

FOUR HORSEMEN PRESENT

YOUNG CHARACTER OPTIONS



D&D FINDER
ROLEPLAYING GAME COMPATIBLE

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YOUNG CHARACTER OPTIONS

Roleplaying children can be a surprisingly difficult task for adults as it frequently requires an unexpected level of maturity to play the immature. Difficulties can stem from the idea that children are chaotic little complications to the game. In reality, there are many benefits to playing a younger self, outside of the fact that it may be necessary for the plot. For example, children are often far swifter than their adult counter parts and able to reach places inaccessible to grownups. They regularly go unnoticed in a crowd and are more likely to receive aid than those who should be old enough to care for themselves.

Young Character Options provides a plethora of possibilities for playing younglings in your current campaign while detailing the various reasons why a child would not only be out adventuring, but how they could obtain the necessary abilities to do so. Whether you're an adult entertaining the idea of playing a youth or a child making your first character, Young Character Options is a must have.

That said: It's one thing to throw traps, monsters, and deadly magic into the path of willing adults, but another thing to threaten young people with such dangers. Although fantasy fiction is filled with instances of peril giving juvenile characters the opportunity to be heroic and prove their potential, not all players are going to be comfortable with putting young characters in danger. Before including them in a game, the GM should discuss with the group whether or not this might negatively impact any players' enjoyment of the campaign.

GROWING UP

Growing up in the realms of fantasy amidst all the amazing races is vastly different than what we think of in relation to our own childhoods. Much like the middle ages, infancy in these worlds is not idealized as it is today. Every moment is not spent coddling the young or inventing new ways to entertain, and children are expected to behave as adults at a much younger age than we would consider normal. In fact, most races expect their offspring to earn their keep as soon as they are physically able and begin

training them in their respective trades the moment they can realistically start to learn. Even childhood games are frequently geared toward learning life skills such as hunting, stealth, or mining. Archery for example, is not only a defense but a greatly loved sport of elven children, and the dwarves play at blacksmithing in their nursery years. Household chores, helping to run a business, hunting for food, and leaving home at an early age are all relatively common activities for the fantasy youth.

While some are more lenient than others, most races do not coddle their children; they live in a dangerous world. It is common for the young to be trained to defend themselves when necessary and adulthood is reached at a tender age. There are always exceptions to this rule, such as the spoiled noble classes, but it is widely common to consider children "little adults". Even those races who celebrate and adore their children are likely to allot far more responsibilities than would be common today. Detailed below are useful facts about the lives of those born to a few of the fantasy races and what they can expect from their younger years.

DWARVES

Childhood	Adolescence	Adulthood
1-24	25-39	40+

Dwarves typically grow up in the twisting underground tunnels of their clan and most families only have one child. Unlike some races, who allow their children a great deal of play time and freedom, dwarven young are usually managed on a strict schedule. Often they spend their days in clan nurseries where their playtime is mimicking the work of their family. Leisure time can consist of pretend smithing (and other family trades) or sometimes digging small tunnels throughout the nursery ward. While other races may consider this an odd way to grow up, it's not only acceptable among dwarves, but the children are content and rarely act out. By the age of 25 young dwarves are starting their first apprenticeships and well on their way to honing their chosen craft. Dwarves shy away from magic but train their young in the basics of defending themselves as soon as they are old enough to toddle around with a hammer in hand. By age 40 the average dwarf has life well in hand, and a firm place within their clan working at their chosen trade.

YOUNG CHARACTER OPTIONS

ELVES

Childhood	Adolescence	Adulthood
1-70	70-109	110+

Elven families have few children, but the ones they do have are celebrated and cherished. Young elves are more likely to be spoiled than the children of humans or half-elves, perhaps because of their longer lives and lack of abundance. Elves, on average, are considered children until their 70th birthday and up to that time live their lives largely carefree. Most have lessons in archery or swordplay and obtain the beginnings of stealth skills amidst nature through games of hide and seek in. Due to their lengthy lifespan young elves are encouraged to try everything that appeals to them, and may obtain the beginning skills of many trades before finally settling on a permanent vocation. It is rare that an elven child leaves the fold, as families are typically close knit, but it is not unheard of for a bored youngling to be afflicted with wanderlust. Once elven children reach adolescence they are expected to be productive citizens of society but are not entirely free of parental rule. Often it is in their adolescent years that they are mentored on the mental strain of such a long life and how to manage the days as they begin to drag on. Elves mature into adulthood at approximately 110 years of age and have many years in front of them to continue to hone childhood skills.

GNOMES

Childhood	Adolescence	Adulthood
1-24	25-39	40+

Gnomish children come from carefree families and spend most of their childhood laughing and playing. Gnomish parents possess a great deal of patience, which some might attribute to their innate sense of humor, and most are firm believers that all gnomes respond better to praise. Due to the cheerful nature of gnomes, children are less likely to experience negativity during their younger years and are generally a respectful lot. In fact, even in adolescence when most races inherit a slew of responsibilities, young gnomes are simply encouraged to take this time to experiment with various trades and arts in order to find their niche in life. While it is extremely rare that a gnome leaves home before adulthood, it is not completely unheard of for one to wander off in search of a rare gem or required ingredient. Gnomes are considered mature by their fellow gnomes at the age of 40, the rest of the world however, may not agree with that assessment.

HALF-ELVES

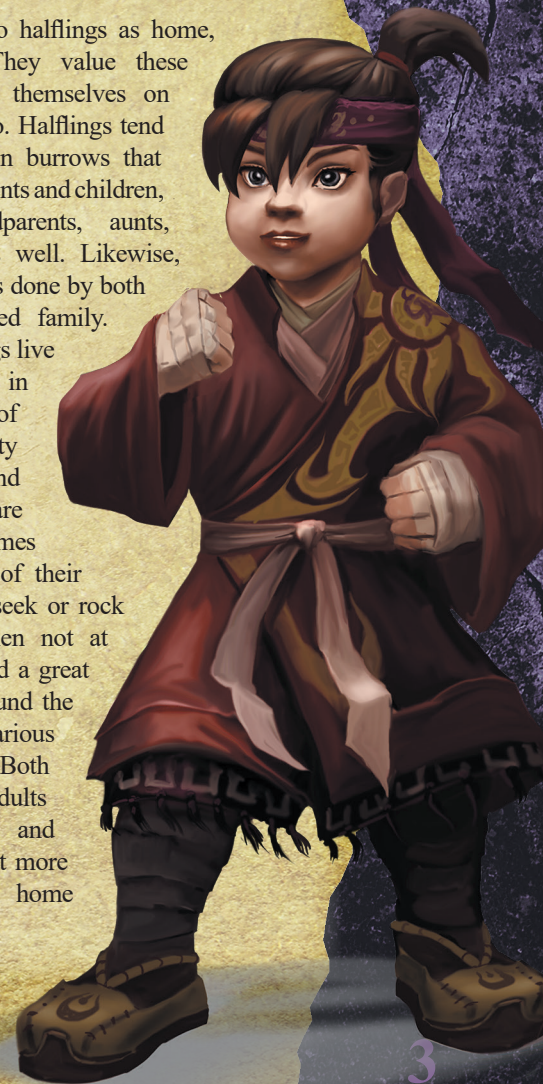
Childhood	Adolescence	Adulthood
1-14	15-19	20+

While half-elves live longer than humans, they mature at roughly the same rate. Often these children are raised by only one parent and find it hard to fit into elven or human society due to their circumstances of birth. As they don't have a culture of their own, they are exceptionally skilled at adapting to new cultures and societies, making the best of wherever they end up. Like humans, half-elves can come from a variety of upbringings in various life styles and exhibit a myriad array of personalities and talents.

HALFLINGS

Childhood	Adolescence	Adulthood
1-14	15-19	20+

Little is as important to halflings as home, family, and hearth. They value these foundations and pride themselves on who's connected to who. Halflings tend to make their homes in burrows that often house not only parents and children, but oftentimes grandparents, aunts, uncles, and cousins as well. Likewise, the rearing of children is done by both immediate and extended family. The offspring of halflings live relatively carefree lives in comparison to some of the other races with plenty of time for humor and play once their chores are done. Most halfling games hone the innate skills of their race such as hide and seek or rock throwing contests. When not at play or work they spend a great deal of time sitting around the fire listening to the various fables of their clan. Both halfling children and adults are curious by nature and prone to wanderlust, but more often than not return home before too long.



FOUR HORSEMEN PRESENT

HALF-ORCS

Childhood	Adolescence	Adulthood
1-10	11-13	14+

Half-orcs do not remain children for long and almost always grow up outcasts in either society. Due to their frequent lack of acceptance these individuals often mature faster than other races, learning to care for themselves when others will not. They tend to possess a natural affinity for the warrior's lifestyle and it is quite common for them to set out on their own as soon as they are able. Frequently they take to adventuring life young as it suits them well, and is more likely to provide companionship than remaining within societal norms.

HUMANS

Childhood	Adolescence	Adulthood
1-11	12-14	15+

Humans are the most versatile of all the races. They are short-lived and grow up swiftly, leaving only a few years of childhood. It is impossible, with any certainty, to detail the life of a human youngster. Some come from loving families, others from darker pasts. Their society and culture is extremely diverse and they are capable of thriving anywhere from busy towns to desolate wastelands. Most human offspring are simply products of their environment, allowing for any imaginable background and a vast number of talents. Human youths are the most likely of the races to run away from home in a snit or set out to pursue a lofty goal.

LIFE PATHS

Children are adaptable and sometimes braver than adults. They often see the world from a fresh perspective of can rather than can't, as they haven't yet been told a certain action is impossible. This allows them to perform amazing feats that adults may never even consider. For those who realize this, there is no reason not to play a young character, extraordinary or not. But sometimes we adults need a reason. The following are several situations in which a child might reasonably possess power beyond their years.

Old Souls: Even in our modern world there are those that seem wise beyond their years. We call them old souls and look on in amusement or pride as they display above average levels of maturity and intellect. These special children frequently start out earlier in life than their more carefree counterparts.

Eternal Youth: One of the strangest explanations for why a child might be found out roaming the countryside is a forever child. The eternally young are trapped in bodies that never age. Whether it's an affliction of unknown origin, a malevolent curse, or a mark of destiny, this child has ceased to age before adulthood but continues to move forward in life, overcoming the difficulties of size and appearance.

Reincarnation: Every now and again it is believed that the souls of great heroes are reborn. Even more rarely, they retain the memories of the past life. While they do not immediately possess all the same skills, the knowledge is there, making it easier to learn talents at an accelerated rate. Frequently the personal details fade more and more as these children reach adolescence, allowing for their own individual personality to emerge.

Magical Prodigies: Once in a blue moon a child is born with a natural affinity for magic, displaying extraordinary talent. In these rare cases, it is a calling impossible to resist. While other children are busy ducking chores and playing games, this prodigy wants nothing more than to study the arcane arts. She may seek out local magic users and beg to be trained, or even dive into self-experimentation to perfect the skills all on her own.

Anti-Aging Magic: Anti-aging magic has been known to create a child-sized adventurer or two when overzealous adults seek their lost youth. Over use of anti-aging potions or poorly-tested artifacts may backfire and deduct a few more years than the imbibor had hoped for, leaving them stuck to relive all the trials of youth.

Orphan-Rogue: The most common of stories is of course the street rat. Orphaned at a young age this child has been left to fend for herself amidst the streets—frequenting back alleys, stealing food where she can, and avoiding the local authorities. All of these activities make her exceptionally good at surviving harsher trials at an exceptionally young age.



YOUNG CHARACTER OPTIONS

YOUNG CHARACTER TRAITS

The following character traits are available for young characters.

YOUNG CHARACTERS

The *Pathfinder Roleplaying Game: Ultimate Campaign* supplement introduces rules for playing young characters. Young characters gain a +2 bonus to Dexterity, but take a -2 penalty to Strength, Constitution, and Wisdom. It is further recommended that they be restricted to only NPC classes and a single trait at 1st level (instead of two). This makes playing any young character a vastly inferior option, and seems contrary to innumerable characters from fantasy and fiction accomplishing incredible deeds before “adulthood.” Did Theirry Dotter or Harmyonini gain their first levels in wizard at 17? Was Ing the Last Skymolder an adept instead of a kineticist/monk?

It is strongly recommended that GMs ignore these rules in favor of a young player character having the exact same statistics and opportunities as an older character (albeit perhaps requiring more exceptional background explanations). The recommended penalties and restrictions are harsh enough to make playing a young character a terrible decision from a mechanical perspective, no matter how compelling the thematic reasons. The above rules might represent a normal youth or NPC, but player characters are exceptional by nature. Ignoring the rules allows the opportunity for a few singularly rare youths to equal or even surpass adults. If the *Ultimate Campaign* rules are being used, it is at least recommended that the following character trait be made available for young characters (as their sole character trait at 1st level).

Old Soul: While not yet an adult, you have lived more in your short span than most adults do in a lifetime, or you are an exceptional prodigy. You do not gain either bonuses or penalties for being a young character. You are not restricted to NPC classes while in this age category upon reaching adulthood, you may select any two character traits.

Curious: You gain Perception as a class skill. You may make a Perception check to intentionally search for stimulus as part of a move action (instead of as a move action).

Flexible: Your small limbs and bendable joints make it easier for you to slip out of bindings than adults. You gain Escape Artist as a class skill and may make an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) as a full-round action.

Innocence: The innocence of youth confuses divination magic normally capable of sensing a creature’s alignment (*detect good* or *detect evil*). If you are a cleric, or paladin, of a good-aligned deity your aura appears one step stronger on the aura power table (faint to moderate, moderate to strong, strong to overwhelming) than the power indicated by your class level. If you are a good-aligned creature, you register as a good-aligned cleric or paladin. If you have a neutral alignment, you register as a good-aligned creature. If you have an evil alignment, you register as a neutral-aligned creature.

Pass for Smallfolk: You are the child of a Medium-sized race, but find with the right preparation you can convince people you are a gnome or halfling. You receive a +5 trait bonus on Disguise checks to disguise yourself as a gnome or halfling and do not receive the penalty to disguising yourself as a member of another race when you do so.

Precocious: You possess impressive natural talents or have trained in a particular area since an extremely young age. Choose a skill. This skill becomes a class skill for you and you gain a +1 trait bonus to skill checks made with this skill.

Scrapper: You grew up tough, learning to fight viciously at an early age out of necessity. You do not provoke attacks of opportunity from targets of unarmed attacks (even if they are armed) unless the target possesses the Improved Unarmed Strike feat.” You count as having the Improved Unarmed Strike feat for the purposes of qualifying for the Improved Grapple or Greater Grapple feats.

Slippery: You are especially adept and practiced at slipping past creatures larger than yourself unharmed. When making an Acrobatics check to move through the square of an opponent at least two size categories larger than you, you gain a +5 trait bonus to your Acrobatics check.

FOUR HORSEMEN PRESENT

Small: Your size is one category less than a typical creature of your race (minimum Small-sized). Small creatures gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. If adults of your race are already Small in size or smaller, you instead gain a +2 trait bonus on Stealth checks.

Unnoticed: People tend to ignore you because of your age, allowing you to easily move through crowds without being seen or remembered. You may use the Stealth check to hide even while being observed, as long as you are within 30 feet of at least 10 creatures with your creature type. These creatures cannot be hostile.

YOUNG CHARACTER FEATS

The following feats are available for young characters.

ARTISTIC PRODIGY

You are a natural at any art form, from music to acting, or even something as simple as storytelling.

Prerequisite: Prodigy, any class with Perform as a class skill as a favored class.

Benefit: Whenever you gain a level in your favored class, you gain a rank in the Perform skill. This benefit is not retroactive, but is gained for the level when you select this feat. You treat the Perform skill as if it did not have separate categories (comedy, dance, etc.). Your highest ranks in a single version of the Perform skill can be applied to any category of entertainment. This

does not allow you to qualify for prerequisites that require specific subsets of the Perform skill unless you have that specific type of Perform skill. A bard with the versatile performance class feature must still have specific subsets of the Perform skill to substitute Perform for another skill.

ATHLETIC PRODIGY

You have the inborn physical talents of a true champion.

Prerequisite: Prodigy, any class with Acrobatics as a class skill as a favored class.

Benefit: When using Acrobatics to move through threatened squares you do not increase the DC for additional opponents avoided in 1 round. When using the Acrobatics skill to balance, you are not considered flat-footed and do not lose your Dexterity bonus to your AC (if any). You always count as having a running start when making Acrobatics checks to jump.

CREATIVE PRODIGY

You have an intuitive gift for constructing anything you set your mind to.

Prerequisite: Prodigy.

Benefit: Whenever you gain a level in your favored class, you gain a rank in the Craft skill. This benefit is not retroactive, but is gained for the level when you select this feat. You treat the Craft skill as if it did not have separate categories (alchemy, armor, etc.). Your ranks in a single version of the Craft skill can be applied to any category of crafting. This does not allow you to qualify for prerequisites that require specific subsets of the Craft skill unless you have that specific type of Craft skill.

MAGICAL PRODIGY

You possess an almost instinctive affinity with magic, as if you were born to wield it.

Prerequisite: Prodigy, any metamagic feat, any spellcasting class as a favored class.

Benefit: If your favored class spontaneously casts spells, once per round you may apply a single metamagic feat you know to a single spell you cast without increasing the casting time. If your favored class prepares spells, you may apply any single metamagic feat you know to a spell as it is cast as a full-round action without preparing the spell with



YOUNG CHARACTER OPTIONS

the metamagic feat in advance. To do so, you must sacrifice an additional spell or spell slot with a level equal to the spell slot increase of the metamagic feat. So to add the Extend Spell feat to any spell as it cast, requires the sacrifice of an additional 1st level spell. You cannot cast a spell with the Quicken Spell metamagic feat in this manner, and cannot add the single metamagic feat to the spell multiple times.

MARTIAL PRODIGY (COMBAT)

You have inherent talent for hitting hard in the best way possible.

Prerequisite: Str 13, Prodigy.

Benefit: You may perform a bull rush, overrun, or sunder combat maneuver as a full-round action (taken with a single move action for overrun or as part of a charge for bull rush or overrun) without drawing an attack of opportunity. If you have the Improved Bull Rush feat, when making a successful bull rush combat maneuver you push your target back 10 feet plus 5 feet for every 5 by which your attack exceeds your opponent's CMD. If you have the Improved Sunder feat, any damage dealt to an object gives it the broken condition. If the item is not reduced to half hit points, any amount of repair removes the broken condition. If you have the Improved Overrun feat, targets of your overrun cannot choose to avoid you unless you allow them to.

PRODIGY

You are exceptionally experienced and capable for such a young age, often exceeding individuals far older.

Prerequisite: Age less than adulthood for race.

Benefit: Whenever you gain a level in your favored class, you receive both +1 hit point and +1 skill rank. Alternately, you may select any favored class option available to your race in place of either receiving an additional skill rank or hit point. This benefit is not retroactive, but is gained for the level when you select this feat.

Special: Should you reach or exceed an age of adulthood after selecting this feat, it is not lost.

TACTICAL PRODIGY (COMBAT)

You have an innate sense for combat tactics and fighting intelligently.

Prerequisite: Int 13, Prodigy.

Benefit: You may perform a dirty trick (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details), disarm, or trip combat maneuver as a full round action without drawing an attack of opportunity. If you have the Improved Dirty Trick feat, when making a successful dirty trick combat maneuver you always inflict the dazzled condition in addition to any other single condition. If you have the Improved Disarm feat, when making a successful disarm combat maneuver, you may automatically pick up the item dropped as long as you have at least one hand free. If you have the Improved Trip feat, you can trip opponents who are no more than two size categories larger than you.

SOCIAL PRODIGY

You are incredibly personable, and always know how to get the right people to volunteer the information you need.

Prerequisite: Prodigy, any class with Diplomacy as a class skill as a favored class.

Benefit: Whenever you gain a level in your favored class, you gain a rank in the Diplomacy skill. This benefit is not retroactive, but is gained for the level when you select this feat. When using the Diplomacy skill to gather information in a settlement that is at least a small town or larger (see *Pathfinder Roleplaying Game: Game Mastery Guide*), you may use your Diplomacy skill in place of any Knowledge skill check at a -5 penalty to your Diplomacy check. This still requires 1d4 hours of work. Alternately, you may make any standard Diplomacy skill check to gather information with only 10 minutes of work.

SPELL PRODIGY

You understand the nature of spell design without creative limits inflicted by extensive education.

Prerequisite: Prodigy, any class with the spellbook class feature as a favored class.

Benefit: You can create new spells through independent research as a wizard (if you cannot normally). The cost to research a new spell and the time required is 1 day and 100 gp per level of the spell to be researched. A researched spell is automatically added to your spellbook. When casting any arcane spell, you can attempt a Spellcraft check to alter the cosmetic effects of the spell, but not the nature of the spell itself. For example, you could cause a *wall of fire* to appear ghostly and black, but it would retain the appearance of flames. The DC of the Spellcraft check is equal to 15 + the spell's level. If successful, your Spellcraft check results sets the DC for others to identify the spell.

FOUR HORSEMEN PRESENT

YOUNG CHARACTER ARCHETYPES

The following archetypes are available to young characters.

AGELESS (ORACLE)

A rare and peculiar curse to affect some oracles is eternal youth. Agelessness might seem a blessing, but it always strikes before the oracle grows to adulthood. Forever trapped in the body of a child, she might wander the world for centuries before an accident or enemy finally brings her life to an end.

Recommended Mysteries: ancestor, bones, dark tapestry, life, time.

Bonus Spells: *ray of enfeeblement* (1st), *blindness/deafness* (4th), *inflict pain*^{OA} (6th), *bestow curse* (8th), *waves of fatigue* (10th), *major curse* (12th), *mass inflict pain*^{OA} (14th), *horrid wilting* (16th), *symbol of vulnerability* (18th). These bonus spells replace the oracle's normal mystery bonus spells at these levels.

Oracle's Curse (Ex): An ageless oracle must select the following oracle's curse as her curse at 1st level.

Ageless: You are forever trapped in a child's body. While your size is not necessarily altered, you wield weapons of one size category smaller than normal for your size, and take a -1 size penalty to CMB and CMD. These size penalties stack with any other size penalty to CMB and CMD. You do not take penalties to your ability scores for aging, cannot be magically aged, and cannot die from old age. Age bonuses still accrue. At 5th level, and then again at 10th and 15th level, you gain a cumulative +1 bonus to Intelligence, Wisdom, and Charisma (for a total of +3 to Intelligence, Wisdom, and Charisma at 15th level). These bonuses stack with any aging bonuses you gain.

Revelations: An ageless oracle adds the following revelations to the list of revelations available to her mystery. Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the oracle's level + the oracle's Charisma modifier.

Age Resistance (Su): You can bless a touched living creature with temporary youth. This acts as the *lesser age resistance* spell, except the range is

touch, and the target's appearance changes to look younger. At 11th level, this acts as the *age resistance* spell. At 15th level, this acts as the *greater age resistance* spell. You can use this ability once per day at 7th level, and twice per day at 15th level. You must be at least 7th level to select this revelation.

Inflict Aging (Su): As a standard action, you can perform a melee touch attack that causes a living creature to temporarily age. An adult creature must succeed on a Fortitude save or be aged one category (young to adult, adulthood to middle age, middle age to old, or old to venerable) for a number of rounds equal to your Charisma bonus. The creature takes all penalties from aging but does not gain any aging bonuses. This ability has no effect on creatures younger than adulthood. At 7th level, you age the creature two categories. At 15th level, you age the creature three categories. Using this ability on a creature multiple times causes cumulative aging or adds to the duration (chosen by you before you make your attack roll). A creature cannot be aged beyond venerable with this ability. However, a creature that dies due to the Constitution penalty inflicted by failing the save against this ability counts as dying due to old age.

DESTINED BLADE (MAGUS)

The tides of fate pay no heed to age. The destined blade magus is swept up in grand events beginning with the uncovering of an ancient relic in his youth. This weapon might be drawn from a stone, a cursed dagger used against him by a fell creature, or an ancestral sword bequeathed with a loved one's passing.

Blade of Destiny (Ex): At 1st level, the destined blade magus' gains a powerful weapon called a *destined blade*, whose weapon type is chosen by the magus. The weapon carries great inherent power that grows with the magus, and shapes his fate. A magus with this class feature cannot take the familiar magus arcana, and cannot have a familiar of any kind, even from another class. The weapon only functions in the destined blade magus' hands, as a dependent cursed magic item.

As the magus increases in level, the destined blade's power increases. At 1st level, the *destined blade* gains a +1 enhancement bonus. At 5th level, and every four levels thereafter the weapons enhancement bonus increases by +1 (to a maximum of +5 at 17th level). At 3rd level, and every two levels thereafter,

YOUNG CHARACTER OPTIONS

**TABLE:
DESTINED BLADE PROGRESSION**

Magus Class Level	Enhancement Bonus	Special
1st–2nd	+1	unbreakable
3rd–4th	+1	lesser blade ability
5th–6th	+2	lesser blade ability
7th–8th	+2	lesser blade ability
9th–10th	+3	improved blade ability
11th–12th	+3	improved blade ability
13th–14th	+4	improved blade ability
15th–16th	+4	greater ability
17th–18th	+5	greater ability
19th–20th	+5	greater ability

the *destined blade* gains a blade ability (see below). The destined blade magus may select lesser blade abilities at 3rd level or higher. At 9th level and higher he may select from any lesser or improved blade ability. At 15th level and higher he may select any lesser, improved, or greater blade ability.

Upon reaching 8th level, and every four levels thereafter (12th, 16th, and 20th), the magus can choose for his *destined blade* to gain a new ability in place of one it already possesses. The *destined blade* loses the old ability in exchange for the new one. The new ability must be of the same type (lesser, improved, or greater) as the abilities available to the magus when the ability was gained. The magus may swap only a single

destined blade ability at any given level, and must choose whether or not to swap the ability when the level is gained. Every *destined blade* gains the following ability at 1st level.

Unbreakable (Ex): A *destined blade* is immune to the broken condition. If destroyed, the *destined blade* can be reformed through a special ritual that costs 200 gp per magus level. The ritual takes 24 hours to complete.



FOUR HORSEMEN PRESENT

Instead of the normal arcane pool amount, the destined blade magus' arcane pool has a number of points equal to his Intelligence bonus (minimum 1). He cannot use his arcane pool to magically enhance his weapons, but still uses it to fuel his other magus abilities. This ability modifies arcane pool.

Blade Focus (Ex): The destined blade magus is empowered by his *destined blade* rather than training, but becomes weakened without the weapon in hand. The magus requires his destined blade as a focus for spellcasting, and cannot cast any magus spell when not wielding the *destined blade*. However, when using the spell combat magus ability, the destined blade magus does not require a free hand to cast spells and attack. He uses the *destined blade's* movements in place of any somatic components the spell requires, but does not remove somatic components from any spell he casts. This allows the *destined blade* to be used with the spell combat ability even if it is a two-handed weapon, is wielded with two hands, or the magus wields the *destined blade* with one hand while the other hand is occupied. The magus still requires a full-round action for spell combat, and takes penalties to attack as normal.

A destined blade magus must commune with his *destined blade* each day to prepare his spells. The *destined blade* stores all of the spells that the magus knows, and the magus cannot prepare spells that are not stored within it. A destined blade magus starts with the same number of spells and gains new spells the same way as a magus. However, he cannot add new spells to his *destined blade* from scrolls, spellbooks, or other *destined blades*.

The *destined blade* can be used once per day to cast any one spell that the magus knows and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the magus, including casting time, duration, and other effects dependent on the magus' level. This spell cannot be modified by metamagic feats or other abilities. This replaces spellbook and modifies spell combat.

Lesser Blade Ability Descriptions: A *destined blade* has special abilities (or imparts abilities to its wielder) depending on the wielder's magus level. The abilities are cumulative. Unless otherwise specified, each ability may only be selected once.

Alignment (Su): The *destined blade* penetrates damage reduction as a chaotic, lawful, good, or evil weapon. If the blade is intelligent, it must have

the alignment selected. If the blade possesses this ability prior to gaining intelligent, its alignment is determined (in whole or in part) by this ability. This ability may be selected up to twice, but may not be both a chaotic and lawful, or good and evil weapon.

Cursed (Su): Any character other than the destined blade magus possessing the *destined blade* gains one negative level as long as it is possessed. If the magus is 10th level or higher, this ability instead inflicts two negative levels. This ability is suppressed by the shared ability.

Glamered (Su): As the weapon special ability (see *Pathfinder Roleplaying Game: Ultimate Equipment*).

Impervious (Su): The *destined blade* cannot be harmed or destroyed while the magus lives.

Lesser Special Ability: The *destined blade* gains any single special ability with a base price modifier of +1. This ability may be selected multiple times, but the weapon cannot have a total of all special ability bonus equivalents higher than +5.

Material (Su): The *destined blade* penetrates damage reduction as a cold iron or silver weapon. Additionally, no matter what material the weapon is crafted from (even primitive materials) it acts as a steel weapon. This ability may be selected multiple times.

Reputation (Ex): The *destined blade* possesses a distinctive appearance and a legendary reputation known by everyone. If the magus possesses the Leadership feat, he gains a +2 bonus to his leadership score. He gains a bonus equal to the blade's enhancement bonus on all Charisma-based skill checks against creatures with an Intelligence score of 5 when openly carrying or wielding the *destined blade*.

Shared (Ex): The *destined blade* magus can spend a point from his arcane pool to allow other creatures to wield his *destined blade* for up to 1 round per magus level. The *destined blade* loses the dependent curse for the duration. The magus can end this effect as an immediate action.

Improved Blade Ability Descriptions: These abilities are available to a *destined blade* magus of 9th level or higher. The abilities are cumulative. Unless otherwise specified, each ability may only be selected once.

YOUNG CHARACTER OPTIONS

Improved Special Ability: The destined blade gains any single special ability with a base price modifier of +3 or less. This ability may be selected multiple times, but the weapon cannot have a total of all special ability bonus equivalents higher than +5.

Intelligent (Su): The destined blade becomes an intelligent magical weapon. It possesses ability scores equal to 10 + its enhancement bonus, communicates with telepathy, and has normal senses (30 ft. range). The destined blade has no Ego score, is always loyal to the magus, and never has personality conflicts with the magus. A destined blade usually has the same alignment as the magus, but this is not always the case. For example, an evil cursed blade might be wielded by a good creature. While it might try to tempt him toward corruption and darkness, it does not directly control his choices or actions.

Intelligent Item Power (Su): The destined blade gains an intelligent item power with a base price modifier of 5,000 gp or less. This ability may be taken multiple times. The destined blade must have the intelligent ability to select this ability.

Material (Su): The destined blade penetrates damage reduction and hardness as an adamantine weapon.

Greater Blade Ability Descriptions: These abilities are available to a destined blade magus of 15th level or higher. The abilities are cumulative. Unless otherwise specified, each ability may only be selected once.

Epic (Su): The destined blade penetrates damage reduction as an epic weapon.

Greater Special Ability: The destined blade gains any single special ability with a base price modifier of +5 or less. This ability may be selected multiple times, but the weapon cannot have a total of all special ability bonus equivalents higher than +5.

Greater Intelligent Item Power (Su): The destined blade gains an intelligent item power with a base price modifier of 10,000 gp or less. This ability may be taken multiple times. The destined blade must have the intelligent ability to select this ability.

Adulthood: In place of one of the bonus feats a magus gains at 5th, 11th, or 17th level, the destined blade magus can choose to reach adulthood. He gains a +1 bonus to Intelligence, Wisdom, and Charisma. His arcane pool increases to a number of points equal to 1/3 his magus level (minimum 1) plus his Intelligence modifier.

REINCARNATED MASTER (MONK)

The soul is immortal, and sometimes an enlightened being can choose to live many lives. They might do so for a variety of reasons, from hoping to achieve a higher state of existence, to a desire to pass crucial lessons on to future generations. For the reincarnated master, gaining power is not a matter of learning, but reclaiming what he has discovered innumerable times.

Favored Class: A reincarnated master must have monk as his favored class.

Monk Prodigy: At 1st level, a reincarnated master monk gains the Prodigy feat as a bonus feat.

Bonus Feat: The reincarnated master adds the following feats to the list of monk bonus feats: Martial Prodigy and Tactical Prodigy. He removes Catch Off-Guard and Throw Anything from his list of monk bonus feat.

Unarmed Strike: While a reincarnated master might possess martial skill gleaned from countless lives, he is still young, and must train in each life to reclaim his strength. A Large-sized reincarnated master deals unarmed damage as a Medium-sized monk, and a Medium-sized reincarnated master deals damage as a Small-sized monk. A Small-sized reincarnated master deals even less damage; see the table below.

Level	Damage (Small Reincarnated Master)
1st-3rd	1d3
4th-7th	1d4
8th-11th	1d6
12th-15th	1d8
16th-19th	1d10
20th	2d6

Adulthood: In place of one of the bonus feats a monk gains at 6th, 10th, 14th, or 18th level, the reincarnated master can choose to reach adulthood. He gains a +1 bonus to Intelligence, Wisdom, and Charisma and his unarmed damage becomes normal for a standard monk of his size. This replaces one of the bonus feats a monk gains at 6th, 10th, 14th, or 18th level.

FOUR HORSEMEN PRESENT

Past Lives (Ex): The reincarnated master has centuries of memories buried within his soul, and uncovers this vast wisdom as he grows in power. At 3rd level, the reincarnated master gains any Knowledge skill as a class skill and adds a bonus equal to 1/2 his class level to all Knowledge checks. He treats any Knowledge skill that is a class skill as if it was trained, even if he does not have any ranks in the skill. At 6th level, and every three levels thereafter (9th, 12th, 15th, and 18th), the reincarnated master adds a new Knowledge skill to his list of class skills. This replaces fast movement.

Visions (Su): At 15th level, the reincarnated master learns to call up visions from his past lives at will, instead of being subject to fleeting random memories. He may spend 4 points of ki from his ki pool to cast the *vision* spell as a spell-like ability, using his monk level as his caster level. This replaces quivering palm.

Enlightenment: At 20th level, the reincarnated master gains full recollection of his past lives, and can call upon greater mastery in the martial arts than any single mortal being can hope to achieve. As a swift action, the reincarnated master can spend 1 point of ki from his ki pool to gain any style feat he meets the prerequisites for and enter the stance employed by the fighting style the style feat embodies. He cannot do this outside of combat. Each round thereafter, the reincarnated master may spend 1 point of ki from his ki pool to gain an additional style feat with the first feat gained as a prerequisite, up to a maximum of three style feats after three rounds for 3 points of ki. If the enlightened master possesses any style feats, he can gain the additional style feats with a style feat he possesses as a prerequisite with this ability, but must enter the style's stance as a swift action, before gaining the additional feats on following rounds. If the reincarnated master does not meet the prerequisites for a style feat, he can still gain it, but doubles the ki cost. This replaces perfect self.

STREET RAT (ROGUE)

Countless orphans find themselves abandoned on the streets each year, forced to survive in spite of grossly unfortunate circumstances. Often becoming thieves and beggars, it is rare for one to get an opportunity for something better, but most find the skills they gained well-suited to a cruel world.

Half-Starved (Ex): The street rat rogue has spent his entire life fighting for bare scraps, leaving her chronically malnourished. Even should she begin eating a regular supply of food, it takes a long time to truly recover. The rogue takes a –2 penalty to Strength or Dexterity (chosen at 1st level) and cannot charge. This penalty does not stack with the penalty from the fatigued or exhausted conditions.

Survivor (Ex): At 1st level, the street rat rogue gains Endurance and Improved Unarmed Strike as bonus feats.

Pick-Pocket (Ex): At 1st level, the street rat rogue can perform a steal combat maneuver (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details) without drawing an attack of opportunity. When attempting a steal combat maneuver, any penalties she has to CMB due to size are instead treated as CMB bonuses (so a Small-sized character gets +1 to steal combat maneuvers instead of a –1 penalty). If she possesses the Improved Steal feat, she may attempt to take items in a bag or pack as long as she is aware of the item's existence. If the item is specifically hidden within a bag or pack (such as in a secret pocket or compartment) she must be aware of the method for hiding the item. Additionally, she can attempt to steal rings without the opponent receiving a +5 bonus to his CMD. This replaces trapfinding.

City Born (Ex): The street rat rogue survives by having an instinctive feel for cities. At 3rd level, when within a settlement larger than a small town (see *Pathfinder Roleplaying Game: Game Mastery Guide* for details) the rogue gains a +1 bonus on initiative checks and Knowledge (local) and Survival skill checks. At 6th level and every three levels thereafter (9th, 12th, 15th, and 18th level), this bonus increases by +1. This replaces trapsense.

Adulthood: In place of one of the rogue talents gained at 4th or higher, the street rat rogue can choose to reach adulthood. He gains a +1 bonus to Intelligence, Wisdom, and Charisma, and loses the half-starved ability.

WUNDERKIND (WIZARD)

The wunderkind is a veritable magical virtuoso, accomplishing intellectual and arcane achievements that would challenge wizards decades or centuries older. However, more than most young characters, a wizard likely must deal with excessive ageism from peers.

YOUNG CHARACTER OPTIONS

Favored Class: A wunderkind must have wizard as his favored class.

Arcane Prodigy: At 1st level, a wunderkind wizard gains the Prodigy and Spell Prodigy feats as bonus feats. This replaces Scribe Scroll.

Spellbook: A wunderkind wizard begins with less spells in his spellbook than most wizards. At 1st level, his spellbook contains a number of 0-level spells equal to 3 + his Intelligence modifier; plus two 1st-level spells of his choice. He does not gain additional 1st-level spells equal to his Intelligence modifier. He may not select any spells from his prohibited schools, if any. This modifies spellbook.

Magical Genius (Ex): Wizards are brilliant by definition, but a wunderkind possesses true genius most make up for with education and experience. Once per day when preparing spells, the wunderkind wizard may prepare spells as if he possessed any single metamagic feat he does not possess. The wunderkind wizard must meet all prerequisites for the metamagic feat. This replaces an arcane school power the wizard normally gains at 1st level. If the wizard gains multiple arcane school powers at 1st level, he may choose which to replace.

Adulthood: In place of one of the bonus feats a wizard gains at 5th, 10th, 15th, or 20th level, the wunderkind wizard can choose to reach adulthood. He gains a +1 bonus to Intelligence, Wisdom, and Charisma. If he is a specialist wizard, he may select one of his opposition schools. He no longer treats this school as an opposition school. If he is a universalist, he instead selects one school of magic. He gains bonuses on Spellcraft checks as if this school was his specialty school. This replaces one of the bonus feats a wizard gains at 5th, 10th, 15th, or 20th level.



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