



Hybrid Class: Pundit



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There is no fettering of authority.
- William Shakespeare

Hybrid Class: Pundit

There are those who think they know it all, or at least, they think they know all there is worth knowing. Pundits study narrow fields of magic and knowledge to better assert their control over the world around them. Often seen as bookish, arrogant, and intellectually vain—no matter what their intentions—these scholarly authoritarians apply their talents to endeavors that would advance themselves and their allies to greater levels of influence. In spite of their reputations as pedantic bores, they are still valued by many lords and kings as advisers, tutors, and in times of trouble, warrior mages. Mounted on “high horses”, they carry a great deal of clout to see them through many obstacles and challenges. Blending formidable arcane magic and martial prowess with equestrian skill, pundits journey to stick their nose where it is often not wanted to make matters their own to deal with.

Role: A pundit simply knows where and how they are needed. Don’t ask them to explain their methods; it’s best to not get them started.

Alignment: Any.

Hit Die: d8.

Parent Classes: Cavalier and Wizard

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

Class skills

The pundit’s class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Table: Pundit

Level	Base At- tack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Authority, cantrips, clout, high horse
2nd	+1	+0	+0	+3	
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	Authority ability
5th	+3	+1	+1	+4	Magic clout
6th	+4	+2	+2	+5	
7th	+5	+2	+2	+5	
8th	+6/+1	+2	+2	+6	Authority ability
9th	+6/+1	+3	+3	+6	
10th	+7/+2	+3	+3	+7	Spell clout
11th	+8/+3	+3	+3	+7	
12th	+9/+4	+4	+4	+8	Authority ability
13th	+9/+4	+4	+4	+8	
14th	+10/+5	+4	+4	+9	
15th	+11/+6/+1	+5	+5	+9	
16th	+12/+7/+2	+5	+5	+10	Authority ability
17th	+12/+7/+2	+5	+5	+10	
18th	+13/+8/+3	+6	+6	+11	
19th	+14/+9/+4	+6	+6	+11	
20th	+15/+10/+5	+6	+6	+12	Supreme Authority

Class Features

The following are the class features of the pundit.

Weapon and Armor Proficiency: A pundit is proficient with all simple and martial weapons. A pundit is also proficient with light armor. He can cast pundit spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a pundit wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass pundit still incurs the normal arcane spell failure chance for arcane spells received from other classes.

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

Spells: A pundit casts arcane spells drawn from the wizard spell list presented. However, he can only learn and cast spells from the arcane school associated with his authority (See **Pundit Authorities** below). A pundit must choose and prepare his spells ahead of time.

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

A pundit can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table: Pundit*. In addition, he receives bonus spells per day if he has a high Intelligence score (see *Table: Ability Modifiers and Bonus Spells*).

A pundit may know any number of spells from the school associated with his authority. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying,

the pundit decides which spells to prepare.

Authority: At 1st level, the pundit must decide upon the authority they wish to demonstrate in their lives. Select one of the pundit authorities (see p.8)

Cantrips: Pundits can prepare a number of cantrips, or 0-level spells, each day, as noted on *Table: Pundit* under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again. The cantrips may be drawn from any of the wizard schools.

Spellbooks: A pundit must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for *read magic*, which all pundits can prepare from memory.

A pundit begins play with a spellbook containing all 0-level wizard spells (from all schools, not just from the schools associated with his authority), plus three 1st-level spells of his choice. The pundit also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new pundit level, he gains two new spells of any spell level or levels that he can cast (based on his new pundit level) for his spellbook. At any time, a pundit can also add spells found in other pundit or wizards’ spellbooks to his own, provided that these spells are associated with his chosen authority.

Bonus Languages: A pundit may substitute Draconic for one of the bonus languages available to the character because of his race.

Clout (Ex): A pundit carries a great deal of clout with him, which is a form of influence he uses to get what he wants when times prove difficult. A pundit’s clout pool is equal to $3 + \frac{1}{2}$ his class level + his Cha modifier. This pool replenishes itself at the start of each day. As a swift action, the pundit can use 1 point from his clout pool to gain a morale bonus equal to his Charisma modifier to all of his melee attacks, CMB attempts, and damage rolls for 1 round. Clout abilities particular to a pundit’s chosen authority also require a swift action to use, and their effects last the duration of the combat in which they are used, unless otherwise note. (See below for more on Authorities.)

High Horse (Ex): A pundit gains the service of a loyal and trusty steed to carry him into battle and to flaunt his authority. This mount functions as a druid’s animal companion, using the pundit’s level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a

mount. A Medium pundit can select a camel or a horse. A Small pundit can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

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

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

Magic Clout (Su): Starting at 5th level, the pundit can use his magic to replenish his clout pool. Once per day, as a full round action that provokes attacks of opportunities the pundit can expend one unused spell slot. The pundit regains a number of clout points equal to the spell slot's level. This ability cannot be used to give the pundit extra clout points, only to replace clout points that have already been spent. A pundit cannot have more clout than his daily allotment. At 10th level, the pundit can use this ability an additional time per day and as a standard action that does not provoke attacks of opportunity.

Spell Clout (Su): Starting at 10th level, a pundit can use his clout to bolster his magic. As part of casting a spell, the pundit can use a clout point to increase the spell's DC by 1.

Supreme Authority: At 20th level, whenever the pundit makes an Intelligence or Charisma-based skill check while mounted on his high horse, he adds all skill modifiers twice to the result. In addition, if the pundit confirms a critical hit on a clout attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the pundit's pundit level.

*Authority intoxicates,
And makes mere sots of magistrates;
The fumes of it invade the brain,
And make men giddy, proud, and vain.
- Samuel Butler*

Pundit Authorities

Every pundit belongs to a prestigious group of specialists called an authority, and is considered vested in and representative of this authority. This authority does not necessarily grant him power over others in a societal sense. However, it does grant him powers that aid him in his adventuring endeavors. Below is a list of authorities to choose from. Each authority grants certain clout abilities, skill options, spells that the pundit can learn, and other abilities the pundit gains throughout his career. Once an authority is chosen, it cannot be changed.

Authority of the Arcane Buckler

Some things are worth protecting and preserving. Pundits of this authority pledge themselves to a particular people or land.

Clout Ability: Whenever the pundit uses a clout point, he also receives a +1 morale bonus on attack rolls made against a single target, if that target has made an attack against a target other than the pundit. This bonus lasts for 1 minute. The bonus increases by +1 for every four levels the pundit possesses.

Skills: The pundit adds Heal (Wis) and Knowledge (local) (Int) to his list of class skills. Whenever an order of the shield pundit uses the Heal skill on a creature other than himself, he receives a bonus on the check equal to 1/2 his pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Abjuration and Universal arcane schools.

Resistance (Ex): You gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11th level, this resistance increases to 10. At 20th level, this resistance changes to immunity to the chosen energy type.

Protective Ward (Su): As a standard action, you can create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive a +1 deflection bonus to their Armor Class. This bonus increases by +1 for every five pundit levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Resolute (Ex): At 4th level, whenever you take damage from a melee or ranged attack while wearing light armor, you can convert 1 point of lethal damage to 1 point of nonlethal damage. You can use this ability once each time you take damage. This ability cannot be used to convert ability damage, ability drain, or energy damage to nonlethal damage. At 6th level, and every four levels thereafter, the amount of damage you can convert increases by 1.

Energy Absorption (Su): At 8th level, you gain an amount of energy absorption equal to 3 times your pundit level per day. Whenever you take energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

Stem the Tide (Ex): At 12th level, you receive Stand Still as a bonus feat, even if you do not meet the prerequisites. Instead of making a combat maneuver check to stop the creature from moving, a pundit with this ability can elect to make a normal attack instead. If the attack hits and deals damage, the target must stop moving, just as if you had made a successful combat maneuver check.

Protect the Meek (Ex): At 16th level, you can move to intercept foes. As an immediate action, you can move up to your speed (or your mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. You must end your movement adjacent to an enemy. On your next turn, you are staggered and cannot use this ability again for 1 round.

Authority of the Bone Axe

Death has the final say in all things. Some feel this is not morbid, but accepting of the finality of mortality. Pundits of this authority are obsessed with death-magic and seek to deal death to others deserving of it.

Clout Ability: Whenever the pundit uses a clout point to successfully attack a creature whose kind she has encountered in the past 24 hours, the pundit gains a +1 morale bonus on attack rolls made against that target. If the attack misses, the clout point is wasted. This bonus increases by +1 for every 4 levels the pundit possesses.

Skills: The pundit adds Knowledge (local) and Knowledge (religion) to her list of class skills. Whenever the pundit uses Diplomacy to gather informa-

tion, she receives a bonus on the check equal to $1/2$ her pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Necromancy and Universal arcane schools.

Power over Undead (Su): You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to $3 +$ your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to $10 + 1/2$ your pundit level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

Grave Touch (Sp): As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to $1/2$ your pundit level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your pundit level. You can use this ability a number of times per day equal to $3 +$ your Intelligence modifier.

Air Grievances (Ex): At 4th level, when you attempt to demoralize an opponent using Intimidate, you gain a bonus on your Intimidate check equal to $1/2$ your pundit level. At 8th level and every 6 levels thereafter, the penalties a pundit's target takes for being demoralized increase by 1.

Eye for an Eye (Ex): At 8th level, you gain Critical Focus as a bonus feat, even if you do not meet the requirements.

Life Sight (Su): At 12th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your pundit level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 16th level, and by an additional 10 feet at 20th. These rounds do not need to be consecutive.

Retribution (Ex): At 16th level, you can take retribution on those who dare to strike your allies. Whenever an enemy makes a successful melee attack

against you or an adjacent ally, the enemy provokes an attack of opportunity from you. You receive a +2 morale bonus on the attack of opportunity. You can use this ability once per round.

Authority of the Enchanted Rose

The world is full of enchantment, or at least, it should be. Whether enchanting others with magic or their social wiles, pundits of this authority find that swaying minds and hearts can change the course of history.

Clout Ability: Whenever the pundit uses a clout point, he also receives a +1 morale bonus on attack rolls made against a single target, if the target is an intelligent creature to whom the pundit offered the chance to surrender (by taking a standard action to offer terms). This bonus increases by +1 for every four levels the pundit possesses (to a maximum of +5 at 17th level).

Skills: The pundit adds Knowledge (local) (Int) and Knowledge (nobility) (Int) to his list of class skills. Whenever the pundit uses Diplomacy to try to mediate a dispute between two parties that do not include him, he receives a bonus on the check equal to 1/2 his pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Enchantment and Universal arcane schools.

Enchanting Smile (Su): You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five class levels you possess, up to a maximum of +6 at 20th level. At 20th level, whenever you succeed at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per spell turning.

Dazing Touch (Sp): You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your class level are unaffected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Flat of the Blade (Ex): At 4th level, you gain the ability to moderate your attacks in order to take an enemy alive. You no longer take a –4 penalty when attacking with a lethal weapon to deal nonlethal damage. When dealing nonlethal damage, you receive a +2 bonus on damage rolls. When you make use of this ability, you must attempt to subdue your target without killing it; dealing lethal damage after using this ability, or allowing your allies to kill the

target, is considered an abuse of your authority.

Aura of Despair (Su): At 8th level, you can emit a 30-foot aura of despair for a number of rounds per day equal to your class level. Enemies within this aura take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a mind-affecting effect.

Inner Peace (Ex): At 12th level, you have learned that while not all things in the world will go as you wish, you must remain calm and centered. Once per day as an immediate action, you may ignore an amount of damage from a single source (one attack, spell, or effect) equal to your class level plus your Charisma modifier. You can only ignore hit point damage in this fashion. You can use this ability one additional time per day at 12th level and every four levels thereafter (to a maximum of four times per day at 20th level).

Shield of Blades (Ex): At 16th level, you gain an expert sense of impending violence around you. When taking the total defense action, you can extend your protection to those around you, granting a +2 circumstance bonus to AC to all adjacent allies. In addition, while taking the total defense action, as an immediate action, you can attempt to deflect an attack by making an attack roll opposed by the attacker's original attack roll. If successful, the attack is deflected and deals no damage.

Authority of the Forged Destiny

Before one can forge their destiny, they must first conjure the tools. Pundits of this authority enjoy a good fight and love to summon help to make it more enjoyable.

Clout Ability: The pundit can attempt a free grapple check or free sunder combat maneuver check anytime she takes the full-attack action and spends a clout point. This free combat maneuver does not provoke an attack of opportunity.

Skills: The pundit adds Acrobatics (Dex) and Knowledge (local) (Int) to her list of class skills. In addition, whenever the pundit uses Acrobatics to jump, she can add her Strength bonus to the check in addition to her Dexterity modifier, and she receives a bonus on Acrobatics checks to jump equal to 1/2 her pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Conjunction and Universal arcane schools.

Summoner's Charm (Su): Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your pundit level (minimum 1). This increase is not doubled by Extend Spell. At 20th level, you can change the duration of all *summon monster* spells to permanent. You can have no more than one summon monster spell made permanent in this way at one time. If you designate another *summon monster* spell as permanent, the previous spell immediately ends.

Acid Dart (Sp): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two pundit levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

Mighty Bash (Ex): At 2nd level, you do not provoke attacks of opportunity when you attack foes while unarmed so long as you are dealing nonlethal damage. In addition, your unarmed strikes deal more nonlethal damage than usual; you are treated as having a number of monk levels equal to your pundit level for the purpose of determining how much nonlethal damage your unarmed strikes deal.

For example, a 12th-level pundit of the authority of the forged destiny would deal 2d6 points of nonlethal damage with her unarmed strike. She must still select the Improved Unarmed Strike feat if she wants to deal lethal damage with her unarmed strike, and lethal damage dealt with her unarmed strike is not increased by this ability.

Crushing Grapple (Ex): At 8th level, you gain Chokehold as a bonus feat, even if you do not meet the prerequisites. You do not take the –5 penalty on grapple checks to put an opponent in a chokehold.

Dimensional Steps (Sp): At 8th level, you can use this ability to teleport yourself and your mount up to 30 feet per pundit level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

Inspiring Flex (Ex): At 16th level, you can display your own brawn to inspire greater strength in your allies. As a standard action, you can grant yourself and any allies within 30 feet a +4 morale bonus on melee attack rolls, combat maneuver checks, Fortitude saves, and Strength checks. You can maintain your inspiring flex as a free action, and you can use this ability for a number of rounds per day equal 1/2 your pundit level; this duration need not be continuous. This does not stack with the clout ability.

Authority of the Glorious Hand

It is better to be consumed in a glorious blaze than to fade out into obscurity. Pundits of the authority seek personal glory through arms and magic.

Glorious Clout: When the pundit uses a clout point, his melee attacks count as magic for the purpose of overcoming damage reduction. In addition, as a swift action, he can convert the extra damage granted by his clout ability into a type of energy damage (acid, cold, electricity, or fire). The pundit chooses this energy type when he uses a clout point.

Skills: The pundit adds Knowledge (local) and Survival to his class skills. Whenever the pundit's current hit point total matches or exceeds his maximum hit point total, he gains a bonus on Intimidate checks equal to 1/2 his pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Evocation and Universal arcane schools.

Intense Spells (Su): Whenever you cast an evocation spell that deals hit point damage, add 1/2 your pundit level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell. At 20th level, whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result.

Force Missile (Sp) As a standard action you can unleash a force missile that automatically strikes a foe, as *magic missile*. The force missile deals 1d4 points of damage plus the damage from your intense spells evocation power. This is a force effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Foolhardy Rush: At 4th level, you can charge across the battlefield at a moment's notice. Whenever you attempt an initiative check, as long as you roll an 11 or higher on the die, you can move up to your base speed as an immediate action and you are not considered flat-footed.

If you take an action to move during your next turn, you subtract the number of feet moved during the initiative check from your total movement.

Daunting Success: At 8th level, whenever you confirms a critical hit with a melee weapon, as an immediate action you can attempt an Intimidate check to demoralize all foes within 15 feet who can see you. This ability can be used only once per combat.

Elemental Wall (Sp): At 12th level, you can create a wall of energy that lasts for a number of rounds per day equal to your pundit level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like *wall of fire*.

Blaze of Glory: At 16th level, you can declare a blaze of glory as a standard action. For a number of rounds equal to your Charisma modifier, you increase your base speed by 10 feet, can ignore difficult terrain while charging, and gain a +4 bonus on your attack rolls (instead of +2). This does not stack with the clout ability. A pundit can use this ability only once per combat.

Authority of the Guiding Star

We are all of us guided by something, but is it a thing worthwhile? Pundits of this authority are guided by a particular faith or philosophy that helps them achieve new levels of knowledge and power. Using powerful divination magic, they ever seek out new and wonderful things.

Clout Ability: Whenever the pundit uses a clout point, he receives a +1 morale bonus on all his saving throws for 1 round. This bonus increases by +1 for every four levels the pundit possesses.

Skills: The pundit adds Heal (Wis) and Knowledge (religion) (Int) to his list of class skills. An order of the star pundit can make Knowledge (religion) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Divination and Universal arcane schools.

Forewarned (Su): You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your pundit level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

Diviner's Fortune (Sp): When you activate this authority power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your pundit level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Calling (Ex): At 4th level, you can make a short prayer or meditation as a standard action, filling yourself with confidence in your abilities. At any point in the next minute, you can receive a competence bonus on an ability check, attack roll, saving throw, or skill check equal to your Charisma modifier. You must declare that you are using this bonus before the roll is made. You can use this ability up to four times per day, once for each type of check or roll. This does not stack with the clout ability. In addition, you add 1/2 your pundit level to any levels of paladin or cleric you might possess for the purposes of determining the effects of channel energy or lay on hands.

For the Faith (Ex): At 8th level, you can call upon your faith or ideology to bolster yourself in combat. As a free action, you can call out the name of your deity or a phrase related to your philosophy, granting yourself a morale bonus on attack rolls equal to your Charisma modifier for 1 round. In addition, any allies within 30 feet that share your faith also receive half this bonus (minimum +1). This does not stack with the clout ability. You can use this ability once per day, plus one additional time per day at 12th level and every four levels thereafter.

Scrying Adept (Su): At 12th level, you are always aware when you are being observed via magic, as if you had a permanent *detect scrying* in effect. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

Retribution (Ex) At 16th level, you can take retribution on those who dare to strike an agent of your faith. Whenever an enemy makes a successful melee attack against you or an adjacent ally devoted to the same faith as the pundit, the enemy provokes an attack of opportunity from you. You receive a +2 morale bonus on the attack of opportunity. You can use this ability once per round.

Authority of the Hidden Truth

Some knowledge should never be shared, as it would be damaging to the balance of power in the universe. These secretive pundits protect forbidden knowledge by masking it with clever falsehoods.

Clout Ability: The pundit can make a free bull rush or trip combat maneuver anytime he spends a point from his clout pool. This free combat maneuver does not provoke an attack of opportunity.

Skills: The pundit adds Disable Device (Dex) and Linguistics (Int) to his list of class skills. Whenever the pundit uses Bluff to conceal information about his sworn charge, he receives a competence bonus equal to 1/2 his pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Illusion and Universal arcane schools.

Any illusion spell you cast with a duration of “concentration” lasts a number of additional rounds equal to 1/2 your pundit level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of “concentration” become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

Blinding Ray (Sp): As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your pundit level are dazzled for 1 round instead. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Keeper (Ex): At 4th level, once per day you must select a location, or a secret that you have sworn to protect. If you choose a location, you gain a +2 morale bonus on attack rolls when directly defending your charge. If you choose

a secret, you gain a +2 morale bonus on saving throws and opposed checks to resist revealing information about your charge. You gain these bonuses until you pick a new object, location, or secret to protect.

I Shall Not Be Moved (Ex): At 8th level, you can draw on your dedication to overcome physical weakness. Whenever you do not move more than a 5-foot step, you receive a +2 dodge bonus to your CMD to resist bull rush, overrun, reposition, and trip combat maneuvers until your next turn.

Invisibility Field (Sp): At 12th level, you can make yourself invisible as a swift action for a number of rounds per day equal to your pundit level. These rounds do not need to be consecutive. This otherwise functions as greater invisibility.

Staggering Assault (Ex): At 15th level, you can drive opponents back without giving ground. As a full-round action, you can make a single attack at your highest attack bonus. If the attack hits, the attack does damage as normal, and you may attempt a bull rush against the target. You gain a bonus on the bull rush combat maneuver check equal to half the amount of damage dealt on the initial attack.

Authority of the Many Edges

With many sides come many edges on which to bleed. These diverse pundits each seek something different, though their methods are generally similar.

Clout Ability: Whenever the pundit spends a clout point, he receives a +1 morale bonus on attack rolls against one specific target so long as he is astride his mount. The bonus increases by +1 for every four levels the pundit possesses.

Skills: The pundit adds Knowledge (nobility) (Int) and Knowledge (religion) (Int) to his list of class skills. Whenever the pundit uses Sense Motive to oppose a Bluff check, he receives a competence bonus on the check equal to 1/2 his pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Universal arcane school and one other arcane school of the player's choice.

Hand of the Apprentice (Su): You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action,

you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

By My Honor (Ex): At 2nd level, you must select one alignment. As long as you maintain the selected alignment, you receive a +2 morale bonus to one saving throw of your choice.

Mounted Mastery (Ex): At 8th level, you ignore the armor check penalty when using the Ride skill, regardless of whether or not the creature you are riding is your mount. Whenever you make a charge attack while mounted, you receive a +4 dodge bonus to your AC to avoid attacks set against your charge. When making such an attack, you can add your mount's Strength modifier to the damage roll, in addition to your own. You also receive a bonus feat, chosen from the following list: Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, or Unseat. You must qualify for the feat selected.

Metamagic Mastery (Su): At 12th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th level and one additional time per day for every two pundit levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

Knight's Clout (Ex): At 16th level, you can use a clout point once per day. This functions like normal, but you add your Charisma bonus on all attack rolls and damage rolls in addition to the normal clout bonuses. In addition, you receive a +4 circumstance bonus on attack rolls made to confirm critical hits against a target that you have successfully hit with an attack using a clout point.

Authority of the Transforming Deliverance

In the Prime Material Plane, battleground of Law and Chaos, change is the only constant. Pundits of this authority practice transmutation as a means to evolve with every battle.

Clout Ability: Whenever the pundit uses a clout point, his mount gains a +1 circumstance bonus on melee attack rolls for 1 round. This bonus increases by 1 for every 4 pundit levels.

Class Skills: The pundit adds Knowledge (nature) and Survival to his list of class skills. When the pundit uses Survival to follow tracks, he gains a bonus on the check equal to 1/2 his pundit level (minimum +1).

Spells: The pundit can learn and cast wizard spells drawn from the Transmutation and Universal arcane schools.

Physical Enhancement (Su): You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five pundit levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

Telekinetic Fist (Sp): As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two pundit levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Wild Empathy (Ex): At 4th level, you can improve the attitude of an animal. This ability functions as the druid ability of the same name. You use your level as your effective druid level when using this ability.

Wild Mount Shape (Su): At 8th level, you gain the ability to turn your mount into a different Medium or Large animal and back again once per day. Your options for new forms include all creatures with the animal type. This ability functions as *beast shape II*, except as noted here. The effect lasts for 1 hour per pundit level, or until you choose to change your mount back. Changing the mount's form (to a different animal or back to normal) requires you to touch your mount as a standard action that does not provoke

an attack of opportunity. The form chosen must be that of an animal you are familiar with. The mount does not change size, but does receive the bonuses (not the penalty) presented in *beast shape II* for the Large animal. At 16th level, you can use wild mount shape to change your mount into a Medium or Large dragon. When taking this form, the pundit's wild mount shape now functions as *form of the dragon I*, except as above.

You can use this ability an additional time per day at 10th level and every 4 levels thereafter (to a maximum of four times per day at 18th level).

Change Shape (Sp): At 12th level, you can change your shape for a number of rounds per day equal to your pundit level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*. At 16th level, this ability functions like *beast shape III* or *elemental body II*.

Ferocious Charge (Ex): At 16th level, you are the embodiment of nature's fury. When you charge a creature, you can attempt an Intimidate check to demoralize your enemy as a free action. If you succeed, the target is frightened.

Sigil Rider (Pundit Archetype)

It is considered by many as a sign of authority to ride upon exotic beasts. Pundits of this caliber prefer to ride imposing and exotic beasts to better assert their will.

Brought to Heel: Starting at 1st level, the sigil rider's mount is subdued by powerful magics and harsh training methods to make them easier for the pundit to control. The mount begins play with 3 negative levels. These negative levels cannot be removed in anyway except through experience. At 2nd, 3rd, and 4th level, 1 negative level is removed from the beast.

A Small sigil rider can choose an allosaurus, ankylosaurus, arsinoitherium, aurochs, bison, boar, brachiosaurus, elephant, glyptodon, hippopotamus, mastodon, megaloceros, riding dog, snapping turtle (giant), triceratops, or tyrannosaurus. At 7th level, he can also choose a dinosaur (deinonychus or velociraptor).

A Medium sigil rider can also choose an allosaurus, ankylosaurus, arsinoitherium, aurochs, bison, brachiosaurus, elephant, glyptodon, hippopotamus, lion, mastodon, megaloceros, snapping turtle (giant), tiger, triceratops, or tyrannosaurus as his mount. Additional mounts might be available with GM approval.

In addition, a 7th-level or higher Medium sigil rider can select any creature whose natural size is Large or Huge, provided that creature is normally available as a Medium-sized animal companion at 7th level (like a bear). To generate statistics for such a mount, apply the following modifications: Size Large; Ability Scores Str +2, Dex -2, Con +2. Increase the damage of each of the mount's natural attacks by one die size. A sigil rider cannot choose a mount that is not capable of bearing his weight, that has fewer than four legs, or that has a fly speed (although the GM may allow mounts with a swim speed in certain environments).

Anytime a feat or ability allows a mount to make a hoof attack, it can make a claw, slam, or other analogous attack instead.

This ability replaces the high horse.

New Feats

The following feats are specially designed for the pundit hybrid class. Note that pundits cannot use feats designed specifically for cavaliers or wizards without the expressed permission of the GM, much as a fighting paladin cannot use fighter-qualified feats.

Extra Clout

Your clout is more pronounced, and you can use it more often.

Prerequisite: Clout class feature.

Benefit: You may add 2 to your clout pool. You may take this feat twice.

Expanded Authority

You are not limited to the spells prescribed by your pundit authority.

Prerequisite: Authority class feature, Magical Aptitude, Spell Mastery

Benefit: You may add another arcane school to your choices of arcane schools your authority may cast spells from.

Increased Authority

Your use of your abilities exceeds your own intelligence.

Prerequisite: Authority class feature

Benefit: You may add 2 to the number of times per day that you may use an authority power that is limited by 3 plus your Intelligence modifier.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have pundit as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward

- Add 1/4 bonus to your clout pool
(Aasimar, Dromite, Elan, Femanx, Fetchling, Half Harpy, Kitsune, Marunite, Oakling, Samsaran, Strix, Sylph, Tengu)
- Add a +1/2 bonus on Intimidate checks and Ride checks.
(Boggard, Kech, Half-Giant, Orc, Saurian, Saurian, Tiefling, Xaolin-gs)
- Add a +1 bonus on concentration checks made due to taking damage while casting pundit spells.
(Anpur, Duergar, Eventual, Mahrog, Nange, Obitu, Squole, Xeph)
- Add +1 to the pundit's CMB when making bull rush or overrun combat maneuvers while mounted.
(Deigen, Forlarren, Half-Human, Ith'n Ya'roo, Maenad, Ogrillon, Zendiqi)
- Add +1 to the pundit's mount's hit points. If the pundit ever replaces this mount, the new mount gains these bonus hit points. These bonuses only apply to a single mount gained as part of the pundit's class.
(Anumus, Gnoll, Half-Ogre, Lizardfolk, Nagaji, Xenarthan)
- Add +1 to the pundit's mounted base speed. In combat this has no effect unless the pundit has selected this reward five times (or another increment of five). If the pundit ever replaces this mount, the new mount gains this bonus to its speed.
(Catfolk, Erkunae, Grippli, Half-Orc, Harpy, Kestrel, Orcam, Qit'ar, Skulk, Undine, Xax)
- Add one spell from the wizard spell list to the pundit's spellbook. This spell must be at least one level below the highest spell level he can cast, and must be associated with the pundit's authority.
(Changeling, Doathi, Half-Medusa, Half-Rakshasa, Human, Kobold, Living Ghoul, Satyrine)
- Add 5 feet (up to 15 feet maximum) to the pundit's mounts speed when it uses the charge or withdraw action.
(Enigmon, Goblin, Hobgoblin, Ifrit, Kripa, Ratfolk, Zif)
- Select one authority ability at 1st level that is normally usable a number

of times per day equal to 3 + the pundit's Intelligence modifier. The pundit adds +½ to the number of uses per day of that arcane school power.

(Drow (Karza), Elf, Gathlain, Halfling, Muse, Numistian, Partatingi, Xesa)

- Select one item creation feat known by the pundit. Whenever crafting an item using that feat, the amount of progress made in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

(Avoodim, Boggle, Dwarf, Gnome, Oread, Relluk, Taddol)

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