Maneuver (Ex): At 4th level, and every 5 levels thereafter, the tactician gains access to a special tactical maneuver that allows him to take advantage of a specific set of battlefield conditions. He may choose from the following tactical maneuvers.

Athletic Acrobat (Ex): The tactician can take 10 on Dexterity- and Strength-based skill checks. Additionally, when he rolls a Dexterity- and Strength-based skill check, he can choose to perform a risky skill check. If the unmodified d20 roll on the check is less than 10, then the tactician becomes exhausted from the effort, and his movement speed is reduced by half (rounded up) until

Table 4-1: The Tactician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Terrain Walker
1st	+1	+2	+2	+0	Superior positioning, teamwork feat	10 ft.
2nd	+2	+3	+3	+0	Tactical strike (1d6)	10 ft.
3rd	+3	+3	+3	+1	Take cover (+1)	10 ft.
4th	+4	+4	+4	+1	Armed climber, position advantage, tactical maneuver	10 ft.
5th	+5	+4	+4	+1	Tactical strike (2d6), teamwork feat	20 ft.
6th	+6/+1	+5	+5	+2	Highly mobile, wreck terrain	20 ft.
7th	+7/+2	+5	+5	+2	Dive for cover, take cover (+2)	20 ft.
8th	+8/+3	+6	+6	+2	Amphibious assault, tactical strike (3d6)	20 ft.
9th	+9/+4	+6	+6	+3	Penetrate defenses, tactical maneuver	20 ft.
10th	+10/+5	+7	+7	+3	Expert tactician, teamwork feat	30 ft.
11th	+11/+6/+1	+7	+7	+3	Provide shelter, tactical strike (4d6), take cover (+3)	30 ft.
12th	+12/+7/+2	+8	+8	+4	Aerial mastery	30 ft.
13th	+13/+8/+3	+8	+8	+4	Survivalist	30 ft.
14th	+14/+9/+4	+9	+9	+4	Tactical maneuver, tactical strike (5d6)	30 ft.
15th	+15/+10/+5	+9	+9	+5	Bed down, take cover (+4), teamwork feat	40 ft.
16th	+16/+16/+6/+1	+10	+10	+5	Shadow warrior	40 ft.
17th	+17/+12/+7/+2	+10	+10	+5	Improved tactical strike, tactical strike (6d6)	40 ft.
18th	+18/+13/+8/+3	+11	+11	+6	Masterful positioning	40 ft.
19th	+19/+14/+9/+4	+11	+11	+6	Improved penetrate defenses, tactical maneuver, take cover (+5)	40 ft.
20th	+20/+15/+10/+5	+12	+12	+6	Master tactician, tactical strike (7d6), teamwork feat	50 ft.

the end of his next turn. If the result of the unmodified d20 roll is 11 or higher, then the gamble paid off: the tactician automatically succeeds on the check, and if the skill check involves movement, that movement is not counted against his normal movement. If the result of the unmodified d20 roll is 10, the tactician simply resolves the check as normal.

Blind Fight Expertise (Ex): The tactician is exceptionally skilled in fighting foes he cannot see. As a swift action, the tactician can grope about to determine the presence of a solid invisible creature or object within a number of adjacent squares equal to his Dexterity modifier (minimum 1). Additionally, as a move action, the tactician can attempt to confirm the presence of an object or creature that he cannot see within a specific square; if he does, he gropes about in that square until he finds it and lays his hand upon it. This provokes an attack of opportunity from any creature threatening the tactician, but confirms the presence of any unseen creature or object and allows the tactician to attack that creature or object without suffering the normal miss chance due to total concealment.

Bonus Feat: The tactician gains a single feat for which he qualifies as a bonus feat. This tactical maneuver can be selected multiple times, and each time the tactician must select a different feat.

Favored Terrain: The tactician gains the favored terrain class feature of the ranger. He chooses a single type of favored terrain when he gains this tactical maneuver, and does not gain additional favored terrains. For the purposes of determining the effects of his favored terrain, the tactician's effective ranger level is equal to his

tactician level. Additionally while in his favored terrain, the tactician ignores the effects of any amount of difficult terrain.

Horse Combat (Ex): The tactician is exceptionally competent at fighting from horseback, gaining a bonus equal to 1/2 his level on Ride checks. Additionally, he can choose to stand in the saddle by succeeding on a DC 30 Ride check each round he wishes to remain standing in the saddle. While standing in the saddle, the tactician can control his mount with his feet, with no additional skill check required. He also benefits from higher ground against characters mounted on a mount that is the same size as or smaller than the tactician's mount, in addition to those characters on the ground who are smaller than his mount. Finally, while standing in the saddle, the tactician can use a move action in order to jump to another mount and immediately attempt a DC 30 Ride check to stand in the saddle. If he fails this Ride check by 9 or less, he lands seated on the mount, but if he fails by 10 or more, he lands prone adjacent to the mount.

Improvised Weapon Expert (Ex): When the tactician makes an attack with an improvised weapon, he does not provoke attacks of opportunity, and he always deals a number of points of damage equal to 1d8 + his Strength modifier, unless the weapon would do more. Additionally, the first attack a tactician makes with an improvised weapon each round is considered a tactical strike, even if the tactician is not currently benefiting from flanking or higher ground against the target.

Perfect Balance (Ex): The tactician is highly trained in the art of balancing and is a deadly fighter on slippery or narrow surfaces. The tactician can move at full speed



when using Acrobatics to move across narrow or uneven surfaces. He also retains his Dexterity bonus to AC under such conditions, and adds his tactician level as a bonus on Acrobatics checks made to avoid falling prone when suffering damage under such conditions. Finally, because the tactician knows how to maintain balance, he can disrupt it in others more easily. When he damages a creature moving across a narrow or uneven surface, that character suffers a penalty equal to the tactician's level on her Acrobatics check to avoid falling.

Rope Swinger (Ex): The tactician is practiced in swinging from ropes, vines, and chandeliers and can easily do so in combat. As part of his movement, the tactician can swing on a rope, vine, chain, chandelier, or any other hanging object capable of supporting his weight. If he does, he can make an Acrobatics check with a DC equal to the number of feet he wishes to travel while swinging. If the check is successful, the distance traveled in this fashion is not counted against the number of feet the tactician can move each round, and the movement does not provoke attacks of opportunity. Otherwise, the movement used in this fashion is counted against his movement as though he had walked the distance, and provokes attacks of opportunity as normal. Additionally, at the end of his swing, the tactician can make an Acrobatics check to jump; if he does, he gains a +2 bonus on the check for every 5 feet he traveled while swinging. The maximum distance the tactician can travel while swinging is dependent on the length of the object and its position when the tactician started swinging on it. Finally, at any point during the swinging movement or immediately following the Acrobatics check made to jump, the

tactician can make an attack. If he does, he is considered to have higher ground and flanking against that target for the purposes of his tactical strike class feature.

Tavern Brawler (Ex): The tactician is skilled in fighting in urban settings such as taverns and homes and knows how to make the most out of the surroundings found there. The tactician can jump on top of a table, chair, or similar piece of furniture that can support his weight with a 5-foot step. He is always considered to be benefiting from higher ground while on top of such an object, even if he is not actually higher than his target. Additionally, the tactician can dive under a table, cart, counter, or similar object that has sufficient space for a character of his size. When he does so, he is considered to have cover, but other characters do not have cover from him. Against very small attackers (characters whose height is lower than that of the object the tactician is using for cover), or characters that are prone, the tactician loses cover gained in this fashion. Finally, as a standard action, the tactician can flip over unsecured objects such as tables or hand carts in order to create cover where there may not have been cover before, or to cause an object that normally grants cover against attacks from a given side to grant improved cover from attacks coming from that side. The tactician must succeed on a Strength check with a DC equal to 1/10 the object's weight in order to succeed on this action. He gains a bonus on this check equal to 1/4 his tactician level.

Rope Master (Ex): The tactician is even more effective at using ropes to climb and in combat. The tactician moves at his full speed when climbing a rope or knotted rope. Additionally, if he is falling and a rope is within arm's reach, the tactician can attempt a DC 15 Reflex save to grab that rope and stop his fall. Further, the tactician does not need to make an attack roll to hit a targeted square with a grappling hook. Finally, the tactician adds his level as a bonus on CMD for the purposes of escaping from rope or cord bindings.

Highly Mobile (Ex): At 6th level, a tactician is able to quickly move to higher vantage points or across streams in order to achieve the best position. He can move at his full speed while climbing or swimming if he makes a successful Climb or Swim check.

Wreck Terrain (Ex): At 6th level, a tactician can use a held weapon to gouge and demolish the terrain, making it difficult for others to move through. As a full-round action, the tactician can make attacks against a number of unoccupied squares he threatens equal to his Dexterity modifier. For each square he damages, that square becomes difficult terrain until it is cleared or repaired. Clearing or repairing a damaged square typically requires a full-round action for most surfaces, but could potentially require much more time, at the GM's discretion.

Dive for Cover (Ex): At 7th level, the tactician can leap for cover in order to make the most out of what limited shelter he can find. As an immediate action, if the tactician is benefiting from cover, he can dart or dive in order to make the most of that cover. If he does, then so long as he remains in that spot, he is considered to be benefiting from cover that is 1 step stronger than it actually is for the next attack, spell, or special attack made against him: partial cover and soft cover count as cover, cover counts as improved cover, and

improved cover counts as total cover. Because of the ways in which the tactician must move his body in order to gain these benefits, he loses his Dexterity bonus to AC against attacks for which he does not have cover until the beginning of his next turn.

Amphibious Assault (Ex): At 8th level, the tactician is just as dangerous fighting on water as he is on land. The tactician is never off balance underwater, and never suffers a penalty on attack rolls for using slashing or bludgeoning weapons underwater (such weapons still deal only half damage unless the tactician is affected by *freedom of movement*). Additionally, while he has firm footing, he can move at his full speed underwater for a number of feet equal to the number of feet of difficult terrain he can ignore with his terrain walker class feature. Finally, when the tactician is on land and making an attack against a creature on the surface of the water, the target is treated as having only regular cover rather than improved cover. Similarly, when the tactician is on land and makes an attack against a creature completely submerged in the water, he treats the target as having improved cover rather than total cover.

Penetrate Defenses (Ex): At 9th level, a tactician's mastery of the use of cover allows him to circumvent such defenses from his foes. Targets of his attacks only gain 1/2 the normal bonus to AC from cover. Additionally, allies within 10 feet can benefit from observing the tactician's techniques and gain a +2 bonus on attack rolls against any target with cover that the tactician damaged in the last round. At 18th level, this bonus on attack rolls increases to +4.

Expert Tactician (Ex): At 10th level, the tactician's ability to coordinate with his allies becomes so advanced that they can work together in nearly perfect harmony. Whenever the tactician issues special instructions to an ally in order to grant them the benefits of his teamwork feats, the tactician also gains the benefits of all of the teamwork feats known by that character.

Provide Shelter (Ex): At 11th level, the tactician is able to instruct his allies to avoid damage by taking cover. Allies adjacent to the tactician who are benefiting from cover gain half the bonus to AC he receives from his take cover class feature (minimum +1). If the ally is benefiting from cover (though not soft cover) provided by the tactician, such as if the tactician is currently sheltering behind a tower shield, then the ally gains the whole benefit of the tactician's take cover class feature.

Aerial Mastery (Ex): At 12th level, the tactician has mastered the art of 3-dimensional aerial combat. While flying, including while mounted upon a flying creature or on a flying vehicle, the tactician gains a +2 bonus to attack rolls and damage rolls against opponents on the ground, in addition to any bonus from having higher ground (if applicable). Additionally, the tactician automatically succeeds at any Fly check to avoid falling. Finally, airborne creatures without the air subtype or the aerial mastery class feature suffer a -2 penalty to attack rolls against the tactician while the tactician is flying.

Survivalist (Ex): At 13th level, the tactician has succeeded in mastering techniques for fighting in almost any environment under almost any condition. The tactician can take 10 on

ability checks, skill checks, and saving throws to interact with natural hazards and weather, including weather produced by magical means, such as a *control weather* spell, but not purely magical weather such as that produced by a *storm of vengeance* spell.

Bed Down (Ex): At 15th level, the tactician knows how to dig in defenses and wait out even the most brutal and determined attacks. Whenever the tactician takes a total defense action or fights defensively, the dodge bonus to AC granted by that action is doubled against targets from which he has cover or concealment.

Shadow Warrior (Ex): At 16th level, the tactician has mastered the art of battle in shadowy conditions. The tactician ignores concealment due to dim light, even if he does not have darkvision or some similar ability. Additionally, the tactician can use Stealth to hide in an area of dim light even while observed, though characters with darkvision or some other ability to see in the dark gain a +4 bonus on Perception checks made to spot the tactician within 1 round of using Stealth to hide in this fashion.

Improved Tactical Strike (Ex): At 17th level, the tactician is able to make more precise and deadly tactical strikes. Whenever the tactician successfully deals damage with his tactical strike, he can choose to either hobble the target, reducing its movement speed to 5 feet for 1d4 rounds, or wound the target, causing it to suffer 1 point each of Dexterity and Strength bleed damage.

Masterful Positioning (Ex): At 18th level, the tactician is supremely adept at manipulating the battlefield to his advantage. As a swift action, the tactician can expend the additional 5-foot step he is allowed to make with his superior positioning class feature each turn to allow all allies within 30 feet to make a 5-foot step as a free action. This movement does not provoke attacks of opportunity and ignores difficult terrain.

Improved Penetrate Defenses (Ex): At 19th level, the tactician is readily able to defeat most defenses that his foes come up with. He rolls his miss chance to overcome concealment (including total concealment) an additional time and takes the most favorable result. This effect stacks with the Blind Fight feat and similar effects. Additionally, the tactician's attacks ignore any cover less than total cover.

Master Tactician (Ex): At 20th level, the tactician has achieved complete awareness of the battlefield and can guide himself and his allies to an easy victory. The tactician becomes is constantly affected as though by a *freedom of movement* spell, except that the effect is extraordinary and cannot be dispelled. Additionally, when the tactician successfully deals damage with his tactical strike ability, he can choose to either slay or subdue the target. The target must then make a Fortitude save (DC = 10 + 1/2 the tactician's level + the tactician's Intelligence modifier). If she fails, she is either killed instantly, or takes a number of points of nonlethal damage equal to her current remaining hit points. Once a creature has been the target of this ability, regardless of whether or not the save is made, that creature is immune to that tactician's master tactician ability for 24 hours.

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Ready for Something a Little Different?

Tired of the same old classes? Want something new and different? There have always been certain elements of the game that have traditionally been outside of the toolbox players got to work with: afflictions like diseases and poisons, monster abilities, and environmental and terrain rules have always been firmly the purview of the GM. But this book turns all of that on its head, presenting four new base classes for the *Pathfinder Roleplaying Game* that allow players to do things they've never done before, and shine a spotlight on parts of the game that traditionally get brushed over or ignored. Included in this book, you will find:

- The afflictionist, a master of status effects and conditions that can easily manipulate curses, diseases, poisons, and more, both inflicting them on foes and taking them from allies.
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- The quartermaster, who specializes in eking the most possible use out of all the potions, scrolls, wands, and other consumable magic items most adventurers forget about in the bottom of their pack.
- The tactician, a master strategist who makes the most of positioning like flanking or higher ground, and can use their terrain and environment against foes to always have the upper hand in a fight.

These oddball classes have no place in a core rulebook, but if you're looking for something to spice up your next game and let you play with some toys that players normally don't get to use, look no further than the Misfit Class Guide.



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