The Secrets of Renegade Archetypes







By Benjamin Rombeaut



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The Secrets of

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Armiger

Armiger is a martial base class introduced in *The Genius Guide To: The Armiger,* Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.

Divine Upholder

Some armigers, blessed by their gods or ancestors with what seems to be an uncanny influence over their surroundings, are so strong-willed and resilient that some often wonder if they some kind of guardian angel or demonic pact is protecting them. In truth, this it is actually the case. These armigers are divine upholders, sharing the divine protection they benefit from with their allies. Divine upholders, despite their wondrous gifts, are often unable to cast spells without dedication and as such, clerics train the majority of them as literal shields of an institution, place, or influential follower. They naturally favor shields over armor, which they use to deflect both projectiles and magical attacks with great ease. As such, a divine upholder is a deadly surprise for foes.

Weapon and Armor proficiency: A divine upholder is not proficient with medium and heavy armors.

Guardian Spirits (Su): A greater power watches upon any divine upholder's shoulder under the guise of guardian spirits, incorporeal beings that impede his foes and protect his allies from harm. Guardian spirits are invisible and their whispers only reach the divine upholder's ears, but a True Seeing spell may reveal an appearance that varies from a stern angel to shadows or disembodied hands, depending on the divine upholder's alignment, background or religion. Guardian spirits share the divine upholder's body and cannot be targeted individually. They becloud the sight of hostile creatures and put themselves in harm's way, providing a deflection bonus to the divine upholder and any adjacent ally's Armor Class equal to his Wisdom modifier, up to 1 point per class level (minimum 1). A divine upholder must be conscious in order to grant this benefit. This ability replaces bulwark, but any feat or spell that increases the bonus to AC provided by bulwark by at least +2 increases the deflection bonus to AC provided by this ability by +1 instead.

Spiritual Shield: A divine upholder adds his shield bonus to his dexterity modifier for the purposes of determining Touch AC, up to the maximum dexterity

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modifier allowed by his armor and shield. Any effect improving the divine upholder's armor bonus or reducing his armor's penalties to skill checks and maximum dexterity modifier affects his shield's bonuses or penalties instead ; for this purpose, wielding a shield providing a base +1 shield bonus to AC is treated as wearing light armor, a base +2 shield bonus is treated as medium armor, and any shield providing a base +3 shield bonus or higher is treated as heavy armor.

Divine Hand: As he gains levels, a divine upholder receives the following spell-like abilities. He may use each of these spell-like abilities 1/day, using his divine upholder level as his caster level (DC 10 + $\frac{1}{2}$ the divine upholder's level + his Wisdom modifier) : 1st: *sanctuary*; 4th: *holy shield* (Pathfinder® Roleplaying Game: Ultimate MagicTM); 7th: *shield other*; 1oth: *martyr's bargain* At levels 13, 16 and 19, the divine upholder chooses one of those spell-like abilities ; he may now use it once more per day.

Armiger Talents: A divine upholder may not choose the Citadel and Slam armiger talents. Instead, he adds the following talent to the list he may choose from:

Channel Energy (Su): This talent allows the divine upholder to channel energy like a cleric of his level a number of times per day equal to 1 + his Charisma modifier, with the difference that a divine upholder's channeling only affects adjacent creatures. He uses his shield as his (un)holy symbol. This ability

is treated as the cleric's ability of the same name for all purposes.

Guardian's Hold (Su): This talent improves the ability of the divine upholder's guardian spirits to impede enemies. As a move action, a divine upholder may direct his guardian spirits to hold an enemy within 30 feet, this enemy must then perform a Will saving throw (DC 10 + $\frac{1}{2}$ the divine upholder's level + his Wisdom modifier) or become entangled as long as the divine upholder maintains control (a free action each round). Each round during his own round, an entangled enemy may perform a new saving throw to break the effect; any creature that succeeds at this saving throw is immune to this ability during 24 hours. While at least one enemy is entangled, the divine upholder provides only half the normal deflection bonus to AC to himself and adjacent allies. In addition, the divine upholder gains Mage Hand as an at-will spell-like ability.

Guardian's Veil (Su): This talent bathes the divine upholder's guardian spirits in light, fog or darkness. The guardian spirits provide an additional +2 bonus to AC against sneak attacks and critical confirmation rolls. If an enemy misses an adjacent ally and does not hit him afterward, this ally may perform a stealth check during his round against this enemy. A divine upholder must be conscious in order to grant this benefit. In addition, as a move action, the divine upholder can heal an adjacent ally with 1d8+1 hit point per class level. A divine upholder may do this a number of times per day equal to 3 + his_Wisdom modifier.

Guardian's Resistance (Su): At 4th level, a divine upholder improves the capacity of his allies to resist the dire and devastating effects of magic. The divine upholder and all adjacent allies receive a +1 resistance bonus to saving throws against supernatural effects, spells, and spell-like abilities. At level 7, then every three levels later (10th,13th,16th,19th), this bonus increases by 1, up to +6 at 19th level. A divine upholder must be conscious in order to grant this benefit. This ability replaces armored DR.

Improved Spiritual Shield (Su): At 4th level, the divine upholder's guardian spirits actively reduce the burden of his shield. The divine upholder never suffers a penalty to attack rolls due to his shield's encumbrance. He may strap a shield as a swift action, or release it as a move action to provide it the *Animated* magical shield property for a number of rounds equal to his level. The divine upholder may provide this property to a tower shield, but attacking with a two-handed weapon while using an animated tower shield inflicts a -4 penalty to attack rolls and AC

due to the shield's width. This ability replaces quick strap.

Martyr's Sacrifice (Su): At 6th level, in addition to the ability to intercept attacks, a divine upholder may swap places with an adjacent ally targeted by a spell, effectively redirecting the effects of the spell (including missiles) toward himself. This ability modifies, but is treated as the safeguard ability for all other purposes.

Advanced Armiger Talents: A divine upholder may not choose the Aegis advanced talent. Instead, he adds the following advanced talent to the list he may choose from:

Mirror Shield (Su): The divine upholder gains the Ray Shield (APG) feat, even if he does not meet the prerequisites. Once per day, if the divine upholder is targeted by a ray or missile from a supernatural effect, spell or spell-like ability while wielding a shield, and this attack fails thanks to his shield's bonus to touch AC or a successful use of the Ray Shield feat, he may attempt to send this ray or missile back to the caster. The divine upholder must perform a Reflex save to which he adds any enhancement bonus to AC on his shield, and uses this result as his own ranged attack roll. Any normal ranged combat penalty like cover or concealment applies to this roll.

Juggernaut

Some armigers are not content with standing around their allies as an immovable shield. Heavily armored brutes, juggernauts believe that the best defense is an amazing and unexpected brutality, and literally throw themselves against their enemies at full speed. In combat, a juggernaut attempts to charge head first through enemy lines to trample their foes, thrust them against each other, or impale them on their armor spikes before scrubbing them along the length of an adjacent wall; this ferocious display also allows a juggernaut to provide enough of a distraction to cover his allies.

Weapon and Armor proficiency: A juggernaut is proficient with all armors and shields (including tower shields). He is proficient only with simple weapons, and shields, shield spikes and armor spikes.

Body Slam (Ex): A juggernaut is trained in using his own body as a weapon and a way to get a hold on his foes. He receives the Improved Unarmed Strike feat, and treats the base damage dice of any damage roll made with a light weapon or shield slam during a charge as if the weapon was one size category larger.

Iron Fender (Ex): A juggernaut deals best with his foes by acting with brute force, charging first into melee and covering his allies's path behind his massive bulk. He receives the Improved Overrun or the Improved Bull Rush feat at 1st level, and may charge through allies or difficult terrain. Any ally adjacent to the juggernaut at some point of his charge, adjacent to him at the end of his charge or standing on the line he charged on during his round receives partial cover until the beginning of the juggernaut's next round. The juggernaut does not count as partial cover for himself, though two juggernauts meeting the prerequisites both do gain this benefit. This ability replaces bulwark, but any feat or spell that increases the bonus to AC provided by the bulwark ability by at least +2 increases the partial cover bonus to AC by the same amount.

Unstoppable Force (Ex): At 2nd level, a juggernaut uses his level as his BAB for the purposes of meeting the prerequisites of combat maneuvers feats. In addition, when charging, the juggernaut receives DR 1/- and an equal amount of bonus to his CMB and CMD until the beginning of his next round. This DR also applies to the hardness of the juggernaut's armor or shield if either suffers a direct attack, and stacks with DR from special materials on armor (like adamantine). This damage reduction (and bonus to CMB and CMD) increases to 2/- at 4th level, 3/- at 7th level, 4/- at 10th level, 5/- at 13th level, 6/- at 16th level and 7/- at 19th level. This ability replaces reflect and armored DR, though any effect that increases an armiger's armored DR ability increases the bonus provided by this ability instead.

Armiger Talents: A juggernaut may not choose the Citadel, Picket, Slam and Spear Brace armiger talents. Instead, he adds the following talent to the list he may choose from:

Iron Curtain (Ex): This talent allows the juggernaut to provide soft cover with his iron fender ability instead of partial cover. In addition, the juggernaut now suffers no penalty to AC when charging, and may charge as long as there is at least 5' (1 square) between him and his target instead of 10'.

Trampling Fury (Ex): This talent works as per the Slam armiger talent, except that up to a number of times per round equal to his normal amount of attacks (using his level as his BAB, including effects like *haste*), in addition to a successful Bull Rush, Grapple or Overrun combat maneuver, the juggernaut may deal damage with a slam from a shield, set of armor



spikes, shield spikes, or dwarven boulder helmet he currently is wielding. This attack uses the same roll than the combat maneuver's roll to determine potential critical hits; and a single creature may only suffer damage once per round because of this ability.

Gorilla's Hug (Ex): A juggernaut with this talent receives Improved Grapple as a bonus feat, and may attempt to grapple a creature as a swift action at the end of a charge, gaining a +2 bonus to this check. He may not use this grapple check against a creature he already is grappling with the Triple-Decker talent.

Triple-Decker (Ex): A juggernaut with this talent suffers no penalty to dexterity, attack rolls and combat maneuvers when grappled. In addition, as a fullround action, the juggernaut may maintain one grapple as part of a normal charge, in which case he may charge and move up to his normal base speed with the creature he is grappling as if using the "move" option of maintaining a grapple. Once per charge, if the juggernaut's charges in a path adjacent or ending next to a solid vertical object or enemy, he may place the grappled creature in between, typically grinding his foe against the length of a wall or slamming it against another enemy (in which case he must hit the enemy's touch AC). This ability deals bludgeoning damage to the opponent and the object or enemy equal to the juggernaut's_Strength bonus + his_Constitution modifier.

Steamroller (Ex): At 4th level, the juggernaut may charge as a standard action, moving to his normal base speed instead. If failing a combat maneuver roll during this movement, the maneuver is stopped as normal. This ability replaces quick strap.

Dragon Rider

Dragon Rider is a martial base class introduced in *The Genius Guide to the Dragonrider*, Copyright 2009, Super Genius Games. Author: Owen K.C. Stephens.

Drakker

Sometimes, the soul of an especially powerful dragon reincarnates into the body of a weaker, humanoid creature, and is by a breath of life given the chance to repair a past mistake. Or it may be that, unable to find a worthy soul mate, or bored by a solitary life, a young dragon would voluntarily assume a weaker shape in order to learn and grow in power the hard way, going into adventures among more interesting and exciting creatures. These dragons become drakkers, spirits of tremendous presence within humanoid bodies that may turn at will into their true shape when needed.

Draconic Toughness (Ex): A drakker uses d12 hit dice to determine his hit points instead of the normal d10.

Draconic Tongue (Ex): A drakker receives Draconic as a bonus language at 1st level, and is treated as both a dragon and a member of his chosen race for the purposes of effects based on race (like a weapon's *bane*).

Bonded Dragon Steed: A drakker bonds with no steed, as he is treated as both the rider and steed for the purposes of using his class abilities. He selects a type of dragon from the dragon rider's steed choices as his true dragon shape, and may naturally change form between this true dragon shape and his humanoid form as an action one step longer than it would be required for a dragon rider to focus on his steed (free action->swift action->move action->standard action->full-round action) as such, turning into a silver dragon would require a full-round action, while turning into a white dragon would require a

move action. Turning into a dragon or a humanoid provokes attacks of opportunity. A drakker uses his own ability modifiers, BAB, feats, skills, saving throws and hit points while in his true dragon shape. He also receives the following abilities from the appropriate dragon rider's steed: movement speed, natural weapons (including proficiency with them), natural armor bonus (from dragon type, but not from level), Str/Con/Int/Cha bonuses, special abilities, special attacks, special defenses and special qualities; which allow him to select any feat for which he may qualify in his true dragon shape (though he must still meet the feat's prerequisites when using them). Like a dragon rider's steed, a drakker into his true dragon shape can never wield armors or shields. A drakker naturally focuses his whole might within his humanoid shape, and turning into his true dragon shape provides no bonus or penalty to his ability scores, even if this true dragon shape is bigger or smaller than his humanoid form. A drakker gains more control over his powers as he levels, and while a dragon rider's steed grows bigger at levels 8 and 16, the drakker may choose to turn into the base or advanced shapes whenever turning into his true dragon shape (in which case he receives all appropriate benefits and penalties from growing bigger and stronger, including ability and size modifiers). Whether he turns into a base or one of his advanced shapes, he uses the quickest focus action available as the action required to turn into this true dragon shape. Beginning at 5th level, to cast a spell, the drakker must be in humanoid shape, or possess both the Eschew Materials and Natural Spell feats (he may ignore the wild shape prerequisite of Natural Spell). This ability modifies the dragon rider's bonded dragon steed, and the dragon steed's focus ability.

Scaly Surprise (Sp): A drakker receives the Mounted Heroism feat at 4th level. He receives the dragon rider's summon steed class feature, but only for the purposes of using this feat by trading places with a helpless creature. He has one daily use to spend at 4th level, plus one at levels 7, 11, 15 and 19, up to 5 daily uses at 19th level.

Natural Armor Bonus (Ex): A drakker adds +1 to the natural armor bonus granted by his true dragon shape at 5th level then every 5 levels later (10, 15, 20), up to a +4 bonus to AC at 20th level. This ability replaces draconic training; a drakker also receives one less spell per level per day, if it brings the amount of spells per day to 0, the drakker may only cast spells of this level if he has bonus spells granted by a high Charisma modifier.



Drakkar

True Dragon (Ex): At 20th level, a drakker receives the full power of a normal dragon of its size (or the oldest category in its size class, to a maximum age category of very old), and is able to turn into this shape instead of its usual true dragon shape. He retains his own ability scores, spell list, feats and skill ranks, but may age and empower like a dragon as normal.

Mythographer

Mythographers are skalds, bardic warriors unique among their kind, for they sentimentally drew the attention and interest of a draconic steed in their thirst for knowledge and adventure. Mythographers thrive to learn more about the heroes from myths, epics, and history, and most would not miss a chance to add a stone and some lines to the legend by accomplishing their own deeds.

Class Skills: Knowledge (all) is a class skill for a mythographer. A mythographer receives 1 skill point at each level that can be put into a Knowledge skill.

Hard to Focus (Ex): Mythographers are often wild and unfocused, but this recklessness moves forward their allies in dire situations. The action required to focus with her draconic steed each round is one step higher than normal (free action -> swift action -> move action -> standard action -> full-round action); this stimulus provides the mythographer, her steed and allies with a +1 competence bonus to damage rolls and a +1 morale bonus against fear effects as long as the mythographer keeps focusing on her steed during her round. At 5th, 9th, 12th and 17th level, these bonuses increase by 1, up to a +5 at 17th level. This ability modifies the dragon steed's focus ability, and completely replaces the draconic training class feature.

Spells: Mythographers choose their spells from the bard's spell list.

Skalwyn

Among dragon riders, an especially righteous individual bonded to a metallic dragon may naturally arise as a shining champion. By reviving courage in the dawn of a battlefield or acting as beacons of light and hope to the people in the darkest times, skalwyns literally are the shining scales or guardian angels that smite fear in evil minds and corrupted hearts.

Class Skills: A skalwyn replaces Knowledge (Arcana) with Knowledge (Religion) as one of his class skills.

Alignment: The skalwyn's steed must be goodaligned; and himself cannot be evil.

Aura of Good (Ex): The power of a skalwyn's aura of good is equal to her level.

Shock Evil (Ex): At 2nd level, a skalwyn may perform a free Intimidate check against a single evil creature within 30 feet at the end of a successful charge; or against a creature within 60 feet as part of focusing with his steed. He may use this ability only once per round. This ability replaces low-light vision.

Spells: Skalwyns choose their spells from the paladin's spell list.

Divine Channeler

Divine Channeler is a divine caster base class introduced in *The Secrets of the Divine Channeler* by Rite Publishing, Author: Jonathan McAnulty

Iconist

A child drawing a too-good-to-be-false vision of an angel she saw in a dream; a painter covering a church with scenes depicting in incredible details the creation of all life and the sacrifice of a legendary savior; a sculptor creating symbols of pest and villainy for the local underground cult. All of these individuals are potential iconists, acting as a god's preaching intermediary. Iconists channel the words and will of their deity through artistic depictions they receive from visions and divine inspiration; such visions range from a simple reminder of a sacred figure's sacrifice, to the revelation of a pending apocalyptic.

Inspired Icons: An iconist may depict the way her god's will influences the world through icons, such as paintings rendering the performance of a miracle, the smiting of heretics and heathens, or vile ritual sacrifices. She receives the Scribe Scroll feat at 1st level, and adds half her level to Appraise and Craft skill checks relative to religious art. She may use this ability to produce scrolls out of common items, like carvings, paintings, calligraphies, music sheets, drawings, weapons... relative to her faith and the spell



stored, in which case achieving the piece of art with the final touch as if using a scroll is treated as completing the spellcasting. A successful Knowledge (Religion) or associated Craft DC 5 check reveals the nature of these idols as related to a religion; a DC 10 reveals the appropriate deity; and a DC 10 + the spell's level + the spell's caster level reveals the nature of the item as acting as a scroll, including the spell it contains. An icon can only reproduce a spell from one of the iconist's domains. For example, a historical piece of art left centuries ago by a genius may be the incomplete key to a powerful spell coming handy for adventurers at the most dramatic time; while a simple-looking statuette found in a treasure may be a clever benediction to a devout follower. This ability replaces turn undead, in addition, an iconist does not receive diplomacy as a class skill.

Icon Channeling: An iconist uses her own pieces of craft as a focus to channel energy and cast divine spells; these items replace her divine symbol. Such item typically harbors a mysterious power, like an animated painting rendering a scene different for each viewer and depending on the deity's feelings toward him, a statuette crying tears of blood, or a pulsating, shining symbol - a summoned creature may rise from a similar-looking carving, while a blow of wind may explode from a book describing a devastating storm.

Divine Window (Su): At 2nd level, an iconist may allow other creatures to grasp her deity's glory by crafting a minor relic containing a fraction of her own channeling powers, worth at least 100 gp per daily use. As a standard action and once per day, a creature holding this relic may channel the iconist's energy type for 1d6 hit points within 30 feet. If the creature's alignment opposes the iconist's deity, the creature may not use this relic and feels uneasy as long as it is in its possession. A creature holding an iconist's relic providing the appropriate energy type and using the lay on hands, touch of corruption or channel energy class feature may expand its daily usage as part of using this ability to improve the healing or damage done by 1d6.

At 6th, 10th, 12th, 16th and 20th levels, the iconist may either: enhance a relic so it provides one additional use per day; craft one additional relic to be used once per day; or provide to an existing relic the ability to expand all of its remaining daily uses to heal (or damage) instantly its wielder with half its amount of d6s when reduced to 0 or less hit points, which can avoid death or destruction. An iconist may associate a specific minor channeling effect from one of her domains to each use of a relic instead of providing healing or dealing damage, and she may associate the benefits of channeling feats as long as the relic holds enough daily uses to apply them. This can be done as part of crafting the relic or preparing spells in the morning. This ability replaces critical channeling.

Gladiator

Gladiator is a martial base class introduced in *Paths of Power*, Copyright 2009, 4 Winds Fantasy Gaming; Authors Sean O'Connor and Patricia Willenborg, with Connie J. Thomson and Robert W. Thomson.

Crackerjack

While a gladiator gains renown in the arenas, a crackerjack is an inconspicuous professional whose name usually never leaves the city's underground, inspiring tainted respect among the city's scum. Crackerjacks are experts in the field of counter-intelligence, and usually work as spies, escorts, bodyguards or assassins; they perform stealthily in combat not to entertain the crowd, but to intimidate and impress both their enemies and silent sponsors.

Weapon and Armor proficiency: A crackerjack is proficient with all simple and martial weapons, crossbows, firearms and shields (except tower shields).



Skilled (Ex): A crackerjack receives an amount of skill ranks at each level equal to 4 + his Intelligence modifier.

Master of Self-Defense (Ex): A crackerjack trains to know how to impede his enemies and get out of danger in any situation. At 1st level, the crackerjack gains Improved Unarmed Strike as a bonus feat. He receives Skill Focus as a bonus feat every four levels later (5, 9, 13, 17).

In addition, at levels 2, 4, 6, 8, 10, 12, 14, 16 and 18, a crackerjack may select any Improved combat maneuver feat (such as Improved Disarm) as a bonus feat. He needs not to meet the prerequisites of these bonus feats. At 6th level and above, he may select any Greater combat maneuver feat (such as Greater Grapple) as a bonus feat. At 10th level and above, he may select any maneuver Strike feat (such as Tripping Strike) as a bonus feat. This ability replaces master of exotic weapons and master of melee combat.

Underground Reputation (Ex): A crackerjack's reputation can only improve (or be reduced) by performing jobs for influential, mostly private contractors. Most crackerjacks have an everyday behavior that provides them with the cover of a simple life, and as a result are only known by their persona - often even only by a nickname. The battlefield itself is their arena, and their foes, the crowd they try to intimidate. A crackerjack's debt also comes from one such contractor, and may be the result of a previous failed job, gambling debts, money due to a shady figure acting as foster parent, legal redemption, etc. This ability modifies the way a gladiator's debt, reputation and persona work.

Escort's Eye (Ex): Crackerjacks may train to become bodyguards, receiving a +1 bonus to Sense Motive and Perception checks. As a swift action, they may choose one adjacent ally and one enemy within sight, this ally receives soft cover against the attacks of this enemy as long as the crackerjack is focusing on the enemy and this ally remains adjacent. The crackerjack must be conscious and able to take actions in order to grant this benefit. He cannot do so if suffering under effects such as being flat-footed, unconscious, dead, paralyzed, or stunned. If chosen by the crackerjack, this ability replaces city bound.

Crackerjack Traits (Ex):

Crackerjacks add the following traits to the list they may choose from:

Gunslinger (Ex): The crackerjack's ability with firearms is a dazzling and deadly sight. He receives 1 daily grit point, the Ricochet Shot deed feat, and adds his Dexterity modifier to damage rolls with firearms. This bonus to damage does not stack with a gunslinger's Gun Training class feature.

Enforcer (Ex): The crackerjack uses grapples to devastating effects, allowing him to defeat opponents by slamming them into the surroundings. When succeeding at a grapple check, the crackerjack may deal additional damage to the target as if attacking with an appropriately sized club or an unarmed strike in addition to his combat maneuver roll; or he may perform a free combat maneuver roll with a different maneuver as a swift action (like Trip or Disarm).

Godling

(Adept, Mighty, Clever, Eldritch)

Godling is a unique base class introduced in *The Genius Guide To: The Godling*. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

Godslayer

Being the offspring of a deity is often synonymous to acts of selfishness, betrayal, and an unhappy childhood. When a divine blood finally awakes into a godling driven by anger and resentment toward the fate her ascendency sentenced her to, such godling may turn against her origins and actively seek to avenge the honor of her mortal family, becoming a godslayer. Irreconcilable moral differences, revenge, pride, and a sense of duty are the major motives of a godslayer. But such power is easy to influence, and



other gods searching to strike upon the godling's divine parents may become powerful patrons or dangerous riggers, decisive in the godslayer's choices and destiny.

Repudiated Legacy: A godslayer must select her lineage domains in her divine parent's portfiolo; these domains do not provide her with any power or spell. A godslayer's lineage domains only determine the effects of her godling spells, spell-like and class abilities based on her lineage domains. She receives a +1 bonus to saving throws against spells and powers granted by her lineage domains. This bonus increases to +2 at 8th level and to +3 at 15th level. Finally, a godslayer adds all godling spells to her godling spell list, and may select them into her list of spells known as normal (a clever or mighty godling instead adds her bonus to saving throws as a bonus to her attack and damage rolls against creatures that share at least one domain with her; this bonus is profane if evil-aligned, sacred if good-aligned, while a neutral character may choose which one to use at 1st-level; this choice is definitive). This ability modifies a godling's lineage domain; she may still use this ability for the purposes of qualifying for feats (like Extra Lineage Domain).

Divine Vampirism (Su): Whenever succeeding at a saving throw against a divine spell, a godslayer recovers an amount of hit points equal to the spell's level. A godslayer possessing her full hit points may receive these hit points as temporary hit points up to 1 temporary hit point per level; these temporary hit points last 1 hour or until expanded, whichever happens first.

Clergy's Scourge (Sp): A godslayer may call upon the powers of his blood to shut down the powers granted to clerics associated to her divine parent. At 2th level, she may use the suspend domain godling spell 1/day as a spell-like ability. At 6th level, she may cast the suspend divine godling spell 1/day as a spelllike ability. The DC against these abilities is equal to 10 + 1/2 her level + her spellcasting ability modifier (Wisdom for a clever or mighty godling). She may only use this ability against creatures sharing at least one domain with her. This ability replaces the highestlevel spell slot received at 2nd and 6th level for an adept or eldritch godling; an adept godling will remain with one less 2nd-level spell slot per day, and an eldritch godling will remain with one less 3rd-level spell slot per day. For a clever or mighty godling, this ability reduces by 1 the amount of divine trait ranks received at 2nd and 6th level, meaning they receive o divine traits ranks at 2nd and 1 divine trait rank at 6th level; though they still receive the divine trait rank class feature, and may select to gain 1 divine trait rank as a scion talent.

Godling's Revenge (Su): At 20th level, a godslayer has several choices toward her fate: she may become fully mortal, at which point she is given the chance to be reborn as a new, unstained soul at the time of her death while officially cutting all future ties to her parent deity; or she may become a demigod like an usual godling, at which point she also receives the opportunity to seal her parent deity's power. By fighting against her parent, she must face the god's herald and win the fight (she needs not to fight alone, but must clearly contribute to the herald's defeat). If the god's herald loses the fight, the deity's clerics are depowered and the deity itself is sealed by the godling, who may then attempt to take the place left by her parent or choose to guard the deity's seal so it cannot be worshipped and influence the world ever again.



Soulgiver

The divine blood within some godlings is so potent; it retains the primordial ability of Creation, allowing their possessors, called soulgivers, to infuse all things with a breath of life. Such power comes at a price, and soulgivers pay it with a propensity to sickness and overall greater fragility - stillborn soulgivers miraculously living despite the odds and retaining a frail health for the remaining of their lives are not unheard of.

Weak Health (Ex): A soulgiver may infuse all things with life thanks to her divine blood; but such ability leaves her body with a natural predisposition to ailments and illness. She suffers a -2 penalty to her Constitution modifier.

Clockwork Familiar (Su): A soulgiver begins the game with a familiar, usually a little toy she crafted or put together herself, or an old, precious item property of her family, like a doll or brass howl. The activation of this familiar is often the key to a soulgiver's recognition of her supernatural origins. Regardless of its clockwork nature, a clockwork familiar acts in any way as the familiar of a wizard the soulgiver's level except that it needs not eat or breathe.

Animate Object (Sp): As a standard action, a soulgiver can cast animate objects 1/day as a spell-like ability, using half her level as her effective caster level, with the following exceptions. At 3rd level, she may use this ability on plants, and at 5th level, on deceased bodies (regardless of origins, they are always treated as animated objects). The soulgiver can use this ability one additional time per day at 3rd level then every two levels thereafter (5th, 7th...), to a maximum of 10 times per day at 19th level. Unlike the animate objects spell, the duration of this ability is permanent, the soulgiver may only have a single casting of this ability active at a time, she must touch the object she wishes to animate as part of the casting, and she may not change the target of the spell as a move action. This spell is considered to be part of her spell list (if any) for the purposes of using spell trigger and spell completion items. This ability replaces divine traits (adept/eldritch godling) or scion talents (clever/ mighty godling).

Reanimate Cells (Sp): The soulgiver may expand one use of her animate object ability as a standard action to instead heal a creature with 1d8 + her level hit points of positive energy per level as a melee touch attack (or 1d8 on herself only as a swift action). At 5th level, the soulgiver may expand two uses to reproduce the effects of *raise animal* as a spell-like ability, suffering 3 negative levels instead of providing the normal material focus to the spell.

Animate Spell (Su): At 3rd level, a soulgiver's divine essence provides limited sentience and persistence to her spells or spell-like abilities. As a full-round action, the soulgiver may cast a spell or spell-like ability with a casting time of a single round or less and expand one use of her animate object ability as part of the casting; or she may ready an action to apply this effect on a spell cast by an adjacent ally. Only a spell that creates an area of effect dealing dice of hit point damage can be animated. An animated spell occupies the squares of its usual area of effect, it has the traits of an ooze with a number of d8 hit dice equal to the spell's level, it may move up to 20 feet by hovering some inches above the closest surface, it provides concealment and deals the minimum possible damage to any creature moving through it, or to any creature it moves through (in which case a Reflex save to the same DC avoids damage). Total damage dealt this way is kept on a separate pool; once an animated spell's cumulated damage in this pool equals its maximum possible damage, the spell vanishes. An animated spell has no special attack, except that it may destroy itself as a standard action during its turn to deal its normal effects to all creatures within its area (minus the damage already dealt in its pool, to a minimum of 0). An animated spell lasts for a number of rounds equal to the soulgiver's Constitution modifier. A soulgiver may only animate a single object or spell at a time.

Animate Touch Spell (Su): At 7th level, the soulgiver may use her animate spell ability to animate touch attack spells or spell-like abilities and provide them with enhanced mobility; unlike a true animated spell, the spell enhanced by this ability effectively modifies its range as if cast with the Reach Spell metamagic feat, but gains no other special properties.

Soul Catcher (Su): At 9th level, the soulgiver is able to anchor the departing soul of a dead creature by healing its body as if it was alive; she may do so for a number of rounds after the creature's death equal to her spellcasting ability modifier (Wisdom modifier for a clever or mighty godling). There is a cumulative 5% chance per round after death that the healing effect fails, in addition, the creature is treated as losing 1 hit point per round while it is dead to determine if the healing effect is powerful enough to stabilize it back to life. The soulgiver may suffer 2 points of Constitution damage as part of healing the creature for each round she wishes to add to her effective spellcasting ability modifier limit; or for each round she wishes to receive no penalty (removing the cumulative 5% failure chance and 1 hit point loss for this round). It the soulgiver's Constitution score reaches o, she brings the creature back to life with o hit points at the cost of her own life.

Beast Jamer

Beast tamers godlings have a natural affinity with wilderness. Animal whisperers and masters, beast tamers roam the world under the protection of an animal totem, and never leave the company of a strong companion that may be their divine parent's mark and gift as a guide and protector for the remnant of their mortal life. Sometimes confused with rangers or druids, beast tamers are versatile but always remain close to nature.

Lineage Domain: A beast tamer must select the animal domain as his first lineage domain. Escape Artist, Intimidate, Perception, Stealth, and Survival are class skills for him.

Call of the Wild: A beast tamer must select *Beast Master I* as his first level minor ascendancy (for an eldritch or adept godling); or as his first divine trait at

2nd level (for a clever or mighty godling). He may then select Beast Tamer II beginning at 5th level, Beast Tamer III at 10th level and Beast Tamer IV at 15th level as this level's ascendancy; while a clever or mighty godling may select them by spending divine trait ranks as normal. The *Beast Tamer* traits may be chosen by all clever and mighty godlings, and are described here:

Beast Master I: The godling receives the wild empathy class feature like a druid, and the Handle Animal skill as a class skill. He may use one mental ability modifier of his choice as a bonus to Handle Animal and Diplomacy checks made toward animals, instead of the normal Charisma bonus.

Beast Master II: The godling may cast dominate animal 1/day as a spell-like ability, using his level as his caster level (DC 10 + $\frac{1}{2}$ the godling's level + his spellcasting modifier, or Wisdom modifier if the caster is a clever or mighty godling). The beast tamer must accomplish something positive toward the animal (like opening its cage, providing care to its young or removing a thorn from one's paw) before using this ability. A wild animal's attitude toward the godling always starts as indifferent unless the godling looks menacing to the animal; though it may remain unfriendly toward the godling's allies.

Beast Master III: The godling improves his capacity to make animals his friends or allies, and these allies put themselves in harm's way. His *dominate animal* spell-like ability has a permanent duration (though he may only have a single animal dominated this way at the same time), and he may naturally speak at will with animals of the dominated animal's kind. Whenever adjacent to an animal (including an animal companion), the godling receives a +1 shield bonus to AC.

Beast Master IV: The godling emits a regal aura that animals fear and respect. Animals may never voluntarily attack the godling unless pushed by another creature, at which point this creature must perform at the beginning of its round a Handle Animal check opposed to the godling's; if it succeeds, the animal may attack the godling during one round but remains shaken. Magical beasts that attempt to hurt the godling suffer a -2 penalty to their attack rolls toward him. The godling may deactivate this aura as a free action, though animals may never voluntarily attack the godling, even offering their life and meat to him if the godling wishes so and this sacrifice does not threaten their young's or clan's survival.

Wild Bond: At 4th level, the beast tamer treats his godling level as his druid level for the purposes of determining the abilities of the animal companion received through his animal lineage domain. In

addition, if the beast tamer does not possess the animal companion class feature (for example, if the godling also uses the godslayer archetype), he may receive one either as a divine trait or scion talent. This ability replaces one of an eldritch godling's highest level spells slots per day (the eldritch beast tamer always receives one less slot per day for his highest spell level), one of an adept godling highest spells known (the adept beast tamer always knows one less spell of his highest level than indicated in the Adept Godling Spells Known table); or it replaces the bonus feat granted at 4th level to a clever or mighty godling.

Juckbringer

Luckbringer is a supernatural probability manipulating base class introduced in *The Secrets of the Lucbringer* by Rite Publishing, Author: Steven D. Russell

Black Cat Burglar

Black Cat Burglars are often gentleman thieves or female cat burglars who use their abilities to cause illfortune to their pursuers. (This is a variation on the archetype that original appeared in the Pathways ezine.)

Moment of Chance Class Feature

Twice Thunderstruck (Ex): The black cat burglar may spend 1 moment of chance to perform a dirty trick as an immediate action against an enemy within 100 feet rolling a natural 1 or 20 on an attack roll or skill check. She uses her level as her BAB for the purposes of the dirty trick combat maneuver. Using this ability does not provoke attacks of opportunity. The conditions that may be inflicted upon the target are subject to DM determination and depend on plausible turns of events (like sand going in the eyes, or the creature's pants falling). This moment of chance ability replaces the narrow escape ability.

Improbable Class Feature

Inopportune Tumble (Su): The black cat burglar receives the Improved Dirty Trick feat, and may use her Charisma modifier instead of her Strength modifier to dirty trick combat maneuvers checks. Once per round, when an enemy within 100 feet is allowed an attack of opportunity, the black cat burglar may deny this attack of opportunity as a free action. A successful Will save avoids this effect.

Highly Improbable Class Feature

Deadly Tumble (Su): The black cat burglar receives the Greater Dirty Trick feat. Once per round, when using the dirty trick maneuver, she may choose to make her target provoke a single attack of opportunity at a -5 penalty to the attack roll from a single ally of her choice threatening the creature instead of the usual conditions. Regardless of the results of this attack, the target may not suffer consecutive attacks of opportunity until the beginning of the next creature's round.

White Rabbit

A lucky charm among any adventurers' group, the touch of these luckbringers is said to bring uncanny fortune, so much that in black markets, sometime appear mummified hands named "white rabbit paws". The efficiency of such items is highly doubtful, as a white rabbit missing an hand probably missed the quality people would expect out of her hand.

Moment of Chance Class Feature

Good Fate (Su): A white rabbit can cause a reroll of any d20 roll that an ally within 30 feet makes, she does not need to be aware of the action to use this ability. She can declare she is forcing a reroll even after the result of the roll is known. She spends 1 moment of chance from her pool to force a reroll of the original d20 roll, her ally takes the higher result of the two rolls. This moment of chance ability replaces the fatespin moment of chance ability.

Rabbits Paw (Su): A white rabbits pat grants uncanny luck. As part of an attack made as a standard action or full-round attack, the white rabbit may perform a melee touch attack against an ally then spend 1 moment of chance from her pool on a hit. This ally may then apply a +2 luck bonus to any single d20 roll made during the day; and may choose to do so after the result of the roll is known. This moment of chance ability replaces the weal or woe moment of chance ability.

Improbable Class Feature

Improved Rabbits Paw (Su): The white rabbit increases the bonus of her rabbits paw ability to +3; alternatively, the ally may spend this bonus as a free action at any time during day to recover 1 point into a class ability pool (like ki, grit, motes of time, etc.). This ability does not use moments of chance though the rabbits paw ability still does. A white rabbit must take this as her first improbable ability at 2nd level.



Black Cat Burglar

Highly Improbable Class Feature

Greater Rabbits Paw (Su): The white rabbit increases the bonus of her rabbits paw ability to +4. This ability does not use moments of chance though the rabbits paw ability still does. A white rabbit must take this as her first highly improbable ability at 10th level.

Taskshaper

Luckbringer is a supernatural shapechanging base class introduced in *The Secrets of the Taskshaper* by Rite Publishing, Author: Steven D. Russell

Doppelganger

Doppelgangers are both the most alien and sociable among taskshapers, able to adapt to any surrounding community and assimilate the natural talents of other creatures that catch their eyes, to the point they may copy these creatures and easily pass for them. Sometimes confounded with half-breeds, doppelgangers are at the origin of many a romantic tale about the fruits of a forbidden or impossible love in books that prude noblewomen and teenager girls share under the cloak. They see the world's racial and cultural versatility as a gift, and may even search for the most exotic traits as a form of currency between their kinship.

Racial Adaptation (Ex): Doppelgangers are able to blend into any community by adopting its racial traits, often searching the company of exotics strangers to draw the best out of their essences. As a swift action, doppelgangers may spend one moment of change from their pool to trade racial traits they currently possess with traits from another race sharing the same baseline creature type (humanoid, outsider, monstrous humanoid...) within 30 feet (see the rules for creating new races introduced in Pathfinder® Roleplaying Game: Advanced Race GuideTM). A doppelganger must witness the benefits of a racial trait being used before mimicking it.

For example, Olaf the dwarf (humanoid) doppelganger going through a forest with an elven (humanoid) companion, after witnessing her skill in combat with a weapon she is naturally proficient with, could trade his darkvision (2 RP) or his greed (1 RP) and stonnecunning (1 RP) for weapon proficiency (2 RP) as an elf with said weapons; or he may receive a dhampir's ability to detect undead (1 RP) after seeing one successfully using this ability to avert danger. Game Masters are encouraged to push such traits forward when encountered.

Doppelgangers may lose any number of racial traits in a single racial adaptation to buy racial traits whose total RP cost is equal to the amount spent. The Doppelganger may only select their traits among the following: size (small or medium), speed, languages, defense, feat and skill (receiving the creature's same bonus feat, if any), magical, movement, offense, sense and weakness racial traits. Traits lost are gone forever unless they come from the doppelganger's base race; these may be traded with the current racial traits at any time without losing either by using racial adaptation on himself.

Doppelgangers may select alternate racial traits if coming upon individuals who possess them; such exceptions may even be traded as a currency between doppelgangers, not unlike wizards sharing their arcane knowledge for some gold. An alternate racial trait has the same RP cost than the total cost of the traits it replaces. Doppelgangers can only select traits for which they meet the prerequisites, and may not trade traits which are prerequisites to others they possess.



In addition to the traits themselves, a doppelganger may change his appearance slightly by spending a moment of change or as part of a racial adaptation to assume the overall looks of a race associated to a trait he currently possesses (Olaf using an elf's weapon proficiency may grow a bit higher and thinner, while elven keen senses may change his eyes and ears to an elf's), giving him a +5 bonus to Disguise checks made to appear as a member of this race, and treating him as from both this creature's subtype and his own for the purposes of effects depending on race.

Mirror Mimicry: Doppelgangers are proficient with all simple weapons, armors and shields (except tower shields). They may spend one moment of change as a free action during a combat to gain proficiency with any weapon or tower shield used by another creature within 60 feet, copying the creature's moves at the best of their ability to make this skill at arms their own for the duration of the fight as long as the creature is conscious and able to wield this weapon. In addition, doppelgangers may only use spell trigger or spell completion items if they currently assume a racial trait providing them with a spell-like ability reproducing a spell from this specific class's spell list. This ability replaces mimicry.

Genetic Pool (Ex): All doppelgangers receive a genetic pool containing 1 point. This pool may be used to store any amount of racial traits whose total RP cost does not exceed the maximum amount of points into the genetic pool (minimum 1); as for the doppelganger's base race traits, these traits may be kept and recovered later by using racial adaptation even if voluntarily lost to learn another trait. In addition, any doppelganger may, as an alternate favored class bonus, trade her favored hit point or skill point per level for 1/4 point inside his genetic pool. For example, Olaf may find the ability to acquire a smaller size he recovered from a halfling too handy to get rid of, storing this ability into his pool for 1 point.

Impersonator (Ex): At 2nd level, a doppelganger must select Impersonate as his first shaped capacity. Beginning at 6th level, a doppelganger may choose as a new shaped capacity to select one of the spells a taskshaper may emulate with his change shape ability, and may then use this spell with his copycat ability. To select a spell to emulate, the doppelganger must be at a high enough level, and possess all lower versions of the spell. For example, Olaf should be 5th level before selecting *beast shape I* as a spell he may reproduce with his copycat ability, and must be 7th level and possess *beast shape I* as a shaped capacity before selecting *beast shape I*.

Copycat (Su): Doppelgangers have an uncanny gift to copy the looks and abilities of creatures they imitate. At 3rd level, a doppelganger who assumes the shape of a specific individual then spends one moment of change to use his imprint feat ability on this creature may receive this feat for the duration of the spell (instead of the normal single round duration). If the doppelganger possesses the improved imprint feat ability, he may use this one instead. At 5th level, whenever assuming the shape of a specific creature, the doppelganger may, as part of this action, spend one moment of change to imprint one of this creature's class abilities (if any) as if using the imprint class ability shaped capacity. At 7th level, then every two levels later (9th, 11th, 13th, 15th, 17th), the doppelganger may spend one more moment of change as part of the action required to assume a creature's shape to imprint one additional class ability of this creature. This ability replaces a doppelganger's ability to emulate additional spells at 5th, 7th, 9th, 11th, 13th and 15th.

Ability Shift (Su): A doppelganger adds the following ability shift to the list he may choose from:

Magic Apprentice: The doppelganger may reproduce crude spells. As part of using the imprint class ability shaped capacity on a creature (or as part of reproducing this shaped capacity with the copycat ability), the doppelganger may select as a class ability to receive spells that the creature has prepared, or just cast in the previous round - the doppelganger must have witnessed this spell being cast beforehand.

The doppelganger essentially receives o spells per day for each spell level he would receive as a spellcaster character half his level, and is only able to cast spells received from a high spellcasting mental ability modifier in the appropriate class. Spells learnt this way are lost if unused after 24 hours.

For example, Olaf the 5th level doppelganger witnessed his cleric ally casts *bless* the previous day. Today, the cleric prepared *bless* which he didn't cast yet, and just cast *bear's endurance* for the first time. Olaf may now use the magic apprentice ability shift as normal: as a cleric half his current level rounded down (2nd), Olaf would not have access to 2nd level spells, so he may learn, but not reproduce, *bear's endurance*. Having a 14 Wisdom score, Olaf would receive one 1st and 2nd-level bonus spell slots as a cleric; so he may cast *bless* 1/day as a 2nd level cleric. At 6th level, Olaf using this ability in the same conditions would be able to cast spells like a 3rd level cleric, and so could cast *bless* and *bear's endurance* once per day each.

Perfect Twin (Su): At 20th level, a doppelganger's shape changing abilities have no set duration and remain in effect until the doppelganger wishes to assume a new shape. When assuming the shape of a specific creature, a doppelganger imprinting class may select among the creature's passive abilities (like a paladin's aura of good or a fighter's weapon training). A doppelganger may also copy a creature's clothes and gear by trading gear of his own worth a price at least equal or higher to the gear reproduced for the duration of the shape changing; artifacts are immune to this ability.

Machinesmith

Machinesmith is an artificer base class introduced in *Classes of NeoExodus: Machinesmith Copyright* 2012, Louis Porter Jr. Design, Inc. Authors: Jonathan Palmer, JP Chapleau, Louis Porter Jr.

Cipher

Studying magic through sciences like mathematics and engineering, ciphers pass by the crafting arts to expand upon the field of cryptology. Their analytic capacities challenge even the knowledge of the greatest wizards toward the mysteries of magic. Ciphers may turn their prototypes into strange devices able to emulate incredible magic effects with fringe science; and encrypt their effects as to make them harder to identify, counter, or resist.

Magic Unraveling (Ex): A cipher adds half his class level (minimum 1) to all Spellcraft skill checks. This ability replaces crafter.

Eldritch Decryptor: A cipher must select the analyzer greatwork, and must select arcane analyzer as his first machinesmith trick at 2nd level.

Fringe Prototypes: A cipher may craft prototypes based on fringe science, expanding to revolutionary effects upon the usual fields of application; notably by studying cryptography and theomatics. He may trade one 1st-level spell from his blueprint book for a 1st level spell from the wizard or cleric spell list, and cast it as a prototype. At 3rd level, then every uneven level later (5th, 7th... up to 19th), a cipher may select a single spell at his highest spell level from any spell list of his choice instead of picking from his prototype list, also adding this spell to his spell list. He chooses the class with the quickest access to this spell to determine the spell's level. Crafting a fringe prototype requires 6 minutes of work. This ability replaces repair.

Cryptic Magic (Su): At 3rd level, a cipher learns how to empower the magic of his prototypes by sophisticating their expression. The cipher adds +1 to the save DC against his prototypes, to the level of his prototypes' spells for the purposes of identifying them through the Spellcraft skill, and to the DC of dispel checks targeting their effects. At levels 8 and 15, this value increases by +1 (up to +3 at 15th level). This ability replaces crafting expertise.

Spell Breaker: At 5th level, a cipher may prepare *dispel magic* as a 2nd-spell level prototype, and



Toymaker's Mobius Puppet

receives the axiom class ability. He may use his axiom ability to lose any 2nd-level prototype and turn its power into a *dispel magic* spell. This ability replaces the 5th level greatwork update; a cipher receives his first greatwork update at 7th level.

Toymaker

Surrounded by their own army of dolls ready to resolve dire situations or excite one's imagination, toymakers are mad tinkerers or lone, gifted crafters that seek in their mechanical creations the family they never had, the company of people they lost, or subjects to command. Childs at heart, toymakers usually are joyful engineers, even if in a wicked way, and they take great pleasure in granting their allies command of their gadget puppets.

Greatworks:

Even though this new greatwork it is available to all machinesmiths, a toymaker must select the mobius puppet greatwork at 1st level.

Mobius Puppet (Su): The machinesmith begins play with a single, little automaton puppet running with mobius gears he crafted himself, and a number of known puppets blueprints equal to his Intelligence modifier. He may animate one puppet from his blueprints per day. At 5th level, then every 5 levels later (10th, 15th, 20th), a machinesmith may learn a new puppet blueprint. He enhances all his existing puppet blueprints with a Greatwork Update at levels 5 and 10: the choice made at these levels is definitive and the only way to craft a variant of this puppet is to obtain blueprints from another machinesmith's mobius puppet. At levels 5 and 15, the machinesmith may animate one more puppet per day. Machinesmiths prepare their puppets into their available puppet slots, though they may not have two puppets of the same model animated at a single time; and once a specific puppet has been destroyed, they must wait until next day before powering a new one into this slot. Unless exception, puppets are smallsized, with an AC 11 (+1 at 3rd level then every two levels later: 5th, 7th... up to 20 AC at 19th level), 10 hp + 1 per level, saving throws of 2 + level, a speed of 20 ft, and a single slam attack made at the caster's_base attack bonus +_Intelligence modifier for 1d4 damage. This damage is treated as magic for the purposes of overcoming DR.

Puppets may only perform the following actions: moving up to their speed, charging, attacking as a standard action or a full-round attack, speaking as a free action (though they are mindless), and performing any special actions written in their description. Puppets use the machinesmith's skill modifiers and may use Str and Dex-based skills, to which they receive no ability modifier bonus or penalty. They may carry up to 1lb, and may not use any armors or weapons except their own (if any). Mobius puppets are mindless but usually act obsessively over one general thematic, humming songs, asking questions, laughing or repeating the few sentences they know depending on the situation. They obey to the last order given at the best of their ability. Crafting a puppet (upgraded or not) always requires 4 hours of uninterrupted time; it has no cost and may be crafted out of salvage, remains or any material. Small-sized puppets weight 4lb, and tiny-sized ones, 1lb. Animating a puppet requires 10 minutes of tuning. Here are the puppet blueprint models a machinesmith may learn:

Bomb-bob: Bomb-bob is a joyful character that loves hugging at least as much as he loves exploding. Bomb-bob receives Improved Grapple as a bonus feat; he uses the machinesmith's level + his Intelligence modifier to his CMB for the purposes of grapple checks and suffers no penalty to CMB and CMD due to his size. If destroyed, hit by fire damage, as a standard action, or as part of maintaining a grapple, bomb-bob may explode, dealing 1d6 fire damage per two levels + the machinesmith's Intelligence modifier to all adjacent creatures (Reflex save for half damage, DC 10 + $\frac{1}{2}$ the machinesmith's level + his Intelligence modifier) and destroying himself in the process. A creature already grappled by bomb-bob receives no saving throw against this ability.

Greatwork Update 1: Splosion Bob: the machinesmith may select one alchemist discovery applying additional effects to bomb damage (like smoke bomb) or modifying his bomb's elemental damage (like force bomb); this discovery may now be applied to bomb-bob's explosions when crafting the puppet.

Greatwork Update 2: Strong Explosion: Bomb-bob receives Greater Grapple as a bonus feat, allowing him to grapple two creatures before exploding. The saving throw to avoid Bomb-bob's explosion improves by +2.

Nurse Blythe: Nurse Blythe is a pretty blonde with large eves tilting right to left, ready to inject the content of her unique, pink oversized syringe. Her syringe is a piercing weapon with a 18-20x2 critical hit range, and deals nonlethal damage. When performing a successful attack roll with her syringe, Nurse Blythe may as a swift action inject the creature with a single poison, alchemical item or potion it currently contains (injecting an alchemical item deals the item's maximum damage to the creature). On a successful critical hit against a creature possessing blood, Nurse Blythe may absorb blood and deal 1 point of Constitution damage. She may hold 1 point of Constitution damage in her syringe (a poison, alchemical item or potion counts as 1 point), then she needs to empty her syringe as a move action before filling it again.

Greatwork Update 1: Blood Transfusion: a number of times per day equal to the machinesmith's Intelligence modifier, whenever Nurse Blythe absorbs blood, she may inject this blood into one adjacent creature possessing blood as a move action to remove 1 point of Constitution from her syringe and heal 1d8 hit points to this creature (up to 5 temporary hit points over its maximum hit points; these temporary hit points last for one hour or until reduced by damage).

Greatwork Update 2: Deep Hickey: Nurse Blythe may absorb blood as a standard action by performing a single successful attack roll, dealing damage as normal +1 point of Constitution damage. She may hold up to 2 points of Constitution damage in her syringe (a poison, alchemical item or potion count as 1 point), then she needs to empty her syringe as a move action before filling it again.

Shocky: Shocky is a silent, two-faced little boy with spiky hairs looking like a cherub up front, and sporting a wicked, tortured face on the back of his head (knife included!). Shocky deals slashing damage with a 19-20x2 critical modifier and receives 1d6 sneak attack damage, plus 1d6 at level 4 and every 4 levels later (8th, 12th, 16th, 20th), up to 6d6 at 20th level.

Greatwork Update 1: Vitals Spotter: the toymaker selects one rogue talent adding an effect to sneak attacks (like bleeding attack), Shocky may now apply this property to his own sneak attacks.

Greatwork Update 2: Reaper Creeper: Shocky gains the benefits of a constant *spider climb* spell.

Cap-on: Cap-on is a tough-looking little bandit, ready to commit crime and break law with his guns. Cap-on uses a little firearm dealing 1d4 20x4 bludgeoning and piercing damage and hitting touch AC within 10 feet; this firearm can be reloaded as a move action and has a 1-3 base misfire range. The machinesmith receives the Gunsmithing feat as long as his puppet is animated and able to explain him the crafting processes (usually through a cheerful or belittling slang).

Greatwork Update 1: Lead Shower: Cap-on may be wielded as a firearm exclusively with the scatter property on a 15-foot cone, automatically granting proficiency to its wielder. Cap-on acts like his own firearm (including eventual enhancement or weapon properties) but deals 1d6 damage, and hits touch AC within 15 feet, shooting multiple little bullets in a single gust of lead.

Greatwork Update 2: Gunning: Cap-on receives a bonus to damage with his firearm equal to ¹/₂ the machinesmith's Intelligence modifier, and reduces his misfire range to 1.

F-L-ix: F-L-ix is a tiny-sized (1 hp per level) hammerwielding artificer with a passion for fixing broken objects (including hearts). Standing next to a tinysized anvil, F-L-ix is typically integrated to one's armor or weapon, adding his own hit points to it and may only be targeted individually as a sunder attack. When an item in the wielder's possession gains the broken condition, F-L-ix instantly slams his hammer on the anvil to provide the item with the effects of a *mending* spell; this effect can prevent breaking or destruction.

Greatwork Update 1: Hammer Time: Once per day as a standard action, the wielder of F-L-ix may borrow his wondrous hammer, which appears in his hand as an appropriately sized warhammer to perform a single attack roll on an adjacent item; instead of suffering damage, this item recovers an equal amount of hit points. The wielder is treated as proficient with this weapon.

Greatwork Update 2: Unbreakable: All items within possession of F-L-ix's wielder receive no penalty from the broken condition, and benefit from a +2 bonus to saving throws against damaging effects and to CMD against sunder attempts. These items may still lose hit points and get destroyed.

DR2: DR2 is a combat-analyzer drone that communicates useful, strategic information during a fight. Too bad it only beeps! DR2 is tiny-sized (1 hp per level), shares another creature's square and may only be destroyed with a successful sunder. It may light up in the dark or die out like a torch as a standard action, dazzling adjacent creatures for one round (Fortitude save to avoid, DC 10 + $\frac{1}{2}$ the machinesmith's level + his Intelligence modifier), and may attempt to use the help another action as a move action by hitting AC 15.

Greatwork Update 1: Radar: DR2's wielder receives Darkvision up to 60 feet. He may cast *see invisibility* 1/day as a spell-like ability as a swift action.

Greatwork Update 2: Enhanced Radar: DR2 provides its wielder with Blindsense within 10 feet.

Marivaux: Marivaux is the bewitching queen of witches, and will punish whoever attempts to hurt her mommy. Marivaux inflicts a -1 profane penalty to attack rolls and raises the fumble step of natural rolls by 1 for all enemies within 10 feet (this ability does not stack with similar effects).

Greatwork Update 1: Voodoo Girl: the machinesmith may choose one witch hex; Marivaux may use this hex within 15 feet, with a DC equal to the machinesmith's level + his Intelligence modifier. A creature affected by, or saving against this hex is immune to this hex cast by a Marivaux puppet for 24 hours.

Greatwork Update 2: Voodoo Idol: Any curse or hex effect used by Marivaux (or someone wielding her as an improvised weapon) receives a +1 profane bonus to its DC.

Lingu: Lingu may not be a princess, but she is the most beautiful pale little girl with dark, long and greasy hairs covering a sad face and rags. Lingu may scream as a standard action to perform an Intimidate check against an enemy within 15 feet, using the machinesmith's Intelligence modifier as her Charisma modifier.

Greatwork Update 1: Ghost Girl: Lingu may use *vanish* 3/day as a spell-like ability, using the machinesmith's level as her own caster level.

Greatwork Update 2: Fatal Frame: Lingu may use *dimension door* 1/day on herself only as a spell-like ability as a swift action, using the machinesmith's level as her own caster level. She may perform her remaining actions for the round after using this ability.

Kthool': Kthool' the Mighty Octopus covers everything in darkness so deep, even children may eternal lie at peace without fearing the monsters in the dark. Kthool' may swim (20 feet speed) and cast *darkness* 1/day as a spell-like ability, plus one additional time per day at levels 5 and 10.

Greatwork Update 1: Octopussy: Kthool' covers His wielder's head, granting him with the ability to breathe underwater, also enhancing his swim checks with a +2 insight bonus.

Greatwork Update 2: Call of the Deep: Kthool' may cast *nightmare* 1/day as a spell-like ability.

Mini Me: You too can have your own accuratelooking, puppet twin today ! This tiny sized interface (1 hp per level) looks like a miniature version of the willing creature it connects on as a full-round action with his neural cable, usually behind the brain. Mini Me cannot leave the creature's square, and imprints the user's persona to make it his own, speaking in the creature's fashion and often involuntarily mimicking its manners; he is not able to fight and may only be destroyed by performing a successful sunder check against the wielder, which renders the user staggered for one round unless he succeeds on a DC 15 Fortitude saving throw. Mini Me provides a +2 insight bonus to two skills chosen at 1st level; these skills are part of the mobius puppet's blueprint. The machinesmith must have at least 1 rank in each of these skills.

Greatwork Update 1: Clever Me: Mini Me stores and rearranges informations faster, providing a +2 insight bonus to all Knowledge checks. Alternatively, the machinesmith may choose two others skills he possess ranks into, Mini Me then provides a +2 insight bonus to these skills.

Greatwork Update 2: Me, Me, Me!: Once per day, Mini Me's wielder may attempt a second Will saving

throw against a mind-affecting effect with a -4 penalty. He must declare the use of this ability before the results of the roll are known; Mini Me's wielder must take the second roll, even if it is worse.

Mr. Teddy: Mr. Teddy is fluffy, kind, has sharp claws and its one-eyed stare fills you with a strange sense of comfort and nostalgia. Mr. Teddy can be wielded and enhanced as a light shield (5 hardness, 10 hp + 1/level), in which case it also provides a claw attack that may be used as a secondary natural attack (1d4 if medium sized, 1d3 if small). Mr. Teddy has no actions of his own.

Greatwork Update 1: Let it Bear: Mr. Teddy provides a +2 bonus to AC when wielding it during a total defense action; and a +1 bonus when fighting on the defensive.

Greatwork Update 2: Bear With Me: As a standard action, the wielder of Mr. Teddy may unleash its totem spirit, turning Mr. Teddy into a real bear. The wielder loses all benefits of wielding it as a shield. Mr. Teddy possesses the abilities of a bear animal companion for a druid half the machinesmith's level's; the bear's feats and tricks are part of its blueprint and cannot be changed once selected. When put to 0 hp or less, Mr. Teddy reverts into his normal shape and is treated as being destroyed.

Manikin: The best friend of aspiring artists everywhere, manikin's total lack of distinctive features outside of an appropriately proportioned wooden skeleton (available in human, dwarf and elf anatomy) lets one's imagination run wild. Manikin has 5 hardness and deals the machinesmith's Intelligence modifier as base slam damage (instead of 1d4).

Greatwork Update 1: Tough Skeleton: Manikin may be crafted out of silver, cold iron or mithral as a weapon; adding ¹/₃ of this material's hardness to his own, and receiving bonus hp per level equal to 1/10 the material's bonus hp per inch. If crafted out of a special material, manikin's slam attacks are treated as of this material.

Greatwork Update 2: Big Toy: Manikin may be crafted as a medium-sized puppet. A medium-sized manikin uses its own attributes: it may carry up to 12 lbs, has a +4 natural armor bonus to AC, a -1 size penalty to attack rolls and AC, a +2 bonus to attack rolls, 10 bonus hit points, and deals 1/1-2 the machinesmith's Intelligence modifier as base slam damage.

Missy Surgeon: Nurse Blythe's best friend forever, Missy Surgeon is a brilliant, young woman that treats little scratches and performs heart operations in her blood-covered apron. She deals slashing damage and threatens on a 19-20. Missy Surgeon may use the Heal skill and treat the machinesmith's Intelligence modifier as her Wisdom modifier for the purposes of this skill, in addition, she does not need a healer's kit when using the Heal skill, and may give to an adjacent, unconscious creature a potion to drink by spending a full-round action, provoking attacks of opportunity as normal.

Greatwork Update 1: Combat Medic: Missy Surgeon gives one adjacent creature 1 point of regeneration per round as long as she is active. Her critical hits deal 1 cumulative point of bleed damage.

Greatwork Update 2: Reconstructive Surgery: By providing Missy Surgeon with creams, potions and curatives ointments worth at least 1000gp, Nurse Blythe may reproduce the effects of a *restoration* spell as an uninterrupted 4-hours operation, also cultivating, growing and reattaching missing limbs, if any.

Puppet Master: At 20th level, a machinesmith may craft the same puppet into several of his available mobius puppet slots. He may associate all his active puppets into a single "mechalord"; this "mechalord" possesses the hit points and abilities of all the puppets it contains, but has its own round of actions as normal for a single creature.

Little Chemist's Kit (Ex): At 2nd level, a toymaker crafts himself an alchemy kit, full with all kinds of simple but interesting experiences. He receives the Craft Potion feat. In addition, whenever selecting a machinesmith trick, he may instead select one extract from the alchemist's formulae book of a level equal or lower to the highest prototype level he may craft. He may use his daily allotment of prototypes to prepare known extracts of equal spell level as if they were in his blueprint book, then imbibe them like an alchemist. This ability replaces trapfinding.

Puppeteer (Su): At 3rd level, a toymaker may animate one additional mobius puppet per day. In addition, unlike other machinesmiths, once a mobius puppet is destroyed or voluntarily deactivated, a toymaker may spend 1 hour to tune and activate another already crafted puppet to take up the empty slot. At 8th and 15th level, the toymaker may select one additional mobius puppet blueprint to add to his book. This ability replaces crafting expertise.

Toy Crafter (Su): At 7th level, the toymaker receives the Craft Construct feat, even if he does not meet the prerequisites. He uses his machinesmith levels in place of_caster level when making such items. In order to craft some constructs, he must have access

to the prerequisite spells, either through use of a magical item or cast by another spellcaster. This ability replaces axiom.

Ultimate Creator (Ex): At 20th level, the toymaker discovers the secrets to turn one of his puppet blueprints into a living creature, identical to the puppet but with the mind of a child. He selects one of his puppet blueprints, and may give true life to this puppet (use the most appropriate stats and abilities for a 1 HD creature with no class levels, usually a little boy, little girl or clockwork-like person). A toymaker may use this ability only once.

Malefactor

Malefactor is a supernatural base class specializing in inflicting curses introduced in *The Malefactor Base Class, Copyright 2012, Total Party Kill Games. Authors: Brian Berg and James Olchak.*

Destineer

While most malefactors spill disaster in their wake; some are able to read into time and influence the fate of surrounding creatures in a more subtle and controlled manner. Cursed with a contagious misfortune, destineers are however blessed with mysterious powers over time and space, allowing them to influence fate and twist destiny just enough to save or ruin one's day, not unlike time thieves and luckbringers. As such, destineers often act in superstitious societies as seers, patrons, unbewitchers or mystics trading one's suffering and failure for another's gold.

Clinging Misfortune (Su): At 2nd level, a destineer may spend one strafe point as part of an melee attack roll made as a standard action. This treats the creature hit as being in the area of her aura as long as the creature is within 25 feet + 5 feet every two levels; this effect lasts for a number of rounds equal to her Wisdom modifier. By spending two strife points as a full-round action, the destineer may instead apply this effect upon a target within 60 feet. In which case the misfortune remains regardless of distance and the target suffers, in addition to the aura's effect, an equal penalty to skill checks; this effect lasts one hour per level, and a successful Will saving throw (DC 10 + $\frac{1}{2}$ destineer class level + her Wisdom modifier) negates it. This is a curse effect using the destineer's level as its caster level.

Temporal Talent (Ex): At 2nd level, a destineer receives a temporal talent, as per the time thief class feature. She receives another one at levels 8, 11, 14, 17 and 20. She may spend strife points as motes of times for the purposes of these talents. Beginning at 11th level, she may select advanced temporal talents instead. A destineer uses her level as her time thief level for the purposes of these talents, and her Charisma modifier whenever needed. Destineer and time thief levels stack for the purposes of determining the effects of temporal talents and determining the level upon which advanced temporal talents may be selected. This ability replaces harrowing strike.

Moment of Chance (Su): At 3rd level, a destineer may alter moments of chance as per a luckbringer, spending strafe points instead of moments of chance in order to turn the tides of battle to her good will. For the purposes of determining her moment of chance powers, a destineer may select the luckbringer's Black Cat Burglar or White Rabbit archetype's alternative powers; once made, this choice is definitive, and a destineer taking luckbringer levels must also select this archetype. This ability replaces luck of the damned.

Tokens of Broken Destiny (Ex): At 4th level, any enemy within a destineer's aura of judgement that fails an attack of opportunity, saving throw, skill check, ability check, roll to overcome concealment, or rolls a natural 1 on a d20, grants a -2 luck penalty token of broken destiny to the destineer. This may be spent to apply on a future single attack of opportunity roll, critical confirmation roll, damage roll, or skill check made by this enemy. The destineer may choose upon which roll this penalty applies, even after the roll has been made and its results are known. The creature must be within the destineer's aura of judgment when this penalty is applied. A destineer may hold a number of tokens of broken destiny at a single time equal to her Wisdom modifier. Unused tokens disappear after 24 hours. This ability replaces steal victory.

Augury (Sp): At 5th level, a destineer gains the ability to cast *augury* as a spell-like ability by spending two strife point as part of a 10 minutes-long meditation. The destineer's caster level for the purposes of this ability is equal to her level. This ability replaces the malediction gained at 5th level.

Words of Chaos (Su): At 9th level, the destineer may break her enemies' cohesion by whispering devious words and sowing disorder in their minds. She spends one point of strife as a standard action,



and for a number of rounds equal to her Wisdom modifier, she may perform one of the following actions per round as a free action:

- Speak as if her words issue from the mouth and voice of a creature within 30 feet in a language the destineer knows, all the while denying this creature the use of speech until its next round (this effect allows a Will save to dispel, and depending on the words spoken, may require a successful bluff check to deceive the creature's allies).
- Select two creatures within 30 feet that must both succeed at a Fortitude saving throw or suffer a numbing pain as whispers give them headaches whenever focusing on teamwork, in which case both creatures lose the benefits of teamwork feats and flanking for one round.
- Make a creature within 60 feet totter, in which case it becomes entangled for one round unless it succeeds at a Reflex saving throw. The DC is equal to 10 + 1/2 her destineer class level + her Wisdom modifier.

This ability replaces discord and greater discord.

Time Thief

Time thief is a chronomancy manipulating base class introduced in *The Genius Guide To: The Time Thief.* Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

Nechronomancer

Some time thieves thrive on extracting the time impaired on surrounding creatures for their own purposes. Manipulating the flow of time within others and sucking life energy not totally unlike vampires, most nechronomancers naturally crave a power that literally flee through their fingers and leaves them weakened in comparison to more gifted time thieves. Jealousy toward such power and toward other creature's youth is a common trait among many nechronomancers, as is a chronic affliction that hinders their perception of time, meaning they suffer a permanent state of stress similar to how a hurried person would perceive time. The most experimented chronomancers are able to absorb both life and time energies in order to lengthen their own lifespan.

Time Urgency (Ex): A nechronomancer perceives the world around her as moving too quickly for her taste, distracting her on tasks requiring time and patience. She suffers a -2 penalty to Will saves and Wisdom-based skill checks.

Mote of Time (Ex): A nechronomancer recovers only a base daily amount of motes in her pool equal to her class level. However, she gains the Steal Mote of Time feat as a bonus feat. By using this feat, she is able to recover Motes of Time by using some of her temporal talents.

Improved Time Theft (Ex): The nechronomancer is adept at stealing time from her foes, and does so with an uncanny ability. She chooses the Steal Fate or Steal Time temporal talent and receives it at 1st level. Up to a number of times per day equal to her Charisma modifier, using this specific talent costs no mote point unless the attack is successful and the target fails its saving throw.

Nechronomancer Temporal Talents

A nechronomancer adds the following temporal talent to the list she may choose from:

Curse of Darkness (Su): The nechronomancer slows the speed of light within the eyes of a close target, impairing its perception of surroundings. As a standard action, the time thief spends a mote and



targets a creature within 25 feet + 5 feet per level - the nechronomancer may also spend a mote as part of a normal melee attack to activate this ability on a hit; on a miss, the mote is lost. The creature must perform a Will saving throw or treat the light level as reduced by one step for itself only, and suffer a -2 penalty to Initiative (which can modify the creature's order during the following rounds). These penalties last a number of rounds equal to the nechronomancer's Charisma modifier (minimum 1). The penalty to Initiative increases to -3 at 9th level and -4 a 16th level.

Curse of Rewind (Su): Once per round as a free action, the nechronomancer may spend a mote of time to gain the ability to cancel an enemy's action or twist fate toward an ally within 30 feet, effectively inflicting a -1 penalty as an immediate action to one_attack roll, skill check, or ability check.

At 3rd level she may apply this penalty to AC and damage rolls; this penalty lasts for (or against) a single attack and may be inflicted after the result of the roll is known.

At 7th level she may add this penalty as a number of additional rounds to the duration of conditions or effects the creature is suffering (like poison or acid).

At 8th level, the nechronomancer may spend two motes of time to inflict a -2 penalty instead.

At 16th level, she may spend three motes of time to inflict a -3 penalty instead.

Age Vampirism (Su): The nechronomancer absorbs time to rejuvenate her body. As long as she possesses at least one mote of time in her pool, she is immune to age effects. As a standard action, by spending one mote of time per age category (middle-age, old age, venerable age), she may reduce the penalty to one of her ability scores due to aging to 0 for 24 hours. She may instead spend one mote of time as a full-round action to recover an amount of hit points equal to her class level, up to a number of times per day equal to her Charisma modifier.

Nechronomancer Aevums

A nechronomancer using the Entropy aevum may inflict, instead of damage, the effects of a *sands of time* (see the Pathfinder[®] Roleplaying Game: Ultimate MagicTM) spell. In addition, a nechronomancer adds the following aevum to the list she may choose from:

Thermal Equilibrium (Sp): The nechronomancer may accelerate the natural balance of life between two creatures by stealing and transferring energy. As a standard action, she designates two creatures within 25 feet + 5 feet per level ; she inflicts 1d6 damage of negative energy per two levels upon one of them, and the other creature recovers an equal amount of hit points as if healed by positive energy.

Devolution (Sp): The nechronomancer reverses a creature's ancestral adaptation to survive its surroundings. As a ranged touch attack against an enemy within 25 feet + 5 feet per level, she inflicts 1d4 negative levels, as per the *enervation* spell. In addition, on a failed Fortitude save, one of the creature's natural attacks (the nechronomancer's choice) atrophies, being treated as one size smaller for the purposes of damage and suffering a -2 penalty to attack rolls and to the DC of associated abilities (like a spider's venom).

If the creature has no natural attacks, the nechronomancer may wither an arm, leg or wing. An atrophied arm inflicts a -2 penalty to attack and damage rolls with weapons it wields and to the armor bonus from a shield. An atrophied leg inflicts a -4 penalty to the Strength of the creature for the purposes of calculating carrying capacity. Finally, an atrophied wing halves the creature's fly speed and worsens its flight ability by one step. These penalties last until at least one negative level is restored. The nechronomancer must be at least 9th level to select this aevum.

Time Vampire (Su): At 20th level, a nechronomancer may not die because of old age. She recovers twice the normal amount of hit points whenever using a mote of time to heal herself. Finally,

her daily pool of aevum increases by an amount equal to her_Charisma bonus, and she can spending aevum now counts as a_move action (unless a power specifies otherwise). The chronomancer can spend a maximum of two aevum in a single round.

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