

Player's Advantage: Fighter Charles Plemons III

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Introduction

Where is fantasy without the fighter? Where is human history without the fighter? It takes brave souls willing to take up arms and stand against opposing forces to survive. Almost anyone can pick up a weapon and wield it in a battle, but it requires training, practice, and strength of will to do so effectively while avoiding a devastating injury or death. The fighter is a pillar in a successful confrontation. He engages the foe and holds the line. His talent and prowess occupies enemy forces and allows specialists the time and space to carry out their roles. The successful fighter must balance protection for himself with mobility and maneuverability. He must be adaptable for combat and is rarely clean and straightforward. The struggle of life and death brings out the greatest effort from all involved, and the fighter must be prepared to overcome situational challenges in an instant. The fighter must be a master of weaponry. It has been said the best weapon is whatever you have in hand, and for the fighter, this must often prove true.

To stride boldly into danger and face it head on is the foundation of heroism and legend. The core of these remarkably driven individuals is the same. However, nearly every culture has its variation on the fighter. Cultures with high magic, low magic, religious fervor, varying technologies, or even disparate morality all produce fighters. How will your fighter develop? Mystical swordsmen, back alley brawlers, spiritual

contemplators, confident duelists, exotic chain lashers, cursed wanderers, gallant medics, darting acrobats, crazed wild men, sure-footed marines, animal trainers, reluctant champions, military paragons, martial artists, arcane dabblers, and rhythmic chanters are just a few of the options awaiting your character within this book.

THE PLAYER'S ADVANTAGE SERIES

The Player's Advantage series is a line of sourcebooks from Samurai Sheepdog seeking to take a core class to the next level in gaming evolution. Each book expands the options available to players and Game Masters. Game Masters will find new material to challenge players and expand the depth and variety of his game world. Players will discover new opportunities to play in ways they may have never imagined.

Player's Advantage strives to combine existing Open Game Content with new material to create a rich, balanced resource to unlock new possibilities. Each book delves into new cultures and revisits the familiar to give players all the tools necessary to tell the tales of their dreams. Whether you are new to the game, or an old hat, you will find helpful new advice and exciting options to get your game off and running.

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When all of the Open Game Content is considered, this product has a tremendous number of writers, editors, and playtesters who have worked hard to make high quality Pathfinder Roleplaying Game material. Samurai Sheepdog owes are hardy thanks to all those who worked to provide their material as Open Gaming Content. We encourage those who enjoy this product to investigate the sources that helped create it and support our fellow publishers. It is our desire to see the good spirit of cooperation continue and for d20 to grow beyond our wildest dreams. To encourage this growth, the entire text content of this product is designated Open Game Content (with exceptions for copyrights and Product Identity identified in the license).

fighter, n. combatant, man-at-arms, soldier, warrior

A person with the courage, will, or ability to fight, resist, or struggle

Chapter 1: Fighting with Class

All fighters share common characteristics, but if you look at a hundred fighters played by a hundred different players, no two are alike. How then are characters of the same class so diverse? Every player develops an outlook, goals, and personality for his character. Some play battle-hardened war veterans while others act as mercenaries out for a cut of the profit. A few make use of exotic or ranged weapons, while others pick one reliable sword, axe, or hammer. Even more than the choices of skills and feats, determining a character's background and future desires defines who he is. For many players, building a persona for their characters are the best part of the game. However, others find the job tedious, or are new to the game and have not learned enough of the details to make such detailed decisions. The alternate classes and archetypes that follow are designed with these people in mind.

An alternate class is one thematically similar to an existing class, but which possesses some significant, key differences. An alternate class may appear in a different culture, which leads to varying ability developments. A character cannot take levels in both a class and one of its alternates.

An archetype, on the other hand, is more like a blueprint. It lays some basic groundwork for your character that you can flesh in with any additional details you desire. The technical questions of "what do I need to do if I want this kind of character" are answered for you. Archetypes are not restrictive; in fact, characters can have elements of several archetypes in their make-up, provided they do not overlap. You may change your character as you continue play, but the archetype gives you a starting point.

Not all archetypes are suitable for every campaign. Check with your Game Master to make sure the archetype you have in mind fits the setting in which you will play. Also, your GM may design additional archetypes taking into account the specifics of the game world. If you cannot find an archetype suiting your idea for your fighter character, work with your GM to develop one that meets your expectations.

ALTERNATE CLASS: BUSHI

Description: The bushi is a member of a samurai order, a warrior trained to represent her lord on the battlefield as well as in her master's court. While originally of noble birth, some bushi find themselves pressed into service either through adoption or capture from a rival's army. They are taught a code of honor and discipline, but like most any organization individuals adhere to varying degrees.

Bushi are known for their ornate armor, exotic weapons, and near preternatural speed with weapons. The bushi chooses a fighting style and weapons to compliment that method of combat whether it be the traditional daisho (paired katana and wakizashi), archery, naginata, or even the brutal tetsubo.

Role: The bushi is a master of combat, whether in melee or with the bow. She is surprisingly fast and nimble even in heavier armor. She focuses on a specific style of combat, and when armed with the proper weapons can be devastating in battle. The bushi is an alternate class from the fighter core class.

Alignment: Any.

Hit Die: d10.

Starting Wealth: The bushi begins play with 5d6 x 10 gp (average 75 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The bushi's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the bushi.

Weapon and Armor Proficiency: A bushi is proficient with all simple and martial weapons and with all armor (heavy, light, and medium). The bushi is not proficient with any shields.

Weapon Familiarity (Ex): At 1st level, the bushi selects two weapons from the following list and treats them as martial weapons: fighting fan, katana, rope dart, tanto, tekko-kagi, tetsubo, or wakizashi. **Combat Style Feat (Ex):** At 2nd level, a bushi must select one combat style to pursue: archery, two-handed weapon, or two-weapon combat. The bushi's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. She can choose feats from her selected combat style, even if she does not have the normal prerequisites.

If the bushi selects archery, she can choose from the following list when she gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, she adds Improved Precise Shot and Manyshot to the list. At 10th level, she adds Pinpoint Targeting and Shot on the Run to the list.

If the bushi selects two-handed weapon style, she can choose from the following list when she gains a combat style feat: Cleave, Power Attack, Pushing Assault, and Shield of Swings. At 6th level, she adds Furious Focus and Great Cleave to the list. At 10th level, she adds Dreadful Carnage and Improved Sunder to the list.

If the bushi selects two-weapon combat, she can choose from the following list when she gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, she adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, she adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

The benefits from the bushi's chosen style feats apply only when she is not using a shield. She loses all benefits of her combat style feats when using a shield. Once a bushi selects a combat style, it cannot be changed.

Armor Training (Ex): Starting at 3rd level, a bushi learns to be more maneuverable while wearing armor. Whenever she is wearing armor, she reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by her armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a bushi can also move at her normal speed while wearing medium armor. At 7th level, a bushi can move at her normal speed while wearing heavy armor.

Bonus Feats: At 4th level, and at every four levels thereafter, a bushi gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 8th level, and every four levels thereafter (12th, 16th, and so on), a bushi can choose to learn a new bonus feat in place of a bonus feat she has already learned. In effect, the bushi loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A bushi can only change one feat at any given level and must choose whether or not to swap the feat at the time she gains a new bonus feat for the level.

Ki Pool (Su): At 5th level, a bushi gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in a bushi's ki pool is equal to 1/2 her bushi level + her Charisma modifier. As long as she has at least 1 point in her ki pool, she gains a +2 bonus on initiative checks.

By spending 1 point from her ki pool, a bushi can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to ignore any armor check penalties and penalties from encumbrance for 1 round. Finally, a bushi can spend 1 point from her ki pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A bushi gains additional powers that consume points from her ki pool as she gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the bushi possesses levels in another class that grants points to a ki pool, bushi levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The

choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The bushi can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

The Bushi									
Level	Base Attack	Fort	Ref	Will	Special				
1st	+1	+2	+0	+0	Weapon				
					familiarity				
2nd	+2	+3	+0	+0	Combat style feat				
3rd	+3	+3	+1	+1	Armor training 1				
4th	+4	+4	+1	+1	Bonus feat				
5th	+5	+4	+1	+1	Ki pool				
6th	+6/+1	+5	+2	+2	Combat style feat				
7th	+7/+2	+5	+2	+2	Armor training 2				
8th	+8/+3	+6	+2	+2	Bonus feat				
9th	+9/+4	+6	+3	+3	laijutsu strike				
10th	+10/+5	+7	+3	+3	Combat style feat				
11th	+11/+6/+1	+7	+3	+3	Armor training 3				
12th	+12/+7/+2	+8	+4	+4	Bonus feat				
13th	+13/+8/+3	+8	+4	+4	Perfect steel				
14th	+14/+9/+4	+9	+4	+4	Combat style feat				
15th	+15/+10/+5	+9	+5	+5	Armor training 4				
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat				
17th	+17/+12/+7/+2	+10	+5	+5	Deadly streak				
18th	+18/+13/+8/+3	+11	+6	+6	Combat style feat				
19th	+19/+14/+9/+4	+11	+6	+6	Armor mastery				
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat,				
					weapon mastery				

Iaijutsu Strike (Su): At 9th level, the bushi can spend 1 point from her ki pool to make a single blindingly fast strike with a readied weapon as a standard action. The target is considered flat-footed for the resolution of this single attack. If the bushi possesses the Quick Draw feat, she can draw and make the strike with any easily accessible weapon and also return it to its sheathe as part of the same action.

Perfect Steel (Su): At 13th level, the bushi can spend 1 point from her ki pool to make a single perfectly placed attack with a weapon as a standard action that completely ignores the nonmagical hardness of any object that is not an artifact. Bonuses to hardness from magical enhancement still apply.

Deadly Streak (Su): At 17th level, the bushi can spend an additional 1 point from her ki pool (2 points total) to make two additional attacks at her highest attack bonus when making a full attack instead of only one.

Armor Mastery (Ex): At 19th level, a bushi gains DR 5/— whenever she is wearing armor.

Weapon Mastery (Ex): At 20th level, a bushi chooses one weapon from the two selected for weapon familiarity at level 1. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (x2 becomes x3, for example). In addition, she cannot be disarmed while wielding a weapon of this type.

Multiclass Options

Below are several broad concepts that can be applied to the bushi by multiclassing with the other classes found in the Pathfinder Rolepleplaying Game Core Rulebook. Chapter 3 also provides more specific examples of multiclassing combinations.

Barbarian: The natural multiclass option for a twohanded bushi is barbarian. The bushi acts as a wildcard in battle, or might be a ronin, exiled from her clan for her chaotic ways.

Bard: Traditional bushi are more than warriors on the field of battle. They are also representatives of their lord in matters of diplomacy. By multiclassing with bard, the bushi holds such matters in higher regard without forgetting her warrior's training.

Cleric: Even while pledging her loyalty to a ruler in this world, the bushi who multiclasses into cleric also reveres the kami of her land, often seeing her lord as an extension of their will on the mortal realm.

Druid: When the bushi multiclasses as a druid, she is devoting herself to the natural world and its beasts. She may be a guardian devoted to protecting the animal kingdom, or a believer in the ways of the shapeshifting kitsune.

Fighter: When another class multiclasses into the bushi, they usually accept a lord who directs them from afar in exchange for the specialized training given to these alternative fighters.

Paladin: Viewed by some as a more devoted, religious warrior than her cleric counterpart, the bushi paladin may directly worship her lord as her deity and adapts her code of conduct to suit the kingdom for which she fights.

Ranger: It is not uncommon for bushi who train in archery to do so alongside rangers. Those who go so far as to multiclass have decided that there is more benefit to that training than simple bow techniques.

Rogue: In some cultures, samurai and ninja are close allies, with one acting as the public face of the local ruler and the other dealing with the underlying treachery that exists in higher society. The bushi rogue has taken advantage of this to learn some of the tricks of that trade, but acts carefully when applying them to avoid suspicion.

Sorcerer: A warrior gifted magic by the kami, the bushi sorcerer blends spellcraft with swordplay to surprise her enemies and defeat them in the name of her lord or patron.

Wizard: Careful study and mastery of one's self are key aspects of the bushi. Some find this enlightenment in the practice of the arcane arts. By focusing her inner eye on the ways of the wizard, the bushi leaves her body open to also learn the physical ways of the warrior.

Race Options

Dwarves: Dwarves are a race devoted to their traditions, families, and kingdoms. Of any race, they are most likely to put those loyalties toward becoming bushi.

Elves: An elven queen may have a special caste of warriors who see to her personal quests and represent her realm outside of its borders. They fealty they pay her and the training they gain to do so makes them indistinguishable from human bushi.

Gnomes: Gnome bushi turn the focus they often put toward inventing and experimentation into practice. Specialized armor or weaponry is not an uncommon sight amongst these warriors, and they are free to use it for the low price of swearing an oath to some lord or lady. Gnomes found in more forested settings may be conscripted into an elven caste either to work off some punishment or to earn their place.

Half-Elves: Depending on where they are raised, half-elves may become bushi to prove themselves to their kin. They could be seen as gifted or cursed by the kami with their mixed heritage, or held in regard for their naturally diplomatic ways.

Half-Orcs: As with half-elves, half-orcs may need to prove themselves as bushi before being accepted by society. With what is considered oni blood flowing through their veins, they are believed to be terrifying warriors and might be treated with respect if only to avoid their ire.

Halflings: Some warlords see halflings as small humans, worthy of the same opportunities as larger members of the kingdom. On the other hand, a halfling may have simply wandered into a bushi training grounds and decided to stay, proving his worth and giving his life to the cause so that he can travel wherever he wants without fear of reprise.

Humans: The way of the bushi is a traditionally human practice; warriors who swear themselves to a higher power to become a part of something bigger than they could be on their own.

Human Bushi Quick Start Selections

Armor: Scale mail (speed 20 ft.).

Weapons: Greatsword (2d6, crit. 19-20/x2, 6 lb., Medium, slashing).

Abilities: Str 16, Dex 11, Con 12, Int 10, Wis 10, Cha 15. Feat: Weapon Focus (bastard sword).

Weapon Familiarity: Two-handed style (Shield of Swings). Gear: Backpack, bedroll, flint and steel, sack, 3 torches, trail rations (5 days), waterskin.

Gold: 50 gp.

			Armor Check
Common Skills	Ranks	Ability	Penalty
Diplomacy	1	Cha	0
Handle Animal	1	Cha	0
Intimidate	1	Cha	0
Knowledge (nobility)	1	Int	0
Ride	1	Dex	-4

AFFLICTED (ARCHETYPE)

This once loyal soldier served his duty in a far off land, witnessing the atrocities of war and hardening his skills at combat and battle. He also contracted a terrible, wasting disease scarring his appearance and slowly dampening his ability to feel pain. His continued wasting evokes fear and loathing in others desperate to avoid the same fate. The origin of this sickness is unknown, but is almost certainly supernatural or even a curse. The illness cannot be treated with a cleric's magic and nothing seems to mitigate or cure the symptoms. The curse numbs feeling and deadens the victim's ability to empathize with others. Despite its traumatic effects to the body, it also helps prevent other infection and actually increases the overall hardiness of the victim. It is not communicable from person to person, but much of the persecution and hatred heaped upon the afflicted is baseless and tragically done out of ignorance. Many afflicted wear concealing robes and masks to cover the face.

Features

Horrifying (Ex): At 1st level, an afflicted gains Intimidating Prowess and Skill Focus (Intimidate) as bonus feats. This replaces the bonus feat normally gained at 1st level.



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Ability Alteration (Su): At 2nd level, an afflicted gains a +1 bonus to his Constitution score but also suffers a -2 penalty to his Charisma. Every 6 levels beyond 2nd, the afflicted gains another +1 bonus to Constitution and suffers -2 penalty to Charisma. If the afflicted reaches a permanent Charisma score of 0 or less due to this penalty, he succumbs to the disease and dies. Such a character cannot be raised from the dead. This replaces the bonus feats gained at levels 2 and 14.

Hardy (Ex): Starting at 2nd level, an afflicted gains a +1 bonus on Fortitude saves against disease. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Weapon Expertise (Ex): At 5th level, an afflicted gains a +1 bonus on attack and damage rolls with a weapon group of his choice. This bonus increases by +1 for every four levels beyond 5th. This bonus also applies to any combat maneuver checks made with weapons from this group as well as to CMD defending against disarm and sunder attempts made against weapons from this group. This ability replaces weapon training 1.

Slow Bleeder (Ex): At 9th level, an afflicted's blood flow is slower and less efficient than normal. This allows him to ignore first point of bleed (hit point or ability) damage (minimum 0) suffered in a round. This is effectively a damage reduction against bleed. It is possible for the afflicted to have ongoing bleed as an effect and need healing even though the amount of damage suffered each round is ignored. The amount of bleed ignored increases to 2 points per round at 13th level and 3 points per round at 17th level. This ability replaces weapon training 2.

Unnatural Anatomy (Ex): At 13th level, when the afflicted is hit with a sneak attack or critical hit, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This increases to 75% at 17th level. This ability replaces weapon training 3 and 4.

Multiclass Options

Barbarian: The savage nature of the barbarian compliments the afflicted's abilities and staves off potential death from illness while taking advantage of the defensive bonuses provided. The afflicted might have left society to become a lone warrior on its outskirts. He may also be an exile from a civilization fearful of what he has become and unwilling to understand his plight.

Bard: It is difficult to be a charismatic bard when disease ravages both one's physical body and outlook on the world, but that same world deserves to understand the realities of battle and the possible fate that lies before those who partake. It is for this reason the afflicted bard continues his practices. In spite of illness, he presses on, sharing his story with any who will listen. **Cleric:** A true believer such as the afflicted cleric accepts adversity to understand and display her god's will. The illness can be treated as a stigma, either given to the afflicted by a rival god or her own to test her loyalty.

Druid: An afflicted druid likely uses her alternate forms to hide any disfigurement she has faced. She may have also turned toward the natural world when modern society cast her away.

Fighter: When multiclassing into afflicted, consider the ramifications of what the illness represents to you as a character. Use the other guidelines here to weave a proper story of how and why the illness has struck you, and what you intend to do about it.

Paladin: With paladins often being immune to disease, the afflicted's illness could be treated as more a penance. Maybe it's an alternative punishment for going against her code, or it could be something so deeply written into who she is that not even her faith can truly rid her of it all.

Ranger: Becoming a ranger allows the afflicted to learn more about the land and natural order of things. She hunts specific enemies, blaming them for what they've done to her. She continues to hone her use of weapons and learns to survive on her own should the need arise.

Rogue: It can be hard to go unrecognized when the illness has become such an obvious part of you, but the afflicted who becomes a rogue may use that as an advantage when intimidating others into doing as she pleases. It also helps that most of a rogue's work is done in the shadows, away from curious observers.

Sorcerer: The illness that eats at the afflicted could also be a side effect of her bloodline. While it can be difficult to master sorcery, the afflicted pushes ahead, combining martial talent with arcane gift.

Wizard: Afflicted who dabble in wizardry often focus on illusion or transmutation for what might be obvious reasons. They still enjoy the use of their weapon while using the defenses alloted them by their illness to shore up some of what they perceive as the wizard's weak points.

CHARISMATIC AFFLICTED

Admittedly, it's hard to play a character whose Charisma drops every few levels, especially when that character requires the Ability score for her class features. For those who want to get the roleplaying opportunity of multiclassing as a bard, paladin, or sorcerer without losing too much power, consider this:

Allow the bard to use Intelligence, the paladin to use Wisdom, and the Sorcerer to use Constitution. You can have it count as one of that character's traits if they are new, or take it as a feat that also gives a +2 feat bonus to an appropriate skill.

Race Options

Dwarves: Dwarven afflicted are far gruffer than other members of their race, but their heartiness is the stuff of legend. So long as the dwarf is careful not to let the illness destroy his personality, he can use it to great advantage.

Elves: Elven afflicted are an interesting case. The disease that raises their stamina also makes them more distant or haughty. The elf may be shunned for her unnatural appearance, or viewed as an uncouthe and reproachable by her kin.

Gnomes: Over time, the illness throws off a gnome's balance of Constitution and Charisma, but the afflicted endures, seeing it as a proper exchange of social graces and acceptance for the confines of battle. This unique outlook will likely be as confusing to others as the effects of the disease itself.

Half-Elves: While most half-elves are diplomatic by nature, afflicted are believed by elves to have given into their human side, becoming less sophisticated and more inclined to barbarism. Conversely, humans see half-elven afflicted as despondents unable to cope with their dual heritage but trying always to prove their worth at least in battle.

Half-Orcs: What is Charisma to a half-orc when all that matters is winning the fight? Half-orc afflicted are celebrated by their kin, and even sought after by armies in need of particularly tough frontline soldiers.

Halflings: A halfling afflicted tries desperately to laugh off the physical changes wrought by her illness, but the mirth is often cut short by several unsettling moments of staring into the distance. Shaking herself as if from sleep, the halfling then returns to her task, no longer wishing to speak on the subject.

Humans: History sees many examples of afflicted humans being cast from their homelands for their malady. In some cases, these exiles go on to become great heroes, often winning back their dignity and the opportunity to return home to their loved ones after succeeding at great trials or against great odds.

Berserker (Archetype)

Battle lust courses through the veins of some men and boils over into unbridled rage. The berserker is an individual who uses the biggest weapons he can find with reckless abandon, throwing caution and defense to the side in favor of smashing through the opposition. He takes the capabilities of the twohanded fighter over the edge of control but often pays for his prowess in his own blood.

Weapon and Armor Proficiency: A berserker is not proficient with heavy armor or any shields.

Shattering Strike (Ex): At 2nd level, a berserker gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd. This ability replaces bravery.

Overhand Chop (Ex): At 3rd level, when a berserker makes a single melee attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls. This ability replaces armor training 1.

Rage (Ex): At 4th level, a berserker gains the rage ability as the barbarian class feature, but his barbarian level is considered to be his fighter level -3. At the GM's discretion, this can be the original rage class feature or the alternate version presented in *Pathfinder Roleplaying Game: Pathfinder Unchainea*TM. This ability replaces weapon training.

Rage Powers (Ex): Starting at 6th level, a berserker can choose barbarian rage powers in place of fighter bonus feats. Once selected, these rage powers cannot be changed.

Backswing (Ex): At 7th level, when a berserker makes a full attack with a two-handed weapon, he adds double his Strength bonus on damage rolls for all attacks after the first. This ability replaces armor training 2.

Piledriver (Ex): At 11th level, as a standard action, a berserker can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity. This ability replaces armor training 3.

Greater Power Attack (Ex): At 15th level, when using Power Attack with a two-handed melee weapon, the bonus damage is doubled (+100%) instead of increased by half (+50%). This ability replaces armor training 4.

Devastating Blow (Ex): At 19th level, as a standard action, a berserker may make a single melee attack with a two-handed weapon at a-5 penalty. If the attack hits, it is treated as a critical threat. Special weapon abilities that activate only on a critical hit do not activate if this critical hit is confirmed. This ability replaces armor mastery.

Multiclass Options

Barbarian: For added durability and more powerful rage, a berserker may choose to become a barbarian as well. This also affords him abilities such as fast movement, uncanny dodge, and trap sense (or danger sense), in place of the bonus feats he gives up.

Cleric: Berserker clerics worship gods of battle and bloodlust. They keep their deity close to heart, even as they smash through foes with extraordinary strength and talent. When combat ends, and the fight is won, the berserker sees to the needs of his allies who fought bravely beside him.

Druid: Berserkers who become druids tend to do so for access to wild shape moreso than the paltry spells they would learn. In fact, most seek to minimize their spellcasting further



by choosing druid archetypes such as the predator or the shapeless introduced in the *Book of Many Things* by Samurai Sheepdog.

Fighter: Other classes choose to become berserkers rather than full barbarians for a few reasons; chief of which is the lack of an alignment restriction, but also to still get the sense of being a trained soldier who has mastered his two-handed weapon well enough to overpower his foes.

Paladin: In lands where paladins can spread their training to other classes, berserkers will sometimes augment their talents with the trappings of a code and the blessings of a god. In battle, berserker paladins are a force to be reckoned with, especially when facing evil foes.

Ranger: Multiclassing into ranger brings more of the barbarian feel to the berserker. With a hearty companion by his side, the berserker combs the land in search of his favored enemies and shows them his martial prowess up close.

Other Classes: Spellcasting classes offer the berserker some utility for before he rages or once he's already fatigued. Other classes, such as rogue, don't mesh too well with the berserker, whose main focus is his two-handed weapon and how to best defeat enemies with it.

Race Options

Dwarves: Hill dwarves make great berserkers because it allows them the opportunity for formal training without losing the strength and power usually reserved for a barbarian.

Half-Orcs: It goes without saying that berserkers are common amongst more militaristic orc and human tribes, so half-orcs raised by either could easily become berserkers in their own right.

Other Races: Other races tend to treat berserkers as more refined barbarians. While individual members may join the ranks of berserkers, they are uncommon at best, especially in smaller races.

CHAIN LASHER (ARCHETYPE)

Armed with lengths of flexible chain and exotic weapons, the chain lasher is adept at swinging around shields, ripping weapons out of opponents' hands, and wielding such weapons in creative whirling grips and routines.

Formidable Chains (Ex): At 2nd level, a chain lasher using a weapon in the Flails weapon group can make an Intimidate check to demoralize an opponent as a move action. At 10th level, he can do so as a swift action. At 18th level, he can demoralize a foe as a free action once per round. This ability replaces bravery.

Chain Versatility (Ex): At 3rd level, a chain lasher may use

a weapon of his size from the Flails weapon group as a onehanded weapon. He may use a buckler or shield in the other hand. He must choose a single side of a double weapon to utilize but can use a move action to transition to the other side. This ability replaces armor training 1.

Chain Training (Ex): At 5th level, a chain lasher must choose the Flails weapon group for use with weapon training 1. This alters the normal weapon training 1.

By-Pass Shield (Ex): At 7th level, when using a weapon in the Flails weapon group against an opponent who is wielding a shield, reduce the opponent's shield bonus to AC by up to -2 (cannot reduce by an amount greater than the shield bonus plus enhancement and feat bonuses). At 11th level, this increases to up to -4. This ability replaces armor training 2 and 3.

Disarming Onslaught (Ex): At 15th level, when a chain lasher wielding a weapon in the Flails weapon group hits the same opponent twice with his chain weapon in the same round, he may take an immediate action that does not provoke attacks of opportunity to attempt a disarm combat maneuver against that opponent. This ability replaces armor training 4.

Ward Ally (Ex): At 19th level, a chain lasher wielding a weapon in the Flails weapon group who threatens an opponent who makes a melee weapon attack against an ally may take an immediate action to attempt a disarm combat maneuver against that opponent without provoking attacks of opportunity. This ability replaces armor mastery.

Multiclass Options

Barbarian: Chain lasher barbarians often continue to wield their weapon two-handed for the extra damage and potential reach. They whip their chain around with vigor, power, and deadly strength.

Bard: The lasher who becomes a bard tends to incorporate his mastery of such an exotic weapon into his performance. He might inspire allies through percussion or dance a he weaves through combat, disarming enemies in multiple ways.

Cleric: The Clerics of the Chain are a secret cadre made up of many different denominations. They admire the devotion and focus required to wield such an uncommon weapon and liken it to the homage they pay the gods.

Druid: With druids abhorring the use of metal weapons, it is a rare order that will accept a lasher into their circle. However, by allowing the character to adapt the archetype for staves, or to wield a uniquely crafted ironwood chain, you open up the option for some very fun and interesting roleplay.

Fighter: Becoming an expert chain lasher doesn't happen overnight. Dedication enough to multiclass into this archetype demonstrates the willingness of the character to go against more traditional methods of progression to build a vibrant, flavorful story.

Paladin: Legends tell of a rider gifted extraordinary power by the gods to seek injustice and defeat it with his fiery chain of vengeance. Those who seek to emulate this mythical hero may turn to the trappings of the paladin.

Ranger: The two-weapon style of the chain lasher pairs well with the ranger class, adding a few tricks to keep favored enemies occupied while wearing them down.

Rogue: A perfect compliment to the chain lasher is the rogue. The chain lasher trades some of the archetype's later abilities for the added power of sneak attack and talents that make up for their absence with more subtle tactics.

Sorcerer: The draw to using a chain as a weapon could be supernatural, representing the lasher's bloodline either metaphorically (the chains of ancestry) or literally (being the child of a kyton or other chain-wielding being).

Wizard: The chain lasher is already a studious sort, so dividing his attention between his weapon of choice and arcane power could come easily. It's possible that the lasher seeks new and profound ways to modify his weapon or to literally chain his enemies down in defeat.

Race Options

Dwarves: With their ability to bend to the environment, chains make for great weapons inside caves, and the dwarven lasher may have adapted his use of them to be applied in any situation.

Elves: Dancers use ribbons to show off the graceful and fluid movements of elves. Applied to combat, they may add weights or blades to the ribbons, treating them as flails and sending them sailing into opponents as weapons of beautiful destruction.

Gnomes: Many gnomes already have a penchant for the chains they use when crafting large machinery. It's not a far cry that one may have learned to wield one defensively and set off to adventure with it as a means to an end.

Half-Elves: Half-elves could be attracted to the duality of the chain lasher. They treat the chain as an extension of their heritage, at odds with others like them because of their exotic ways.

Half-Orcs: Whipping enemies into submission is a brutal method used by some orcish hordes to display their superiority. A half-orc might take up such a weapon to either relish in this lifestyle or defy it by becoming something more.

Halflings: A chain's reach and flexibility provide many uses for halflings who use them not only for combat, but also general acrobatics and athletics, such as climbing or swinging from conveniently hanging objects.

Humans: With so many different fighting styles in the world, it should come as no surprise that humans have learned and modified many of them in some way. The human lasher always seeks to improve his methods, mixing bits and pieces of his companion's tactics into his own.

CHALLENGER (ARCHETYPE)

The challenger is a master of one-on-one combat and trains extensively to test her skills against single opponents. She focuses upon speed and accuracy, eschewing heavier armor and weapons. From the traditional rapier and dagger, to more exotic weapon combinations, the challenger is a flurry of activity upon the battlefield.

Weapon and Armor Proficiency: A challenger is not proficient with heavy armor or tower shields.

Challenge (Ex): Once per day, a challenger can challenge a foe to combat. As a swift action, the challenger chooses one target within sight to challenge. The challenger's melee attacks deal extra damage whenever the attacks are made against the target of her challenge. This extra damage is equal to the challenger's level. The challenger can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

The challenger gains a+1 dodge bonus to her AC against attacks made by the target of her challenge. This bonus increases by +1 for every four levels the challenger possesses. Challenging a foe requires much of the challenger's concentration. The challenger takes a -2 penalty to her Armor Class, except against attacks made by the target of her challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends.

This replaces armor training 1, 2, 3, 4, and armor mastery.

Twin Blades (Ex): At 5th level, a challenger gains a +1 bonus on attack and damage rolls when making a full attack with two weapons. This bonus increases by +1 for every four levels after 5th. This ability replaces weapon training 1.

Doublestrike (Ex): At 9th level, a challenger may, as a standard action, make one attack with both her primary and secondary weapons. The penalties for attacking with two weapons apply normally. This ability replaces weapon

training 2.

Equal Opportunity (Ex): At 13th level, when a challenger makes an attack of opportunity, she may attack once with both her primary and secondary weapons. The penalties for attacking with two weapons apply normally. This ability replaces weapon training 3.

Deft Doublestrike (Ex): At 17th level, when a challenger hits an opponent with both weapons, she can make a disarm or sunder attempt (or trip, if one or both weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity. This ability replaces weapon training 4.

Multiclass Options

Barbarian: Challengers sometimes practice the methods of barbarians for an edge in battle.

Bard: Challenger bards make the best out of a good show and keep their companions going in battle through stunning displays of power.

Cleric: A challenger with a penchant for religion may decide to act as a cleric on the side. When not facing down a powerful threat, she can be found tending the wounded and building morale through recitations of her faith.

Druid: Those challengers who also become druids often do so for access to spells like *entangle* and *summon nature's ally*. By using these spells to hinder enemies, the challenger is free to focus on them one at a time.

Fighter: The decision to become a challenger is not an easy one. Often, a character sees it as a way to better protect her allies from a particularly dangerous enemy. While it sacrifices some versatility in battle, it does so for the good of the party.

Paladin: Challengers are already driven by a strong personal code, so applying that code to the edicts of the paladin isn't a difficult task. Good protection for oneself as well as some backup healing for allies goes a long way.

Ranger: Having a better understanding of enemies is a key reason why a challenger may also become a ranger. In a natural setting, having a challenger ranger can mean the difference between surviving a dangerous magical beast and not.

Rogue: Challengers who become rogues act as braggarts and showoffs because taunting enemies is always a reliable way to keep them on you instead of your companions. With the added sneak attack damage on top of her challenger damage, she quickly proves herself a threat worth taking out. **Sorcerer:** The challenger's bloodline may bring with it a drive to guard allies closely for fear of losing them. To do so, the challenger may focus her gifts on attack and weaponenhancing magic. While her body may change as a result of her sorcerous power, her dedication and focus remains unchanged.

Wizard: Should the challenger be faced with magical opponents, she may turn to wizardry to help push them back where her martial training cannot. Abjuration, conjuration, and to a lesser degree illusion or transmutation all help augment the challenger's ability to stop enemies from getting by her.

Race Options

Dwarves: Sometimes referred to as stalwarts, dwarven challengers specialize in protecting cave entrances while their kin mine in unsafe areas of their mountain homes. Being naturally stout, the race shines in this role.

Elves: Elven challengers stand ready to defend the archers with whom they are paired. As her ranged partner picks off enemies from afar, the challenger snags those who get through the hail of arrows and cuts them down.

Gnomes: It can be quite unsettling for an enemy to disregard a gnomish challenger, only to have their bell rung as they attempt to move past. One by one, they learn the folly of their ways until the gnome succeeds in making himself their top priority.

Half-Elves: Half-elves sometimes feel like they have more to prove than other races, so they recklessly throw themselves in harm's way, tempting foes to strike at them before threatening their allies.

Half-Orcs: The thrill of a challenge is what many orcs live for, so becoming a challenger is a naturally proud and honorable thing to do. They would never admit it openly, but even dwarves are awed by the tenacity of half-orc challengers.

Halflings: Small, annoying target or difficult to catch meal. Such is the conundrum faced by those who deal with halfling challengers. It isn't until the first time they feel the sting of the halfling's blade that it occurs to them the trouble they've gotten into.

Humans: Human challengers tend toward members of fight clubs or arenas that spring up in some larger cities. Over time, the challenger finds little real difficulty in her screened opponents and moves on to adventure in search of new foils to her talents.

CONSECRATED CHAMPION (ARCHETYPE)

Religious orders are filled with would-be holy and righteous warriors. The greatest of these are paladins, paragons of virtue. However, not all can live to the standards and restrictions of these devout servants, and yet many people strive to serve the divine the best they can. The consecrated champion is an individual with deep ties to the divine whether by choice, prophecy, or happenstance. He is blessed with a touch of holy power, but he often serves the forces blessing him reluctantly, stubbornly, or in his own way. Some consecrated champions embrace their religious ties and ally with other members of the faith, while others run from their responsibilities at all costs only to find themselves right where they are needed in spite of themselves.

Alignment: Any non-evil.

Class Skills: A consecrated champion gains Knowledge (religion) as a class skill and loses Knowledge (engineering) as a class skill.

Smite Evil (Su): Once per day, a consecrated champion can call upon the powers of good to aid him in his struggle against evil. As a swift action, the consecrate champion chooses one target within sight to smite. If this target is evil, the consecrate champion adds his Charisma bonus (if any) to her attack rolls and adds his consecrated champion level to all damage rolls made against the target of his smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the consecrated champion possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess. This ability replaces weapon training.

In addition, while smite evil is in effect, the consecrate champion gains a deflection bonus equal to his Charisma

Desecrated Dastard

Unlike the positive energy which blesses the consecrated champion, negative energy courses through the desecrated dastard. His abilities are identical to the consecrated champion except as noted:

Alignment: Any non-good.

Smite Good (Su): This works exactly as the consecrate champion ability but relies on negative energy and is more effective against outsiders of the good subtype, good-aligned dragons, and good creatures with levels of cleric or paladin. Unhallowed (Ex): The desecrated dastard's ability grants saving throw bonuses against positive energy. modifier (if any) to his AC against attacks made by the target of the smite. If the consecrate champion targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the consecrated champion rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the consecrate champion may smite evil one additional time per day, to a maximum of seven times per day at 19th level.

Hallowed (Ex): Starting at 2nd level, a consecrated champion gains a +1 bonus on Fortitude saving throws against negative energy. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Multiclass Options

Barbarian: Blending the righteousness of smite evil with the instinctual rage of a barbarian makes for a deadly warrior. Consecrated champions who also walk the path of the barbarian lash out at their enemies with divine fury.

Bard: Champions in search of the ultimate tale of good versus evil become bards in order to not only tell the story, but also to live it.

Cleric: The search for answers about his divine nature may have led the champion to becoming a cleric. Through faithful prayer, he gains clarity and purpose.

Druid: Running from his destiny, the consecrated champion may find his way into druidism. As he progresses in his circle, the champion becomes able to not only take the forms of beasts, but also to use those forms to hunt and destroy evil.

Fighter: The consecrated champion opens up the possibility to smite evil as a class other than paladin. Multiclassing into it gives more breadth to the feature as it applies to other classes.

Paladin: After much soul searching, the champion may very well accept his fate. Weapon in hand and head held high, he joins the ranks of paladins before him.

Ranger: The ranger opens up additional, specialized options in the form of combat style. The champion who becomes a ranger may learn to use smite while dual wielding or with a bow.

Rogue: A consecrated champion may wish to learn from the party's scout, picking up a handful of useful skills he can use to traverse the dangers of forgotten tombs and dens of evil.

Sorcerer: Already chosen by the gods for a likely unknown task, the champion finds he is likewise blessed (or cursed) with an ancient bloodline. Could this further represent where his power comes from, or is it something else entirely?

Wizard: Driven to research his gods-given ability, the consecrated champion picks up a few arcane tricks along the way that he uses to augment his strength and power.

Race Options

Dwarves: Fighters and paladins are extremely common among dwarves, so consecrated champions should be an easy way to go as well. The dwarven champion might be a fighter whose paladin training was cut short because of a quest, or a paladin who strays from the divine path while still keeping his faith.

Elves: When evil threatens the forests and other natural settings of the world, the elven consecrated champion is there to oppose it. To the elf, her gift is granted by nature to help maintain balance and natural order.

Gnomes: A gnome living alongside dwarves may not have enough of a divine presence to warrant becoming a paladin. Instead, the gnome might opt to become a consecrated champion so that he can still battle evil without the rigors of knighthood.

Half-Elves: A half-elf stares longingly into the forest, unwelcome by the pure elves who dwell within. An unexpected sigh escapes his lips as he is filled with divine presence and given a purpose. Protect the forest, even when it would call you enemy. In doing so, might you find the respect you seek.

Half-Orcs: Most half-orcs cannot fathom living as paladins, but that does not make them less likely to be chosen by the gods for a special purpose. Those who become consecrated champions punish evil enemies with their unexpected power.

Halflings: Sometimes, it is the will of the gods that a being such as a halfling become a paragon of good. While this certainly could lead to the halfling becoming a paladin, many lack self control and decide to become consecrated champions instead.

Humans: Human societies do not always follow the stricture of the gods. Sometimes, they live life unaware of any greater power or purpose until one of them is suddenly blessed with divine might. Without a mentor to teach him the ways of the paladin, the human joins the ranks of the consecrated champions.

HARRIER (ARCHETYPE)

In many lands armor is impractical, perhaps due to intense heat or extensive moisture. Some cultures lack the ability to craft such protections. However, warriors from these lands are far from defenseless. They develop a speed and agility that gets them through brutal obstacles to deliver felling blows.

The harrier forgoes all armor, although he might carry a shield, and relies upon his speed and agility to get him within reach of his foes. He leans upon his experience and understanding of tactics to anticipate enemy attacks and how to best counter.



Class Skills: A harrier gains Acrobatics and Knowledge (geography) as class skills and loses Knowledge (dungeoneering) and Knowledge (engineering) as class skills.

Weapon and Armor Proficiency: A harrier is proficient with all simple and martial weapons and shields (but not tower shields). He is not proficient with any armor.

AC Bonus (Ex): When unarmored and unencumbered, the harrier adds his Wisdom bonus (if any) to his AC and CMD. In addition, a harrier gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four harrier levels thereafter, up to a maximum of +5 at 20th level. This ability replaces armor training 2 and 4.

These bonuses to AC apply even against touch attacks or when the harrier is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor or when he carries a medium or heavy load.

Sure-Footed (Ex): Starting at 2nd level, a harrier gains a +1 bonus on saving throws against entanglement. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Fast Movement (Ex): At 3rd level, and every 3 levels thereafter, a harrier adds a +10 ft. enhancement bonus to his land speed. A harrier in armor or carrying a medium or heavy load loses this extra speed. This replaces armor training 1 and 3. **Shield Mastery (Ex):** At 19th level, a harrier gains DR 5/— whenever he is using a shield. This ability replaces armor mastery.

Multiclass Options

Barbarian: Harriers may naturally progress into barbarians over time, due to their environment and preference for quickness in battle.

Bard: A harrier with a knack for influencing others already may decide to become a bard in order to speed up battle by cheering his allies on even as he rushes in to deal with enemies alongside them.

Cleric: While he may lose out on some speed, the harrier that walks the path of a cleric picks up some helpful healing abilities where his lack of armor may be cause for alarm.

Druid: Since druids already ignore most armor by virtue of wild shape, the harrier loses very little when multiclassing as one. Harrier druids often wild shape into fast, efficient animals before moving in for the kill.

Fighter: For any class becoming a harrier, the transition is not a difficult one. Classes like barbarian, ranger, and rogue benefit from the added speed the harrier brings, while other lightly-armored classes appreciate being able to get out of danger quickly.

Paladin: The sooner one can reach his foe, the sooner he can end the threat before somebody gets hurt. Harrier paladins take this to heart and live by it as much as their code.

Ranger: Becoming a ranger means ignoring potential impediment while moving through brush and the like. Harriers who do so move quickly and quietly through their favored terrain in search of new foes to defeat.

Rogue: In and out are the harriers who become rogues. Utilizing the tricks offered by the class, they are expert scouts and trapfinders, able to get out of harm's way quickly if the need arises.

Sorcerer: Blood pumping, the harrier that awakens his inner sorcerer darts around the battlefield in search of the perfect location from which to assault his enemies. With spell and sword, he takes them down, one-by-one.

Wizard: Harrier wizards are quick studies, watching the creatures with whom they fight closely for an opening before moving in, taking them down, and moving back out again.

Race Options

Dwarves: As a naturally slow race, dwarves train to become harriers when they need to pick up the pace against a particularly nasty enemy.

Elves: Elven harriers race through forested areas without a care to branches, bushes, or other debris that might hinder other races. In battle, they move from foe to foe, keeping the enemy distracted so that others can attack them easily.

Gnomes: Much like dwarves and halflings, gnomes become harriers to help them cover more ground during combat. Without heavy armor holding them back, they can quickly defeat one enemy and move straight to the next.

Half-Elves: Versatility is a big factor in a half-elf's decision to become a harrier. Being able to flit about, moving to enemies who might threaten an ally, makes this a good choice for the naturally helpful race.

Half-Orcs: Half-orcs view the harrier as a dervish of sorts. Whole clans, particularly those who dwell in desert lands, train their warriors as harriers to give them the advantage of not relying on armor in the blistering sun.

Halflings: Halfling harriers want to do battle up close, but don't want to rely on a riding dog to get to their target before it moves. Being naturally dexterous, they don't suffer much from lack of armor, either.

Humans: To humans, a harrier is a scout who knows how to hold a real sword. Nomadic humans are more often harriers than those who live in crowded cities where movement is already difficult during busy times of day.

KNIFE FIGHTER (ARCHETYPE)

A well-placed knife is as deadly as any weapon, and none exemplify this more than the lightly armored, highly mobile knife fighter. He uses his mastery of the dagger to extreme efficiency to cut down astounded foes from within close range. Using his entire body to facilitate his attacks, the knife fighter is acrobatic in his approach and can hurl foes to the ground or disarm arm them in sudden bursts of speed punctuated with short deadly stabs. Frequently nimble knife fighters combine two-weapon fighting with daggers and unarmed strikes.

Class Skills: A knife fighter gains Acrobatics as a class skill and loses Knowledge (dungeoneering) as a class skill.

Weapon and Armor Proficiency: A knife fighter is not proficient with heavy armor or tower shields.

Deadly Dagger (Ex): At 1st level, daggers wielded by a knife fighter deal damage based upon his level and not the weapon type. The damage for Small, Medium, and Large knife fighters is given in the Table: Knife Fighter Dagger Damage. The knife fighter can decide to use the weapon's base damage instead of the deadly dagger damage—this decision must be declared before the attack roll is made. (If the weapon's base damage exceeds the deadly dagger damage, its damage is unchanged.)

KNIFE FIGHER DAGGER DAMAGE

	Small	Medium	Large
1st-4th	1d4	1d6	1d8
5th-9th	1d6	1d8	2d6
L0th-14th	1d8	1d10	2d8
L5th-19th	1d10	2d6	3d6
20th	2d6	2d8	3d8

This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that deal only energy damage. This ability replaces armor training 1, 2, 3, 4, and armor mastery.

Unarmed Training (Ex): The knife fighter engages enemies up close and personal and often must use head butts, knees, elbows, punches, and kicks to supplement his blade work. He gains Improved Unarmed Strike as a bonus feat. This replaces the bonus feat gained at level 1.

Parrying Blade (Ex): At 2nd level, a knife fighter wielding a dagger and wearing no or light armor and not using a shield gains a +1 dodge bonus to AC, and this bonus increases for every four levels beyond 2nd (to a maximum of +5 at 18th level). This ability replaces bravery.

Knife Expert (Ex): At 5th level, a knife fighter gains a +1 bonus on attack, damage, and combat maneuver checks with daggers. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Quick Hands (Ex): At 9th level, a knife fighter can focus all of his attacks from a full-attack action on a single target while wielding a dagger in one hand and his other hand free. If he hits with at least two of these attacks, as an immediate action he may make a single disarm, dirty trick, or trip combat maneuver at the same target using his highest base attack using an unarmed strike. Unless he has the appropriate Improved Disarm, Improved Dirty Trick, or Improved Trip feat, this provokes attacks of opportunity. This ability replaces weapon training 2.

Double Step (Ex): At 13th level, while wielding a dagger, a knife fighter who takes a 5-ft. step and hits with at least one attack in a full-attack action may take another bonus 5-ft. step at the end of his turn. This ability replaces weapon training 3.

Lightning Hands (Ex): At 17th level, while wielding a dagger and his other hand free and adjacent to two or more foes, the knife fighter who successfully hits one foe with a dagger attack may, as an immediate action, make a disarm, dirty



trick, or trip combat maneuver against one other adjacent foe using his highest base attack using an unarmed strike without provoking an attack of opportunity. He may use this ability only once per round. He may still use his quick hands ability if the situation allows. This ability replaces weapon training 4.

Weapon Mastery (Ex): A knife fighter must choose the dagger.

Multiclass Options

Fighter: Characters who multiclass as a knife fighter are most likely already using the weapon in some capacity. The added damage without having to find a weakness in an enemy's style makes it an ideal option for rogues.

Ranger: Dual-wielding knives to gain the most from the knife fighter's weapons is one reason to multiclass into ranger, which also offers several decent abilities and a companion that make up for the lack of fighter bonus feats.

Rogue: Since they already wield daggers anyway, knife fighters often make the leap from fighter to rogue in order to hone their craft and gain some added damage when the timing is right.

Other Classes: Other classes rarely become knife fighters, since even with the boost in damage, the archetype requires some heavy sacrifices that don't mesh well with classes that often fight with one big weapon or a variety of spells. Of any core class, cleric may be the next likely to pick up a dagger, if their god calls for it or uses it as a favored weapon.

Race Options

Elves and Half-Elves: A whisper in the trees, but there is nobody to be found. Suddenly, a dagger appears at the poacher's throat and he is escorted from elven lands on pain of death should he return.

Half-Orcs: Brutish and thug-like, half-orc knife fighters flaunt their mastery of the weapon. When push comes to shove, at least they can back up their boastful words.

Halflings: Halflings enjoy being knife fighters because the increased damage keeps them on par with Medium non-knife fighters.

Other Races: A dagger is the sort of weapon that's easy to learn, difficult to master. Most races prefer to keep their knowledge of dagger-related arts to simply stabbing the other man with the sharp end.

LEGIONNAIRE (ARCHETYPE)

A disciplined soldier, the legionnaire learns to use his shield to protect himself and those around him as part of an effective team. His intense training also allows him to capitalize on the movements and fighting styles of his allies, even if they have not trained or fought together before. He is adaptable and quick-thinking as well as a master of a wide variety of weapons.

Bonus Feats: A legionnaire may select his bonus feats from either combat or teamwork feats. This alters the normal fighter bonus feat ability.

Active Defense (Ex): At 3rd level, a legionnaire gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every four levels beyond 3rd. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn. This ability replaces armor training 1, 2, 3, and 4.

Solo Tactics (Ex): At 5th level, all of the legionnaire's allies are treated as if they possessed the same teamwork feats as the legionnaire for the purpose of determining whether the legionnaire receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the legionnaire to receive the listed bonus. This replaces weapon training 1.

Shield Mastery (Ex): At 19th level, a legionnaire gains DR 5/— when wielding a shield. This ability replaces armor mastery.

Multiclass Options

Cleric: Legionnaires who wish to aid their allies more than their class allows may take up the duties of being a cleric. They show their faith through rigorous prayer and guarding their allies.

Fighter: Any character that wants to learn some new tricks with a shield will find the legionnaire a viable option. Gaining solo tactics as an option is especially good for

those who don't want to become inquisitors too. **Paladin:** In a sense, paladins are the original legionnaires,

but their focus on divine worship takes away from their martial training. By multiclassing as a legionnaire, a paladin has decided to rely more on himself than the power of his god.

Other Classes: Classes that rarely use shields gain little from becoming a legionnaire, since it would mean losing access to spells or other abilities. Rangers with a specific combat style may decide to become legionnaires.

Race Options

Dwarves: Dwarves already train most of their fighters to be particularly good with shields, so taking the extra step to becoming a legionnaire is no trouble. Dwarven legionnaires put a strong effort into gaining feats that protect allies more than using them as a means to an end.

Half-Orcs: Half-orc legionnaires lean more toward benefiting from their solo tactics than others like them because they are already fiercely independent. Most start out by learning to shield bash and move on to more devastating talents from there.

Other Races: While an individual within a race may find reason to become a legionnaire, there isn't as strong a focus on training warriors in shield techniques and solo tactics. Only humans stand out in the sense that a given culture may do so over others.

MARINER (ARCHETYPE)

The mariner is a warrior who spends his days fighting shipboard protecting against pirates and horrors of the deep. Although effective on land, they are most at home in the narrow confines of a ship where they must utilize the rolling deck, hanging lines, and narrow passages to tactical advantage.

Class Skills: A mariner gains Acrobatics and Knowledge (geography) as class skills and loses Knowledge (dungeoneering) and Knowledge (engineering) as class skills.

Weapon and Armor Proficiency: A mariner is not proficient with heavy armor or tower shields.

Strong Swimmer (Ex): Starting at 2nd level, a mariner gains a +1 bonus on Swim checks. This bonus increases by +1 for every four levels beyond 2nd. This replaces bravery.

Favored Terrain (water) (Ex): At 4th level, a mariner gains water (above and below the surface) as a favored terrain. The mariner gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks when he is in this terrain. A mariner traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). Unlike a ranger, the mariner's favored terrain bonus does not increase. This replaces the bonus feat gained at level 4.

Acrobatic Strike (Ex): At 5th level, the mariner gains a +1 bonus to a single melee attack and damage roll or combat maneuver check made immediately following a successful move action requiring an Acrobatics check (ex., moving across a narrow surface, moving through a threatened square, or making a jump). This bonus increases by +1 for every four levels beyond 5th and stacks with any weapon training bonuses. This replaces weapon training 1.

Multiclass Options

Druid: Sea druids will sometimes accept mariners into their ranks, teaching them how to care for the oceans on which they sail. With the added gift of wild shaping, the mariner can take a fight into the water if something attacks his ship from beneath.

Ranger: Having favored enemies to track makes a mariner's life considerably easier when looking for a rival captain who may also be in search of his treasure. Most combat styles mesh well with the mariner's tactics, as well.

Rogue: The usual go to for mariners-turned-pirates, rogue offers some tricks and a better acrobatics with which to navigate a shaky ship. When battle ensues, the sneak attack is nothing to sneeze at either.

Other Classes: The occasional mariner may opt to become a sorcerer or a cleric for some magical aid in his travels. Few have the patience to become monks or wizards, but more than one mariner has dipped into paladin since their Charisma is often higher, anyway. They just avoid wearing heavy armor too close to the water.

Race Options

Dwarves: Surprisingly enough, dwarves make better mariners than one might expect. Their low center of gravity, coupled with their natural gruffness makes them perfect foils for a gruff sea captain.

Elves: Sea elves make the best mariners, but elves in general are naturals when it comes to navigating the masts and sails of a large, seafaring vessel. To elves of this nature, a ship becomes more of a mobile forest than a mode of transportation.

Half-Orcs: Like dwarves, half-orcs find it easy to adapt to the life of a mariner. Most end up as pirates feared across the high seas, but there are some who keep their sights set on the adventure into the unknown.

Other Races: On some worlds, gnomes are natural sailors, for many of the same reasons as dwarves and elves. Halflings don't usually associate the sea with anything more than an obstacle to cross in their adventures, so they shy away from becoming mariners. Humans, while the most common of mariners, treat it like any other profession and can take or leave it.

MARTIALIST (ARCHETYPE)

In lands where monk weaponry is abundant, many warriors learn to master these weapons. They may lack the supernatural and acrobatic capabilities of the monk, but their skill at arms are often impressive and may even rival those of monk orders. A martialist focuses upon these bizarre weapons as well as his bare hands and uses them to devastating effect. Some martialists are associated with monasteries but are not full brothers of the order instead serving as temple guards and soldiers.

Weapon and Armor Proficiency: A martialist is not proficient with heavy armor or tower shields.

Improved Unarmed Strike (Ex): At 1st level, a martialist gains Improved Unarmed Strike as a bonus feat. This alters the fighter 1st level bonus feat.

Punishing Martial Artist (Ex): At 1st level, weapons from the monk weapon group (including unarmed strike) wielded by a martialist deal damage based upon his level and not the weapon type. The damage for martialists is given in the Table: Martialist Weapon Damage. The martialist can decide to use the weapon's base damage instead of the punishing martial artist damage—this decision must be declared before the attack roll is made. (If the weapon's base damage exceeds the punishing marital artist weapon damage, its damage is unchanged.) This increase in damage does not affect any other aspect of the

weapon, and doesn't apply to alchemical items, bombs, or other weapons that deal only energy damage. This ability replaces weapon training 2, 3, and 4.

Martial Arts Master (Ex): At 5th level, a martialist gains a +1 bonus on attack and damage rolls with weapons from the monk weapon group.

MARTIALIST WEAPON DAMAGE

	Small	Medium	Large
1st-4th	1d4	1d6	1d8
5th-9th	1d6	1d8	2d6
10th-14th	1d8	1d10	2d8
15th-19th	1d10	2d6	3d6
20th	2d6	2d8	3d8

This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Weapon Mastery (Ex): A martialist must choose a weapon in the monk weapon group.

Multiclass Options

Cleric: In societies where martialists flourish, many see their lord as divine and an extension of the will of the gods. Because of this, some martialists will multiclass as clerics to attain further enlightenment and become closer to their daimyo.

Paladin: Paladin martialists are holy warriors acting on behalf of the kami. They protect the spirits by striking down enemies of their ruler and the natural order of the world.

Other Classes: Because of the focus required to be a martialist, other classes are difficult to get into. A martialist who denounces his kingdom may take levels of barbarian or ranger, representing his becoming a free warrior. Monk is too closely related to martialist to help its progression, and spellcasting classes draw away from its connection to weapons and martial training.

Race Options

Half-Orcs: The predominant race of martialists are half-orcs who wish to get away from their barbaric ways without changing their beliefs or preference for weaponry. The martialist provides a good balance between discipline and combat.

Humans: Human martialists are the elite guards for the ruler, the foot soldiers who clean up after the samurai have trampled a line of enemies, and the warriors who fight with surprising expertise, no matter the weapon. They give up focus with one weapon to gain a broad understanding of many.

Other Races: A lot of races have different leadership structures that don't lend themselves to martialist training. Small races, in particular, may take up the cause if only to deal some more damage with their uniquely sized weapons as they grow in power.

Mender (Archetype)

On every battlefield the injured cry out for succor. A brave and elite few learn not only the art of death and battle but that of healing and recovery. These bold warriors fight through their foes to rescue fallen allies and treat their injuries until more substantial treatment is available.

Class Skills: A mender gains Heal as a class skill and loses Knowledge (dungeoneering) as a class skill.

Field Medic (Ex): At 2nd level, a mender gains a +1 bonus on Heal checks to provide first aid or treat deadly wounds. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Healing Hands (Ex): At 3rd level, as a full-round action that provokes attacks of opportunity, a mender can treat physical injuries as a *cure light wounds* spell, using the mender's fighter level. This requires the expenditure of one usage from a healer's kit. Because this is not a spell, it cannot be disrupted. Once a creature has benefited from healing hands, it cannot benefit from it again for 24 hours. A mender can use this ability once per day plus once for every 4 skill ranks he possesses in the Heal skill. At 7th level, this ability functions like *cure moderate wounds*. At 11th level, this ability functions like *cure serious wounds*. At 15th level, this ability functions like *cure critical wounds*. This ability replaces armor training 1.

Armor Training (Ex): The mender does not begin gaining armor training benefits until 7th level. He can move at normal speed while wearing medium and heavy armor.

Multiclass Options

Bard: Menders sometimes take levels in bard to help keep morale up among their troops. The healing that comes from bardic magic helps, but is less a focus than the performance aspect.

Cleric: For some added healing ability, menders may become clerics, though their devotion to the gods may not be as strong as others. To some menders, becoming a cleric is a sign of giving up one's own ability for faith in an entity that may not even care about those in need.

Other Classes: Menders try to stay their course in order to gain the most from their healing ability while not sacrificing combat prowess. For the five or so levels they have available to multiclass, they might take levels of paladin for the stronger weapon, or ranger so they can quickly find their way around an area.

Race Options

Elves: Elven menders stand watch over their allies, ready to jump in and help as the need arises. They are quick to face enemies over a fallen comrade before kneeling to help get him back up and fighting.

Halflings: With their size advantage, halflings make great menders. They are usually quick to get around a battlefield without being seen, healing friends who could use it, and cutting down enemies who deserve it.

Other Races: Dwarves rely on war priests and clerics to keep them fighting, while most half-orcs see the need for healing as a flaw. Gnomes and humans are usually more inclined to use magic of some kind if it's easier to do so.

PACK LEADER (ARCHETYPE)

Long have people bonded with animals and used them as allies in hunting and war. The pack leader devotes significant time training one or more companions in the arts of warfare. He sacrifices much of his own weapon and combat training to gain a synergy with his companions few can match. The pack leader lacks the wilderness acumen of a ranger or druid and focuses on using his talents in the heat of battle where tooth and claw can be even more fearsome than sharpened steel.

Bonus Feats: A pack leader may select his bonus feats from either combat or teamwork feats. This alters the normal fighter bonus feat ability.

Animal Companion (Ex): A pack leader gains a loyal animal companion to accompany him on his journeys. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except the pack leader's effective druid level is equal to his fighter level divided by 2 (minimum 1). The fighter's companion does not gain the share spells ability; however, at the pack leader's 4th class level, his animal companion gains 4th-Level Advancement bonuses even though its other bonuses are as if from a level 2 druid. This ability replaces armor training 1, 2, 3, and 4.

The pack leader may select one of the following animal companions: badger, bear, boar, crocodile (alligator), dinosaur (deinonychus, velociraptor), dog, shark, small cat (cheetah, leopard), or viper snake. The GM may choose to expand this list with any appropriate druid animal companion that starts at Small size and increases to Medium size at 4th level.

Pack Tactics (Ex): At 4th level, the pack leader grants his teamwork feats to his animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats. This ability replaces the bonus feat gained at level 4.

Animal Training (Ex): At 5th level, the pack leader's animal companion gains a +1 bonus on attack, damage, and combat

maneuver checks. This bonus increases by +1 every four levels beyond 5th level. This ability replaces weapon training 1.

Leader of the Pack (Ex): At 11th level, the pack leader gains a second animal companion of the same type already selected. This companion gains the same bonuses as those gained by the animal companion ability, again as if the pack leader's effective druid level is equal to his fighter level divided by 2. The second animal companion also benefits from the pack tactics and animal training class features. The pack leader's companions must always be of the same type. This ability replaces weapon training 2, 3, and 4.

Multiclass Options

Druid: In most cases, druid levels stack with other class

levels that grant animal companions to make those companions stronger still. With 9 levels of druid, the pack leader can have two companions as a 14th-level druid, as well as the ability to wild shape into one himself.

Ranger: Like the druid, the ranger adds more variety and power to the pack leader's animal companions by allowing them to benefit from his favored enemy bonuses. He also doesn't sacrifice combat ability to do so.

Other Classes: Pack leaders don't lose much by multiclassing after 11th level, so the best time to do so would be then. Depending on what you want to achieve by doing so, you might still gain some strong benefits, such as 5th-level spells, several rage powers, or even 5d6 sneak attack that you can take advantage of with flanking.



Race Options

Elves: Elven pack leaders already live and grow around their companions. To fight alongside them is as easy for the elf as using a favorite longbow is for an archer. The companion is more than just a tool, though. It is an extension of the elf.

Gnomes: A gnome raised by the fey might take up arms to defend his home, a hearty canine companion by his side. Some even learn to ride their dogs through the underbrush of the forest as they make their way toward whatever threatens the land.

Other Races: Human soldiers will sometimes become pack leaders and act as a canine unit for their infantry. Others might spend a feat to gain a larger companion, such as a lion, that they can train to fight in conjunction with their smaller animal as a team.

Shinobi (Bushi Archetype)

The shinobi are assassin warriors, trained equally in formal combat, espionage, and subtle but deadly strikes. They take on long campaigns, working at whatever tasks they must until the perfect time to put an end to their marks.

Class Skills: A shinobi gains Bluff (Cha), Sleight of Hand (Dex), and Stealth (Dex). He does not gain Knowledge (engineering), Knowledge (nobility), or Knowledge (religion).

Weapon and Armor Proficiency: A shinobi is proficient with all simple and martial weapons. He is not proficient with any armor or shields. This alters the normal bushi proficiencies.

AC Bonus (Ex): When unarmored and unencumbered, the shinobi adds his Charisma bonus (if any) to his AC and his CMD. In addition, a shinobi gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four shinobi levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the shinobi is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Sneak Attack (Ex): Starting at 3rd level, a shinobi learns how to exploit the weaknesses in an enemy's defenses. He gains sneak attack +1d6, as the rogue feature. The shinobi's sneak attack increases by +1d6 at 7th level, and every 4 levels thereafter, to a maximum of +4d6 sneak attack at 19th level. This ability replaces armor training and armor mastery.

Shinobi's Edge: In place of a bonus feat, a shinobi can choose one rogue or ninja talent. If he has access to *Pathfinder* ® *Roleplaying Game: Pathfinder Unchained*TM, he can also choose a skill unlock for which he qualifies. His levels of shinobi count as levels in the appropriate class when qualifying for these abilities.

SPELLSTAFF (ARCHETYPE)

The spellstaff is a master of melee combat utilizing the quarterstaff. Over time, he learns to ward himself and allies with spells and channel arcane spells through his staff to blast enemies with energy. His talent with the quarterstaff is unmatched, but he lacks the versatility and armor training for a traditional fighter.

Class Skills: A spellstaff gains Knowledge (arcana) and Spellcraft as class skills.

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

Spells: Beginning at 4th level, a spellstaff gains the ability to cast a small number of arcane spells, which are drawn from the spellstaff spell list presented below. A spellstaff must choose and prepare his spells in advance.

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

Like other spellcasters, a spellstaff can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as a paladin of the same level. In addition, he receives bonus spells per day if he has a high Intelligence score. When paladin spellcasting indicates that the spellstaff gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

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

Through 3rd level, a spellstaff has no caster level. At 4th level and higher, his caster level is equal to his spellstaff level -3.

This replaces armor training 1, 2, 3, and 4.

Cantrips: Starting at 4th level, a spellstaff can prepare 2 cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. The spellstaff gains an additional cantrip per day at 6th level, and again at 9th level, for a total of 4 per day.

Spellbooks: A spellstaff must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for read magic, which all spellstaves can prepare from memory. At 4th level, a spellstaff obtains a spellbook containing all 0-level spellstaff spells plus three 1st-level spellstaff spells of his choice. The spellstaff also selects a number of additional 1st-level spellstaff spells equal to his Intelligence modifier to add to his spellbook. At each new spellstaff level, he gains two new spellstaff spells of any spell level or levels that he can cast (based on his new spellstaff level) for his spellbook. At any time, a spellstaff can also add spells found in other spellbooks to his own.

A spellstaff can learn spells from a wizard's spellbook, just as a wizard can from a spellstaff's spellbook. The spells learned must be on the magus spell list, as normal. An alchemist can learn formulae from a spellstaff's spellbook, if the spells are also on the alchemist spell list. A spellstaff cannot learn spells from an alchemist.

Quarterstaff Training (Ex): At 5th level, a spellstaff gains a +1 bonus on attack and damage rolls with quarterstaffs. The bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Spellstrike (Su): At 8th level, whenever a spelllstaff casts a spell with a range of "touch" from the spellstaff spell list, he can deliver the spell through a quarterstaff he is wielding as part of a melee attack. Instead of the free touch attack normally allowed to deliver the spell, a spellstaff can make one free melee attack with his quarterstaff (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the quarterstaff's critical range (20 modified by Improved Critical or similar effects), but the spell effect only deals x2 damage on a successful critical hit, while the quarterstaff damage uses its own critical modifier. This ability replaces weapon training 2.

Spinning Strike (Ex): At 13th level, a spellstaff may, as a standard action, make one attack with both ends of his quarterstaff. The penalties for attacking with two weapons apply normally. This ability replaces weapon training 3.

Sweep Through (Ex): At 17th level, a spellstaff who successfully hits the same target with all four of his primary hand attacks with his quarterstaff in the same round gains a free trip attack against the target without provoking attacks of opportunity. You cannot be tripped yourself if you fail this attack. This ability replaces weapon training 4.

Weapon Mastery (Ex): A spellstaff must choose the quarterstaff.

Spellstaff Spell List

Spellstaffs gain access to the following spells.

0-Level Spellstaff Spells—acid splash, arcane mark, dancing lights, daze, detect magic, flare, light, mage hand, mending, message, open/close, read magic, resistance, spark, touch of fatigue

1st-Level Spellsaff Spells—alarm, blurred movement, body capacitance, bungle, chill touch, comprehend languages, corrosive touch, disguise weapon, endure elements, enlarge person, expeditious retreat, feather fall, grease, hold portal, identify, jump, line in the sand, mage armor, magic weapon,



moment of greatness, mount, obscuring mist, protection from chaos/evil/good/law, reduce person, shadow weapon, shield, shocking grasp, stunning barrier, thunderstomp, touch of gracelessness, true strike, unerring weapon, unseen servant

2nd-Level Spellsaff Spells—adhesive blood, alter self, animal aspect, bear's endurance, blood armor, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, defensive shock, delay pain, elemental touch, false life, fog cloud, frigid touch, ghoul touch, glide, gust of wind, levitate, masterwork transformation, mirror image, protection from arrows, resist energy, see invisibility, spider climb, touch of idiocy, warding weapon, whispering wind

3rd-Level Spellsaff Spells—arcane sight, blink, cloak of winds, contagious zeal, contingent action, daylight, dispel magic, displacement, elemental aura, fly, gaseous form, gentle repose, greater thunderstomp, haste, heroism, greater magic weapon, magic circle against chaos/evil/good/law, phantom steed, protection from energy, rage, resinous skin, shrink item, slow, stinking cloud, vampiric touch, versatile weapon

4th-Level Spellsaff Spells—bestow curse, calcific touch, contagion, greater animal aspect, greater darkvision, detect scrying, dimension door, dimensional anchor, enervation, fire shield, fleshworm infestation, greater false life, lesser globe of invulnerability, mass enlarge person, minor creation, scrying, secure shelter, shocking image, stoneskin, telekinetic charge, touch of slime, vitriolic mist

SPIRIT WARRIOR (ARCHETYPE)

Spirit warriors have a deep connection with nature, so much so they can channel the spiritual essence of wild creatures, manifesting these as enhancements to abilities and skills. Many come from native tribes, but some civilized fighters manifest these talents several generations removed from their primitive roots.

Class Skills: A spirit warrior gains Knowledge (nature) as a class skill and loses Knowledge (engineering) as a class skill.

Animal Focus (Su): At 1st level, a spirit warrior can apply the aspect of an animal to himself as a swift action. He must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and his fighter level. The spirit warrior can use this ability for a number of minutes per day equal to his level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Normally, the spirit warrior can emulate only one animal at a time. *Bat:* The creature gains darkvision out to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense with a range of 10 feet.

Bear: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Bull: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Falcon: The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Frog: The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Lion: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Monkey: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mouse: The creature gains evasion, as the rogue class feature. At 12th level, this benefit becomes improved evasion, as the rogue advanced talent.

Owl: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Snake: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Stag: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Wolf: The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

This ability replaces the bonus fighter feats gained at levels 1 and 2.

Second Animal Focus (Su): At 8th level, whenever a spirit warrior uses his animal focus ability, he selects two animal aspects for himself instead of one. This ability replaces the bonus fighter feats gained at levels 8 and 10.



WARSONG (ARCHETYPE)

The warsong is often a trained military man adept in marching and keeping rhythm with soldiers. He is able to communicate orders through music, and his songs are also able to inspire allies and drive those around him into short frenzies of effort and accomplishment.

Class Skills: A warsong gains Perform (oratory, percussion, sing, string, wind) as class skills and loses Knowledge (dungeoneering) as a class skill.

Weapon and Armor Proficiency: A warsong is not proficient with heavy armor or tower shields.

Cultured (Ex): At 3rd level, a warsong gains a +1 bonus on saving throws made against bardic performance, sonic, and language-dependent effects. This increases by +1 for every 5 levels beyond 3rd to a maximum of +4 at 18th level. This ability replaces bravery.

Raging Song (Su): At 4th level, a warsong gains the raging song ability and subsequent related abilities as the skald class feature, but his skald level is considered to be his fighter level -3. This ability replaces weapon training 1, 2, 3, and 4.

Rage Powers (Ex): Starting at 6th level, whenever a warsong gains a fighter bonus feat, he can instead choose to gain a single rage power, as the skald class feature, in place of a bonus feat. Once selected, these rage powers cannot be changed.

EARTH HAMMER (DWARF ARCHETYPE)

An earth hammer masters one of the most iconic classes of dwarven weapons, the hammer. He seeks perfection in the use of the hammer as a craftsman as well as a warrior. His deep understanding of hammer efficiency allows him to deliver crushing blows against enemies and objects. He delves deep into the world defending dwarven strongholds from the fiercest creatures of the caverns and discovering veins of the finest ores.

Bonus Feats: An earth hammer may choose Skill Focus with any Craft skill, in addition to combat feats, as bonus feats.

Heavy Hammers (Ex): At 2nd level, an earth hammer who possesses the Weapon Focus feat with a weapon in the hammers group that can be used as a one-handed melee weapon (not a light weapon) adds 1-1/2 times his Strength bonus on damage rolls made. This benefit applies to any qualifying weapon for which he takes Weapon Focus in the future. This ability replaces the bonus feat gained at level 2.

Clobberer (Ex): At 3rd level, an earth hammer becomes skilled at battering opponents and objects. The earth hammer gains a +1 bonus on bull rush and sunder combat maneuver checks. The clobberer also gains a +1 bonus to CMD when

attacked with bull rush and sunder maneuvers. These bonuses increase by +1 for every four levels after 3rd (to a maximum of +5 at 19th level). This ability replaces armor training 1.

Favored Terrain (underground) (Ex): At 4th level, an earth hammer gains underground (caves and dungeons) as a favored terrain. The earth hammer gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks when he is in this terrain. An earth hammer traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). This bonus increases by +2 at levels 10 and 16. Unlike a ranger, the earth hammer does not select additional terrains. This replaces the bonus feats gained at levels 4, 10, and 16.

Weapon Training 1 (Ex): An earth hammer must select the hammers group at 5th level. This alters weapon training 1.

Weapon Mastery (Ex): An earth hammer must choose a weapon in the hammers weapon group.



SPITESTING (DROW ARCHETYPE)

To many among the drow, spiders are revered and respected, and some try to emulate the predatory perfection of these resilient arachnids. The spitesting is a fighter devoted to fighting alongside and like the spiders he so honors. He is acrobatic, stealthy, and fights with toxic attacks that cripple and topple enemies.

Class Skills: A spitesting gains Acrobatics as a class skill and loses Knowledge (engineering) as a class skill.

Weapon and Armor Proficiency: A spitesting is not proficient with heavy armor or tower shields.

Envenomed (Ex): Constant training and exposure to spider bites makes the spitesting resistant to poisonous substances. Starting at 2nd level, a spitesting gains a +1 bonus on saves against poison. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Poison Use (Ex): Spitestings are trained in the use of poison and starting at 3rd level, cannot accidentally poison themselves when applying poison to a weapon. This ability replaces armor training 1.

Vermin Companion (Ex): At 4th level, a spitesting forms a bond with a vermin companion. A spitesting may only choose a deep spider. This spider is a loyal companion that accompanies the spitesting on his adventures as appropriate for its kind.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the spitesting's effective druid level is equal to his fighter level -3 (thus, the companion gains its 7th level advancement at the fighter's 10th level). Vermin companions follow the same rules as animal companions, advancing their Hit Dice and other abilities per the animal companion base statistics table. Vermin companions can be trained as if they were animals using the Handle Animal skill.

Mindless: Vermin companions have no Intelligence score and possess the mindless trait. In spite of this, vermin companions may learn one trick, plus additional bonus tricks. If a vermin animal companion gains an ability score increase (at 4 Hit Dice, 8 Hit Dice, and so on), the fighter can apply this increase to the companion's Intelligence, changing it from — to 1, at which point the companion loses the mindless quality and is able to know up to 3 tricks per point of Intelligence, plus the additional bonus tricks. Vermin companions have no skill points or feats as long as they have the mindless quality.

Trip: Because many vermin have multiple limbs, they are very difficult to trip. As a result, a CMD entry has been included for each, indicating the bonus to CMD such vermin receive against trip attacks. This ability replaces armor training 2, 3, 4, and armor mastery.

Poison Expert (Ex): At 5th level, a spitesting gains a +1 bonus on attack and damage rolls with any weapon currently poisoned. This bonus damage is weapon damage, not poison damage, and even affects creatures immune to poison. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Swift Poisoning (Ex): At 9th level, a spitesting can apply a dose of poison to a weapon as a swift action. This ability replaces weapon training 2.

Spider Agility (Ex): At 13th level, a spitesting is not considered flat-footed and does not lose his Dexterity bonus to AC when using Acrobatics to cross narrow surfaces or uneven ground or when using the Climb skill. This ability replaces weapon training 3.

Judicious Poisoner (Ex): At 17th level, a spitesting is very efficient with application of poison and may poison two weapons per dose of poison used instead of one. This does not stack with any other ability or feat allowing additional usages of a single dose of poison. This ability replaces weapon training 4.

Spider, Deep

Starting Statistics: Size Medium; Speed 30 ft., climb 30 ft.; AC +1 natural armor; Attack bite (1d4 plus poison); Ability Scores Str 11, Dex 12, Con 12, Int —, Wis 10, Cha 2; Special Attacks poison (frequency 1 round (4), effect 1 Str damage, cure 1 save, Con-based DC); Special Qualities darkvision, tremorsense 30 ft; CMD trip +12.

7th-Level Advancement: Size Large; AC +3 natural armor; Attack bite (1d6 plus poison); Ability Scores Str +8, Dex -2, Con +4; Special Attacks poison (frequency 1 round [6], effect 1d2 Str damage, cure 1 save, Con-based DC); Special Qualities tremorsense 60 ft.

Chapter 2: Prestige Classes

Prestige classes in Pathfinder are too often overlooked because they take away from not only class progression, but also favored class bonuses. To make up for this, a prestige class should have comparable abilities without being too strong right out the gate.

The prestige classes that follow should provide ample opportunity to become a member without feeling like you're losing something that won't be made up for.

BLADED ARMINGER

A fearsome warrior in stout armor adorned with spikes, the bladed armiger is an expert that combines offense and defense. He understands armor on a fundamental level and learns to bypass the protection it offers others while surrounding himself in a whirling cloud of slashing shards.

Role: Bladed armigers rely on the protection offered by their armor when wading into melee; they deal damage with their attacks and incidental injury with their dangerous protections.

Alignment: Bladed armigers can be of any alignment, although the rigid strictures of law often appeal to their frame of mind.

Hit Die: d10.

Requirements

To qualify to become a bladed armiger, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Feats: Weapon Focus (armor spikes).

Special: Proficiency with heavy armor.

Class Skills

The bladed armiger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Slasher (Ex): At 1st level, whenever a bladed armiger makes a successful attack with armor spikes he deals damage based upon his level rather than the base weapon damage. This damage starts at 1d8 and increases to 1d10 at 5th level and 2d6 at 10th level.

Blade Storm (Su): At 2nd level, once per day as a standard action a bladed armiger can surround himself with a swirling cloud of deadly metal shards for 1 round per bladed armiger level dealing 1d6 points of slashing damage +1 point per bladed armiger level to any creature striking him with its body or a handheld weapon. Creatures wielding melee weapons with reach are not subject to this damage. For the duration of the cloud, the bladed armiger gains DR 2/—. The bladed armiger gains an additional daily use of this ability and increases damage reduction by 1 at levels 6 and 10.

Mobile Defense (Ex): At 4th level, a bladed armiger becomes less encumbered by heavy and medium armor. When wearing such, he reduces his armor check penalty by 1 (minimum 0) and likewise reduces the speed penalty imposed by such armor by 5 feet (minimum 0 ft.). At 8th level, these reductions increase to -2 and -10 ft. respectively.

Spiked Opportunist (Ex): At 3rd level, once per round when an adjacent opponent misses a bladed armiger wearing armor equipped with armor spikes by 5 or more on a melee attack roll provokes an attack of opportunity that can only be used to make a weapon attack using armor spikes. Feats and abilities granting multiple attacks of opportunity do not allow this ability to be utilized more than once per round. Creatures wielding melee weapons with reach are not subject to this ability. At 9th level, the ability triggers when attackers miss by 2 or more.

Table: Bladed Arminger

NACE.	Base		Here's	3.6	
Level	Attack	Fort	Ref	Will	Special
1st	+1	+1	+0	+0	Slasher (1d8)
2nd	+2	+1	+1	+1	Blade storm (DR 2/—) 1/day
3rd	+3	+2	+1	+1	Spiked opportunist (-5)
4th	+4	+2	+1	+1	Mobile defense (-1, -5 ft.)
5th	+5	+3	+2	+2	Slasher (1d10)
6th	+6/+1	+3	+2	+2	Blade storm (DR 3/—) 2/day
7th	+7/+2	+4	+2	+2	Tenacity
8th	+8/+3	+4	+3	+3	Find the gap
9th	+9/+4	+5	+3	+3	Spiked opportunist (-2)
10th	+10/+5	+5	+3	+3	Blade storm (DR 4/) 3/day,
					slasher (2d6)



Tenacity (Ex): At 7th level, a bladed armiger gains a +2 competence bonus on all Fortitude saving throws. This ability functions for a bladed armiger only when he is wearing heavy or medium armor.

Find the Gap (Ex): At 8th level, once per day a bladed armiger may ignore a single opponent's bonus to AC gained from armor or enhancement bonuses to armor (but not shields) until the start of his next turn.

CONTEMPLATIVE ARCHER

Mastery of the bow requires mastery of self. One must perfect breathing techniques, the ability to focus, and an ironclad control over one'spulse and nerves to deliver the most precise shot. These contemplative masters develop a oneness not only with their inner selves but also a deity to which they nurture a deep spiritual connection that encompasses religious teachings. Their arrows begin to fly not only with practiced precision but with divine guidance and wrath. They channel the very power of divinity through the draw, aim, and release of that streaking arrow.

Contemplative archers come from all manner of races. Multiclass fighter/cleric and ranger/cleric combinations are common; however, single class warpriests occasionally take up this mantle as well.

Role: Contemplative archers eschew melee combat in favor of delivering divine justice from a distance. As a member of the rearguard, they can supplement damage or use spells to heal or enhance ally capabilities.

Alignment: Contemplative archers can be of any alignment. They often worship deities with some sort of bow as a favored weapon or those who teach forms of enlightenment or selfimprovement. However, there are also those who embrace the devastating killing power of the bow and follow deities of destruction.

Hit Die: d10.

Requirements

To qualify as a contemplative archer, a character must fulfill all of the following criteria.

Base Attack Bonus: +6.

Feats: Point-Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

Special Abilities: Channel positive or negative energy.

Class Skills

The contemplative archer's class skills (and the key ability for each skill) are Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the contemplative archer prestige class.

Weapon and Armor Proficiency: A contemplative archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Spells per Day: At the indicated levels, a contemplative archer gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. However, he does not gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a contemplative archer, he must decide to which class he adds the new level for purposes of determining spells per day and must choose a class capable of channeling positive or negative energy.

Base		105	200	SALAN STREET	and the second
Attack	Fort	Ref	Will	Special	Spells Per Day
+1	+1	+1	+0	Enhance arrows (magic)	-
+2	+1	+1	+1	Imbue arrow	+1 level of existing class
+3	+2	+2	+1	Enhance arrows (divine flame)	+1 level of existing class
+4	+2	+2	+1	Bane arrow	+1 level of existing class
+5	+3	+3	+2	Enhance arrows (merciful) —	
+6/+1	+3	+3	+2	Channeling arrow +1 level of existing class	
+7/+2	+4	+4	+2	Enhance arrows (divine flaming +1 level of existing class	
				burst)	
+8/+3	+4	+4	+3	Hail of arrows +1 level of existing cla	
+9/+4	+5	+5	+3	Enhance arrows (aligned) —	
+10/+5	+5	+5	+3	Arrow of death +1 level of existing class	
	Attack +1 +2 +3 +4 +5 +6/+1 +6/+1 +7/+2 +8/+3 +9/+4	Attack Fort +1 +1 +2 +1 +3 +2 +4 +2 +5 +3 +6/+1 +3 +7/+2 +4 +8/+3 +4 +9/+4 +5	Attack Fort Ref +1 +1 +1 +2 +1 +1 +3 +2 +2 +4 +2 +2 +5 +3 +3 +6/+1 +3 +3 +7/+2 +4 +4 +8/+3 +4 +4 +9/+4 +5 +5	Attack Fort Ref Will +1 +1 +1 +0 +2 +1 +1 +1 +3 +2 +2 +1 +4 +2 +2 +1 +5 +3 +3 +2 +6/+1 +3 +3 +2 +7/+2 +4 +4 +2 +8/+3 +4 +4 +3 +9/+4 +5 +5 +3	Attack Fort Ref Will Special +1 +1 +0 Enhance arrows (magic) +2 +1 +1 Imbue arrow +3 +2 +2 +1 Enhance arrows (divine flame) +4 +2 +2 +1 Bane arrow +5 +3 +3 +2 Enhance arrows (merciful) +6/+1 +3 +3 +2 Enhance arrows (merciful) +7/+2 +4 +4 +2 Enhance arrows (divine flaming burst) +8/+3 +4 +4 +3 Hail of arrows +9/+4 +5 +3 Enhance arrows (aligned)

Table: Contemplative Archer

Enhance Arrows (Su): At 1st level, every nonmagical arrow a contemplative archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend gold pieces to accomplish this task. However, a contemplative archer's magic arrows only function for him.

In addition, the contemplative archer's arrows gain a number of additional qualities as he gains additional levels. The aligned quality can be changed once per day, when the contemplative archer prepares spells or, in the case of spontaneous spellcasters, after 8 hours of rest.

At 3rd level, every nonmagical arrow fired by a contemplative archer glows with divine flame dealing an extra 1d6 points of damage, half of which is fire and half of which is divine energy (much like a flame strike spell).

At 5th level, every nonmagical arrow fired by a contemplative archer can optionally be fired with the merciful weapon quality. If this option is chosen, the arrow does not deal any divine flame damage.

At 7th level, the contemplative archer's divine flame grows more powerful and functions as the flaming burst weapon quality, with half of the damage fire and half divine energy.

At 9th level, every nonmagical arrow fired by a contemplative archer gains one of the following aligned weapon qualities: anarchic, axiomatic, holy, or unholy. The contemplative archer cannot choose an ability that is the opposite of his alignment (for example, a lawful good contemplative archer could not choose anarchic or unholy as his weapon quality). The bonuses granted by a magic bow apply as normal to arrows that have been enhanced with this ability. Only the larger enhancement bonus applies. Duplicate abilities do not stack.

Imbue Arrow (Su): At 2nd level, a contemplative archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the contemplative archer can fire the arrow as part of the casting. The arrow must be fired during the round that the casting is completed or the spell is wasted. If the arrow misses, the spell is wasted.

Bane Arrow (Su): At 4th level, a contemplative archer can imbue his bow with the bane weapon quality as a swift action. He must select one creature type when he uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the contemplative archer wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the contemplative archer before the duration expires. This ability lasts for a number of rounds per day equal to the contemplative archer's class level. These rounds do not need to be consecutive. This ability cannot be used in conjunction with merciful.

Channeling Arrow (Su): At 6th level, a contemplative archer gains the ability to channel positive or negative energy through an arrow. When the arrow is fired, the channeled energy's area is centered where the arrow lands. This requires a standard action, and the firing of the bow is part of the channeling action.

If the arrow misses, the channeling is wasted. The contemplative archer must have a daily use of channel energy available to expend to use this ability. A contemplative archer can use this ability once per day at 6th level, and one additional time per day for every two levels beyond 6th, to a maximum of three times per day at 10th level.

Hail of Arrows (Su): In lieu of his regular attacks, once per day a contemplative archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every contemplative archer level he has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Arrow of Death (Su): At 10th level, a contemplative archer can create a special type of slaying arrow that forces the target, if damaged by the arrow's attack, to make a Fortitude save or be slain immediately. The DC of this save is equal to 20 + the contemplative archer's Charisma modifier. It takes 1 day to make a slaying arrow, and the arrow only functions for the contemplative archer who created it. The slaying arrow lasts no longer than 1 year, and the archer can only have one such arrow in existence at a time.

Table: Powerhouse

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Stell.	Base			1			
Level	Attack	Fort	Ref	Will	Special		
1st	+1	+1	+0	+0	Strength surge		
2nd	+2	+1	+1	+1	Ability boost (Str +2)		
3rd	+3	+2	+1	+1	Impressive Blow		
4th	+4	+2	+1	+1	Ability boost (Con +2)		
5th	+5	+3	+2	+2	Ability boost (Str +2)		

POWERHOUSE

An athlete of the highest order, the powerhouse

subjects himself to a rigorous regiment of conditioning and strengthening exercises to push himself beyond his normal limits. He also requires a deep knowledge of herbs and natural body supplementing plants and minerals. Only the mightiest can embark on such a path, and many would be powerhouses end up defeated or injured.

Powerhouses gain a single-minded focus of self-perfection that leads to the neglect of many other aspects. They rely on brute strength and endurance to get through obstacles rather than wit and skill.

Role: The capabilities of the powerhouse compliment other melee combatants. They excel in dishing out damage and absorbing punishment.

Alignment: Powerhouses can be of any alignment but their routines naturally attract those lawfully inclined.

Hit Die: d12.

Requirements

To qualify as a powerhouse, a character must fulfill all of the following criteria.

Base Attack Bonus: +5. Skills: Profession (herbalist) 4 ranks. Feats: Endurance, Power Attack, Toughness.

Class Skills

The powerhouse's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the powerhouse prestige class.

Strength Surge (Ex): At 1st level, you can spend a move action that does not provoke attacks of opportunity to gain an enhancement bonus equal to your powerhouse level to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks until the beginning of your next turn. You may use this ability a number of times

per day equal to your Profession (herbalist) ranks divided by 4 (to a maximum of 5 at 20 ranks).

Ability Boost (Ex): As you gain levels in this prestige class, your ability scores increase as noted in Table: Powerhouse. These increases stack and are gained as if through level advancement.

Impressive Blow (Ex): At 3rd level, you can spend a standard action to perform an impressive blow combat maneuver. If your maneuver succeeds against a corporeal creature smaller than you, your opponent takes normal weapon damage and is knocked flying 5 feet straight back from you. The target must make a Reflex save with the DC equal to the amount of damage taken or fall prone. If an obstacle prevents the completion of the target's movement, the target and obstacle each take 1d6 points of damage and must still make a Reflex save or fall prone adjacent to the obstacle.

WEAPON PARAGON

The weapon paragon takes his racial familiarity with a weapon and knowledge of his race's history to new heights and creative usage. His focus upon a particular weapon reduces some flexibility but allows him to use the weapon in surprising and effective ways.

Weapon paragons only arise from races with racial weapon familiarity. Most frequently they come from the ranks of barbarians, fighters, or rangers. Often weapon paragons remain among groups of their own race where they enjoy praise and are renowned for their prowess.

Role: The capabilities of the weapon paragon compliment other melee combatants. They function well alongside skilled combatants who utilize trickery and tactics to gain advantage.

Alignment: Weapon paragons can be of any alignment but tend to follow the alignments most associated with their race. Hit Die: d10.

Requirements

To qualify as a weapon paragon, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Skills: Craft (weapons) 2 ranks, Knowledge (history) 4 ranks. **Weapon Familiarity:** Must possess a racial weapon familiarity trait that includes at least one melee weapon.

Feats: Weapon Focus (at least one melee weapon falling within your weapon familiarity trait).

Class Skills

The weapon paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (history), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the weapon paragon prestige class.

Table: Weapon Paragon

C. Sala	Base		Y. 16	See.	
Level	Attack	Fort	Ref	Will	Special
1st	+1	+1	+0	+0	Audacity, deeds, fighter training
2nd	+2	+1	+1	+1	Forgotten technique
3rd	+3	+2	+1	+1	Deeds
4th	+4	+2	+1	+1	Familiar weapon training
5th	+5	+3	+2	+2	Deeds

Fighter Training (Ex): A weapon paragon counts his weapon paragon levels as fighter levels for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Audacity (Ex): The weapon paragon's unique capabilities with traditional weapons are expressed through amazing deeds in combat. All weapon paragons have a measure of audacity. At the start of each day, a weapon paragon gains a number of audacity points equal to his Charisma score modifier (minimum 1). His audacity goes up or down throughout the day, but usually cannot go higher than his Charisma modifier (minimum 1), though some feats and magic items may affect this maximum. A weapon paragon spends audacity to accomplish deeds (see below), and regains audacity in the following ways.

Critical Hit with a Familiar Weapon: Each time the weapon paragon confirms a critical hit with a weapon in his weapon familiarity list while in combat, he regains 1 audacity point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the weapon paragon's character level does not restore audacity.

Killing Blow with a Familiar Weapon: When the weapon paragon reduces a creature to 0 or fewer hit points with a weapon in his weapon familiarity list while in combat, he regains 1 audacity point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the weapon paragon's character level to 0 or fewer hit points does not restore any audacity.

Audacity, Grit, and Panache: The weapon paragon's audacity, gunslinger's grit, and the swashbuckler's panache represent different paths to gain access to the same heroic pool. Characters with multiple of these class features combine the resources into a larger pool of audacity, grit, and panache points. Those who use audacity and panache do not gain twice their Charisma bonuses in their pools.

For the purposes of feat prerequisites, a character with the audacity class feature satisfies the prerequisites as if he were a grit user, and vice versa. Weapon paragon, gunslinger, and swashbuckler levels stack for the purpose of satisfying Signature Deed's level requirement. For feats, magic items, and other effects, an audacity user can spend and gain audacity

points in place of grit points, and vice versa.

Deeds: Weapon paragons spend audacity points to accomplish deeds. Most deeds grant the weapon paragon some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the weapon paragon has at least 1 audacity point. The following is the list of base weapon paragon deeds. A weapon paragon

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can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of audacity is spent to perform the deed. A list of deeds can be found at the end of this prestige class.

Forgotten Technique (Ex): At 2nd level, a weapon paragon may use a melee weapon from his weapon familiarity list in a manner for which it is not commonly utilized. For a single round (ending at the start of your next turn) treat the weapon as having one of the following weapon special features it normally does not possess: blocking, disarm, distracting, nonlethal, or trip. You may use this ability a number of times per day equal to your Knowledge (history) ranks divided by 4 (to a maximum of 5 at 20 ranks).

Familiar Weapon Training (Ex): At 4th level, a weapon paragon gains a +1 bonus on attack and damage rolls with all weapons in his weapon familiarity list. This bonus is also added to any combat maneuver checks made with these weapons and to Combat Maneuver Defense when defending against disarm and sunder attempts while wielding these weapons.

A weapon paragon already possessing weapon training class skill from another source, such as 5 or more fighter class levels, counts this as gaining an additional weapon group and increases the bonus for any previous groups by +1. Any future increases to the weapon training bonus from other sources likewise increases the bonus the weapon paragon gains with familiar weapons as if it were a selected group.

Weapon Paragon Deeds

The following deeds are available to characters with levels in the weapon paragon prestige class.

Narrow Escape (Ex): At 1st level, the weapon paragon gains an uncanny knack for just avoiding a telling blow. When a melee attack is made against the weapon paragon, he can spend 1 audacity point as an immediate action to gain a +4 dodge bonus to AC against the triggering attack but is flatfooted until the start of his next turn.

Paragon Initiative (Ex): At 1st level, as long as the weapon paragon has at least 1 audacity point, he gains the following benefits. First, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, he can draw a single melee weapon from his weapon familiarity list as part of the initiative check.
Hilt Bash (Ex): At 1st level, the weapon paragon can make a surprise melee attack with the butt or handle of a melee weapon from his weapon familiarity list as a standard action. He is considered proficient with this attack and gains a bonus on attack and damage rolls equal to the enhancement bonus of the weapon. The damage deal by the hilt bash is of the bludgeoning type, and is determined by the size of the melee weapon. Light weapons deal 1d4 points of damage (1d3 if wielded by Small creatures), one-handed weapons deal 1d6 points of damage (1d4 if wielded by Small creatures), and two-handed weapons deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the weapon paragon's size, the critical multiplier of this attack is 20/x2. If the attack hits, the weapon paragon can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 audacity point.

Power Strike (Ex): At 3rd level, as a full-round action, the weapon paragon can make a single focused strike using a melee weapon from his weapon familiarity list. When he does this, he attacks a single target, but makes as many attack rolls as he can, based on his base attack bonus. He makes the attack rolls in order from highest bonus to lowest, as if he were making a full attack. If any of the attack rolls hit the target, the weapon paragon's single attack is considered to have hit. For each additional successful attack roll beyond the first, the weapon paragon increases the damage of the strike by the base damage dice of the weapon. For example, it a 5th-level fighter/3rd-level weapon paragon dwarf wielding a dwarven waraxe hits with both attacks, he does 2d10 damage with the strike, instead of 1d10 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, he confirms the critical once using his highest base attack bonus -5. For each critical threat beyond the first, he reduces this penalty by 1 (to a maximum of 0). The weapon paragon must spend 1 audacity point to perform this deed.

Off Balance (Ex): At 3rd level, a weapon paragon with at least 1 audacity point wielding a melee weapon from his weapon familiarity list can spend a standard action to purposefully miss a creature that he could normally hit with a melee attack. When he does, that creature becomes flat-footed until the start of its next turn.

Targeting (Ex): At 3rd level, as a full-round action, the weapon paragon wielding a melee weapon from his weapon familiarity list can make a single melee attack and choose part of the body to target. He gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This

deed costs 1 audacity point to perform no matter which part of the creature he targets. Creatures immune to sneak attacks are immune to these effects.

- Arms: On a hit, the target takes no damage from the hit but drops one carried item of the weapon paragon's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.
- **Head:** On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect.
- Legs: On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.
- **Torso:** Targeting the torso increases the threat range by 1 (this increase is applied after any other effects altering threat range such as Improved Critical or keen properties).
- Wings: On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Bleeding Wound (Ex): At 5th level, when the weapon paragon hits a living creature with a melee attack from a weapon in his weapon familiarity list, he can spend 1 audacity point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the weapon paragon's Strength modifier. Alternatively, the weapon paragon can spend 2 audacity points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (weapon paragon's choice) instead. Creatures immune to sneak attacks are also immune to these types of bleed damage.

Evasive (Ex): At 5th level, when the weapon paragon has at least 1 audacity point, he gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. He uses his character level as his rogue level for improved uncanny dodge.

Menacing Display (Ex): At 5th level, when wielding a weapon from his weapon familiarity list, the weapon paragon can spend 1 audacity point, perform a complex weapon routing and shout, and affect all living creatures within a 30-footradius burst as if they were subject to the fear spell. The DC of this effect is equal to 10 + 1/2 character level + the weapon paragon's Charisma modifier.

Chapter 3: Killer Combos

It is easy to visualize a core or base character's progression by looking at the class table and seeing the abilities and modifiers gained per level. However, the game system provides several ways to gain alternate or mixed abilities that are often uncharted.

Killer Combos presents character concepts along with progression charts to help visualize the resulting character. Some Killer Combos are constructed by combining more than one archetype of fighter, so the only change is what abilities the class geats. Others are accomplished via multiclassing, so any changes will be shown in the accompanying table.

Archetype Combinations

A character may utilize multiple archetypes for the same class so long as none of the alternate class features replace or alter the same class feature from the core class as another alternate class feature.

By the strictest reading of this rule, this would include alterations to class skill lists, weapon and armor proficiency, and bonus feat selections. However, some of these combinations could reasonably coincide and could be allowed by the GM. For example, if one archetype removes the proficiency with tower shields and another with heavy armor, stacking those archetypes does not result in a character with extra or conflicting proficiencies or powers. Taking some leniency in these areas can allow some intriguing new archetypes.

BRONZE EAGLE HUSSAR

Archetypes Combined: Blackjack + Dragoon

Cavalry of the highest order, bronze eagle hussars are a proud, loosely confederated brotherhood of mercenary horsemen. Their elite training and tactics make them fearsome and desirable additions to any military unit. However, individuals hire themselves out as guards, couriers, tacticians, and more. They are known for their helms displaying sweptback bronzecolored wings rising prominently from the sides. Their skill with the lance is unsurpassed, but their greatest strength comes in their ability to coordinate and motivate even the least trained troops with bursts of tactical effectiveness.

Weapon and Armor Proficiency: A bronze eagle hussar is not proficient with tower shields.

Bonus Feats: In addition to combat feats, a bronze eagle

hussar can choose Improved Iron Will, Iron Will, or any teamwork feat as bonus feats.

Skilled Rider (Ex): At 1st level, a bronze eagle hussar gains both the Mounted Combat and Skill Focus (Ride) feats as bonus feats. This ability replaces the 1st-level fighter bonus combat feat.

Well-Paid Loyalty (Ex): At 2nd level, a bronze eagle hussar gains a +1 bonus on Will saves against compulsion spells, spell-like abilities, and effects. This bonus increases by 1 for every 4 levels the bronze eagle hussar possesses beyond 2nd. This ability replaces bravery.

Hussar Tactics (Ex): At 4th level, two or more bronze eagle hussars can spend 1 minute discussing strategy, then choose a single teamwork feat possessed by at least one of them. For a number of hours equal to the class level of the highest-level bronze eagle hussar, the participants each gain the benefits of the selected feat even if they do not meet the feat's prerequisites. If a creature benefiting from this ability moves more than 30 feet away from any other participant, it loses all benefits of this ability until it is again within 30 feet. Creatures that do not have

> levels in this archetype can't benefit from this ability, and no creature can benefit from this ability more than once at any given time. This ability replaces the bonus feat gained at 4th level.

Table: F	Bronze Eagle Hussar
Level	Special
1st	Skilled rider
2nd	Bonus feat, well-paid loyalty +1
3rd	Armor training 1
4th	Hussar tactics
5th	Spear training +1/+2
6th	Bonus feat, well-paid loyalty +2
7th	Spinning lance
8th	Amateurs!
9th	Banner +1, spear training +2/+4
10th	Bonus feat, well-paid loyalty +3
11th	Piercing lance
12th	Superior tactics
13th	Spear training +3/+6
14th	Banner +2, bonus feat, well-paid loyalty +4
15th	Leaping lance
16th	Esprit de corps
17th	Spear training +4/+8
18th	Bonus feat, well-paid loyalty +5
19th	Armor mastery, banner +3
20th	Bonus feat, weapon mastery
A CONTRACTOR OF	

Spear Training (Ex): At 5th level, a bronze eagle hussar must select weapon training with the spear group. The bronze eagle hussar's weapon training bonus with spears improves by +1 on attack rolls and +2 on damage rolls for every four levels beyond 5th (to a maximum of +4 on attack rolls and +8 on damage rolls at 17th level). The bronze eagle hussar does not gain weapon training in any other groups as he increases in level.

Spinning Lance (Ex): At 7th level, a bronze eagle hussar may alternate attacks with the piercing head of his lance with reach, or with the butt end (treat as a club) against adjacent targets. Unlike a double weapon, the masterwork quality and magical special abilities apply to both ends of the lance, except for those weapon special abilities that apply only to edged weapons. This ability replaces armor training 2.

Amateurs! (Ex): At 8th level, when using the bronze eagle hussar tactics ability, a bronze eagle hussar can include one or more creatures without levels in this archetype, but doing so reduces the duration of the effect to a number of minutes equal to the class level of the highest-level bronze eagle hussar instead of a number of hours per level. If only bronze eagle hussars are included in the effect, all bronze eagle hussars affected gain a +1 morale bonus on skill checks and saving throws for the duration of the effect. This ability replaces the bonus feat gained at 8th level. **Banner (Ex):** At 9th level, a bronze eagle hussar may attach a banner to his lance. This is identical to the cavalier class feature. The bonuses provided by the bronze eagle hussar's banner increase by +1 for every five levels beyond 9th (to a maximum of +3 at 19th level). Cavalier levels stack with his bronze eagle hussar level for determining the effect of his banner, and he can take the better banner progression. This ability replaces weapon training 2, 3, and 4.

Piercing Lance (Ex): At 11th level, as a standard action or as part of a charge, a bronze eagle hussar attacking a mounted opponent can make two attacks, one against the mount and the other against the rider, using his highest base attack bonus. Furthermore, if the mount is hit and its rider attempts to negate the hit with the Mounted Combat feat, the bronze eagle hussar's attack roll is considered 4 higher when calculating the DC of the Ride check to negate the hit. This ability replaces armor training 3.

Superior Tactics (Ex): At 12th level, a bronze eagle hussar who uses the Hussar tactics ability can allow all affected bronze eagle hussars to gain a second bonus teamwork feat possessed by at least one of the participants. This ability replaces the bonus feat gained at 12th level.

Leaping Lance (Ex): At 15th level, a bronze eagle hussar and his mount suffer no armor check penalty on Acrobatics checks while mounted. When charging, a bronze eagle hussar may jump from his mount toward his target. If he jumps 10 feet, his charge modifiers on attack rolls and to AC are doubled and he is still considered mounted for lance damage, mounted combat feats, and so on. This ability replaces armor training 4.

Esprit de Corps (Ex): At 16th level, a bronze eagle hussar grants all bronze eagle hussars with whom he is sharing one or more teamwork feats through the Hussar tactics ability a +2 morale bonus on attack rolls, ability checks, skill checks, and saving throws. Each affected bronze eagle hussar increases this bonus by 1 if another affected bronze eagle hussar has been reduced to 0 or fewer hit points since the beginning of his last turn. This ability replaces the bonus feat gained at 16th level.

Weapon Mastery: The bronze eagle hussar must select the lance for this ability.

FEATHERED VANGUARD

Archetypes Combined: Crossbowman + Eldritch Guardian

The fearsome and resilient feathered vanguards play a number of roles including scout, saboteur, sniper, and support. They form a close bond with a flying animal that serves as an extra pair of eyes to help guide them around sentries to strike at the heart of enemy encampments. Their mastery of the crossbow is unsurpassed, and their combination of streaking bolts and darting dives from their avian companions make for a formidable combination.

Class Skills: The feathered vanguard adds Perception, Spellcraft, and Use Magic Device to his list of class skills, but does not gain Intimidate, Ride, or Swim as class skills.

Familiar (Ex): At 1st level, a feathered vanguard gains a familiar, treating his fighter level as his effective wizard level for the purpose of this ability. He must choose a flying bird such as a hawk, owl, or raven. This ability replaces the bonus feat gained at 1st level.

Share Training (Ex): At 2nd level, when the familiar can see and hear its master, it can use any combat feat possessed by the feathered vanguard. The familiar doesn't have to meet the feat's prerequisites, but at the GM's discretion may be precluded from using certain combat feats due to its physical form. For example, a feathered vanguard's owl familiar with access to Exotic Weapon Proficiency (spiked chain) would not gain the ability to use spiked chains, since it doesn't have any limbs capable of properly handling them. This ability replaces the bonus feat gained at 2nd level.

Steel Will (Ex): At 2nd level, the feathered vanguard gains a +1 bonus on Will saves against fear and mind-affecting effects. This bonus increases by 1 for every 4 levels beyond 2nd. This ability replaces bravery.

Deadshot (Ex): At 3rd level, when a feathered vanguard attacks with a crossbow as a readied action, he may add 1/2 his Dexterity bonus (minimum +1) on his damage roll. This ability replaces armor training 1.

Crossbow Expert (Ex): At 5th level, a feathered vanguard gains a +1 bonus on attack and damage rolls with crossbows. This bonus increases by +1 per four levels after 5th. This ability replaces weapon training 1.

Improved Deadshot (Ex): At 7th level, when a feathered vanguard attacks with a crossbow as a readied action, his target is denied its Dexterity bonus to its AC. This ability replaces armor training 2.

Table: Feathered Vanguard

TableT	cuticica valiguara
Level	Special
1st	Familiar
2nd	Share training, steel will +1
3rd	Deadshot
4th	Bonus feat
5th	Crossbow expert +1
6th	Bonus feat, steel will +2
7th	Improved deadshot
8th	Bonus feat
9th	Crossbow expert +2, quick sniper
10th	Bonus feat, steel will +3
11th	Greater deadshot
12th	Bonus feat
13th	Crossbow expert +3, safe shot
14th	Bonus feat, steel will +4
15th	Pinpoint targeting
16th	Bonus feat
17th	Crossbow expert +4, meteor shot
18th	Bonus feat, steel will +5
19th	Penetrating shot
20th	Bonus feat, weapon mastery

Quick Sniper (Ex): At 9th level, a feathered vanguard gains a bonus equal to 1/2 his fighter level on Stealth checks when sniping. When he is hit with a ranged attack, he can shoot his crossbow at his attacker as an immediate action if it is loaded. This ability replaces weapon training 2.

Greater Deadshot (Ex): At 11th level, when a feathered vanguard attacks with a crossbow as a readied action, he may add his Dexterity bonus (minimum +1) on his damage roll. This ability replaces armor training 3.

Safe Shot (Ex): At 13th level, a feathered vanguard does not provoke attacks of opportunity when making ranged attacks with a crossbow. This ability replaces weapon training 3.



Pinpoint Targeting: At 15th level, a feathered vanguard gains Pinpoint Targeting as a bonus feat. This ability replaces armor training 4.

Meteor Shot (Ex): At 17th level, as a standard action, a feathered vanguard can make one attack with a crossbow at a -4 penalty. If the attack hits, it inflicts damage normally and the target is subject to a bull rush or a trip maneuver using the attack roll as the combat maneuver check. The feathered vanguard must decide which maneuver to attempt before making his attack roll. This ability replaces weapon training 4.

Penetrating Shot (Ex): At 19th level, when a feathered vanguard confirms a critical hit with a crossbow, the bolt pierces the target and can strike another creature in line behind it. The feathered vanguard must be able to trace a line starting at his space and passing through both targets to make this additional attack. The secondary attack is made at a -4 penalty, in addition to any modifiers for added range. If this attack is also a critical hit, the bolt can continue to hit another target, but the penalties stack. This ability replaces armor mastery.

Weapon Mastery (Ex): A feathered vanguard must choose a type of crossbow.

FEROCIOUS MAULER

Archetypes Combined: Dervish of Dawn + Savage Warrior

Not every fighter seeks to master steel and blade. For some, their natural instincts and predatory urges result in a combat savagery that surpasses the most trained bladework. Ferocious maulers often hail from primitive tribes or come from animals awakened to their fuller potential. They combine astounding speed and darting agility with powerful natural attacks to overwhelm their enemies.

Spark of Life (Ex): At 2nd level, a ferocious mauler gains a +1 bonus on saving throws made against energy drain and death effects. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Burst of Speed (Ex): At 3rd level, a ferocious mauler takes only a -1 penalty to her AC after charging. At 7th level, the ferocious mauler can charge with no penalty. This ability replaces armor training 1.

Natural Savagery (Ex): At 5th level, a ferocious mauler gains a +1 bonus on attack and damage rolls with natural weapons. This bonus also applies to CMB and CMD for grappling. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Desert Stride (Ex): At 7th level, a ferocious mauler can move through 10 feet of difficult terrain each round as if it were normal terrain. This benefit stacks with the benefits provided by the Acrobatic Steps and Nimble Moves feats. This ability replaces armor training 2.

Table: F	erocious Mauler
Level	Special
1st	Bonus feat
2nd	Bonus feat, spark of life +1
3rd	Burst of speed
4th	Bonus feat
5th	Natural savagery +1
6th	Bonus feat, spark of life +2
7th	Desert stride
8th	Bonus feat
9th	Natural savagery +2, savage charge
10th	Bonus feat, spark of life +3
11th	Rapid attack
12th	Bonus feat
13th	Careful claw, natural savagery +3
14th	Bonus feat, spark of life +4
15th	Lightning strike
16th	Bonus feat
17th	Greater savage charge, natural savagery +4
18th	Bonus feat, spark of life +5
19th	Armor mastery
20th	Bonus feat, natural weapon mastery





Savage Charge (Ex): At 9th level, when a ferocious mauler attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to half his fighter level, while suffering a penalty to his AC equal to half his fighter level. These replace the normal attack roll bonus and AC penalty for charging. This bonus also applies to his CMB for a bull rush or overrun combat maneuvers made when charging. This ability replaces weapon training 2.

Rapid Attack (Ex): At 11th level, a ferocious mauler can combine a full attack with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal. This ability replaces armor training 3.

Careful Claw (Ex): At 13th level, when using a natural weapon to attack a creature using fire shield or a similar effect that damages creatures attacking it (such as a barbed devil's barbed defense), a ferocious mauler reduces the damage from such effects by an amount equal to 1/2 his fighter level. This ability replaces weapon training 3.

Lightning Strike (Ex): At 15th level, as part of a full attack, a ferocious mauler can make one additional attack. This attack is at the ferocious mauler's highest base attack bonus, but each attack in the round (including the extra one) takes a -2 penalty. This ability replaces armor training 4.

Greater Savage Charge (Ex): At 17th level, when using savage charge, the AC penalty is reduced to 1/4 his fighter level instead of 1/2 his fighter level. In addition, a ferocious mauler can charge through friendly creatures and difficult terrain. This ability replaces weapon training 4.

Natural Weapon Mastery (Ex): At 20th level, a ferocious mauler must choose one natural weapon. This ability replaces weapon mastery.

HERO-FOR-HIRE

Archetypes Combined: Challenger + Blackjack

The talented hero-for-hire is a tough combatant skilled at dispatching a variety of foes, especially in one-on-one combat in a showdown with intimidating adversaries. He earned his dueling and two-weapon fighting skills through honest training and hard work and is better equipped to handle the dangers of the world than the average man. In this, he sees opportunity and goes about championing causes for profit and gain. He is not necessarily a callous or bad person; in fact, many heroesfor-hire end up taking very little compensation for their good deeds. However, those who hire him often don't know this until the end when he deducts a number of made up discounts and expenses and charges the desperate a nominal fee. Weapon and Armor Proficiency: A hero-for-hire is not proficient with heavy armor or tower shields.

Bonus Feats: In addition to combat feats, a hero-for-hire can choose Improved Iron Will, Iron Will, or any teamwork feat as bonus feats.

Challenge (Ex): Once per day, a hero-for-hire can challenge a foe to combat. As a swift action, the hero-for-hire chooses one target within sight to challenge. The hero-for-hire's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the hero-for-hire's level. The hero-for-hire can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

The hero-for-hire gains a +1 dodge bonus to his AC against attacks made by the target of his challenge. This bonus increases by +1 for every four levels the hero-for-hire possesses.

Challenging a foe requires much of the hero-for-hire's concentration. The hero-for-hire takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends.

This replaces armor training 1, 2, 3, 4, and armor mastery.

Well-Paid Loyalty (Ex): At 2nd level, a hero-for-hire gains a +1 bonus on Will saves against compulsion spells, spelllike abilities, and effects. This bonus increases by 1 for every 4 levels the hero-for-hire possesses beyond 2nd. This ability replaces bravery.

Hero-for-Hire Tactics (Ex): At 4th level, two or more heroes-for-hire can spend 1 minute discussing strategy, then choose a single teamwork feat possessed by at least one of them. For a number of hours equal to the class level of the highest-level hero-for-hire, the participants each gain the benefits of the selected feat even if they do not meet the feat's prerequisites. If a creature benefiting from this ability moves more than 30 feet away from any other participant, it loses all benefits of this ability until it is again within 30 feet. Creatures that do not have levels in this archetype can't benefit from this ability, and no creature can benefit from this ability more than once at any given time. This ability replaces the bonus feat gained at 4th level.

Twin Blades (Ex): At 5th level, a hero-for-hire gains a +1 bonus on attack and damage rolls when making a full attack with two weapons. This bonus increases by +1 for every four levels after 5th. This ability replaces weapon training 1.

Amateurs! (Ex): At 8th level, when using the Hero-for-Hire Tactics ability, a hero-for-hire can include one or more

Table: Hero-for-Hire

Level	Special
1st	Bonus feat, challenge 1/day, challenge AC bonus
	+1
2nd	Bonus feat, well-paid loyalty +1
3rd	
4th	Hero-for-hire tactics, challenge 2/day, challenge
	AC bonus +2
5th	Twin blades
6th	Bonus feat, well-paid loyalty +2
7th	Challenge 3/day
8th	Amateurs!, challenge AC bonus +3
9th	Doublestrike
10th	Bonus feat, challenge 4/day, well-paid loyalty +3
11th	
12th	Challenge AC bonus +4, superior tactics
13th	Challenge 5/day, equal opportunity
14th	Bonus feat, well-paid loyalty +4
15th	
16th	Challenge 6/day, challenge AC bonus +5, esprit de
	corps
17th	Deft doublestrike
18th	Bonus feat, well-paid loyalty +5
19th	Challenge 7/day
20th	Bonus feat, challenge AC bonus +6, weapon
	mastery

creatures without levels in this archetype, but doing so reduces the duration of the effect to a number of minutes equal to the class level of the highest-level hero-for-hire instead of a number of hours per level. If only heroes-for-hire are included in the effect, all heroes-for-hire affected gain a +1 morale bonus on skill checks and saving throws for the duration of the effect. This ability replaces the bonus feat gained at 8th level.

Doublestrike (Ex): At 9th level, a hero-for-hire may, as a standard action, make one attack with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally. This ability replaces weapon training 2.

Superior Tactics (Ex): At 12th level, a hero-for-hire who uses the Hero-for-Hire Tactics ability can allow all affected heroesfor-hire to gain a second bonus teamwork feat possessed by at least one of the participants. This ability replaces the bonus feat gained at 12th level.

Equal Opportunity (Ex): At 13th level, when a hero-for-hire makes an attack of opportunity, he may attack once with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally. This ability replaces weapon training 3.

Esprit de Corps (Ex): At 16th level, a hero-for-hire grants all heroes-for-hire with whom he is sharing one or more teamwork feats through the Hero-for-Hire Tactics ability a +2 morale bonus on attack rolls, ability checks, skill checks, and saving throws. Each affected hero-for-hire increases this bonus by 1 if another affected hero-for-hire has been reduced to 0 or fewer hit points since the beginning of his last turn. This ability replaces the bonus feat gained at 16th level.

Deft Doublestrike (Ex): At 17th level, when a hero-for-hire hits an opponent with both weapons, he can make a disarm or sunder attempt (or trip, if one or both weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity. This ability replaces weapon training 4.



LINEBREAKER

Archetypes Combined: Legionnaire + Siegebreaker

A specialist soldier, the linebreaker trains to take the fight directly to the enemy. He is skilled at crashing through the defenses and frontline of his foes to devastate the ranks behind. His talents allow him to work like the tip of a spear on his own, piercing through or in deadly formation with several allies to tear past the strongest resistance.

Bonus Feats: A linebreaker may select his bonus feats from either combat or teamwork feats. This alters the normal fighter bonus feat ability.

Breaker Rush (Ex): At 1st level, a linebreaker can attempt bull rush or overrun combat maneuvers without provoking attacks of opportunity. When he performs either combat maneuver, he deals an amount of bludgeoning damage equal to his Strength bonus (minimum 1). If he has Improved Bull Rush or Improved Overrun, the damage dealt by the appropriate maneuver increases by 2 and he adds any enhancement bonus from his armor or shield (though such enhancement bonuses do not stack, if both armor and shield are magic). This ability replaces the feat gained at 1st level.

Armored Vigor (Ex): At 2nd level as a swift action, a linebreaker can gain 2 temporary hit points that last for 1 minute. He can use this ability a number of times per day equal to 3 + his Constitution modifier (minimum 1 per day), but only while wearing armor. At 6th level and every 4 levels thereafter, the number of temporary hit points the linebreaker gains increases by 2, to a maximum of 10 at 18th level. This ability replaces bravery.

Breaker Momentum (Ex): At 2nd level, when a linebreaker successfully bull rushes a foe, he can attempt an overrun combat maneuver check against that foe as a free action. This ability replaces the feat gained at 2nd level.

Active Defense (Ex): At 3rd level, a linebreaker gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every four levels beyond 3rd. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn. This ability replaces armor training 1, 2, 3, and 4.

Persistent Menace (Ex): At 4th level, a linebreaker must choose either Step Up or Disruptive as his bonus feat, but need not meet the prerequisites.

Solo Tactics (Ex): At 5th level, all of the linebreaker's allies are treated as if they possessed the same teamwork feats as the linebreaker for the purpose of determining whether the

Table: Linebreaker

TUNIC: L	Incorcarei
Level	Special
1st	Breaker rush
2nd	Armored vigor +2, breaker momentum
3rd	Active defense +1
4th	Persistent menace
5th	Solo tactics
6th	Armored vigor +4, bonus feat
7th	Active defense +2
8th	Disorienting blow -2
9th	Weapon training 1
10th	Armored vigor +6, bonus feat
11th	Active defense +3
12th	Bonus feat
13th	Weapon training 2
14th	Armored vigor +8, bonus feat, disorienting blow -4
15th	Active defense +4
16th	Bonus feat
17th	Weapon training 3
18th	Armored vigor +10, bonus feat
19th	Shield mastery
20th	Bonus feat, masterful distraction

linebreaker receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the linebreaker to receive the listed bonus. This replaces weapon training 1.

Disorienting Blow (Ex): At 8th level, as an immediate action, a linebreaker can distract a foe he just hit with an attack or combat maneuver, imposing a -2 penalty on the foe's attack rolls, caster level checks, or skill checks for 1 round. The foe can negate this penalty with a successful Fortitude save (DC=10 + 1/2 the linebreaker's fighter level + his Strength modifier). At 14th level, the penalty increases to -4. This ability replaces the bonus feat gained at 8th level.

Shield Mastery (Ex): At 19th level, a linebreaker gains DR 5/— when wielding a shield. This ability replaces armor mastery.

Masterful Distraction (Ex): At 20th level, a linebreaker can nauseate a foe he targets with his disorienting blow instead of inflicting a penalty. This ability replaces weapon mastery.



PATRICIAN

Archetypes Combined: Learned Duelist + Lore Warden

Patricians are finely educated gentlemen and scholars expertly trained in the art of fencing and dueling. They have studied every manual on monsters and tactics and approach combat with tactical precision and thought. A wanderlust burns through them, and they desire to travel the world to discover new sights and explore unknown regions. As important as the discoveries are the accolades and acclaim with being a renowned explorer.

Weapon and Armor Proficiency: A patrician is proficient with all simple and martial weapons and with all light armor. This replaces the fighter's normal weapon and armor proficiencies.

Scholastic (Ex): Patricians gain 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Intelligence-based skills are class skills for patricians.

Duelist Stance (Ex): At 1st level, a patrician gains a +1 dodge bonus to AC as long as he is wearing no armor or light armor, wields a melee weapon in one hand, and his other hand is empty. This bonus increases by 1 for every 5 levels the patrician possesses to a maximum of +5 at 20th level. This ability replaces the fighter's 1st-level bonus feat.

Expertise (Ex): At 2nd level, a patrician gains Combat Expertise as a bonus feat, even if he would not normally qualify for this feat. This ability replaces bravery 1.

Maneuver Mastery (Ex): At 3rd level, a patrician gains a +2 bonus on all CMB checks and to his CMD. This bonus increases to +4 at 7th level, +6 at 11th level, and +8 at 15th level. This ability replaces armor training 1.

Duelist Training (Ex): At 5th level, a patrician must select the light blades group for the weapon training class feature. The patrician's weapon training bonus with light blades increases by 1 on attack and damage rolls for every 4 levels he possesses beyond 5th (to a maximum of +4 on attack and damage rolls at 17th level). If he is using his duelist stance, this damage bonus increases by 2. The patrician does not gain weapon training in any other groups as he increases in level. This ability replaces weapon training 1.

Know Thy Enemy (Ex): At 7th level, a patrician can take a standard action to study a specific target in sight. He must make a Knowledge check to determine the target's abilities and weaknesses as part of this standard action. If successful, the patrician not only notes the appropriate abilities and weaknesses, as detailed under the Knowledge skill, but also gains a +2 competence bonus on all attack rolls and weapon damage rolls made against that enemy. Note that this bonus on

Table: Patrician

Table: F	Patrician
Level	Special
1st	Duelist stance, scholastic
2nd	Bonus feat, expertise
3rd	Maneuver mastery
4th	Bonus feat
5th	Duelist training
6th	Bonus feat, bravery +1
7th	Know thy enemy
8th	Bonus feat
9th	Precise thrust
10th	Bonus feat, bravery +2
11th	Hair's breadth
12th	Bonus feat
13th	Science of the blade
14th	Bonus feat, bravery +3
15th	Swift lore
16th	Bonus feat
17th	Surgical strike
18th	Bonus feat, bravery +4
19th	Know weakness
20th	Bonus feat, weapon mastery

attack and damage rolls applies only to that specific creature. This bonus lasts for the duration of an encounter, or until the patrician attempts a new Knowledge check to use this ability on a different target. This ability replaces armor training 2.

Precise Thrust (Ex): At 9th level, when using Vital Strike, Improved Vital Strike, or Greater Vital Strike, a patrician adds his Intelligence modifier to damage rolls (this bonus to damage is not multiplied on a critical hit). If the patrician confirms a critical hit while using one of these feats, he automatically deals maximum damage. This ability replaces weapon training 2.

Hair's Breadth (Ex): At 11th level, a patrician can attempt an Acrobatics check as an immediate action to negate a confirmation role for a critical hit. The critical hit confirmation is negated (though the attack still hits and deals normal damage) if the Acrobatics check is greater than the opponent's confirmation roll. This ability replaces armor training 3.

Science of the Blade (Ex): At 13th level, a patrician is able to apply his specialized knowledge of anatomy and physiology to his bladework. The patrician can make dirty trick, disarm, and trip combat maneuvers using any one-handed piercing or slashing weapon. This ability replaces weapon training 3.

Swift Lore (Ex): At 14th level, a patrician can use his Know Thy Enemy ability as a swift action. This ability replaces armor training 4.

Surgical Strike (Ex): At 17th level, when a patrician confirms a critical hit with a light or one-handed piercing or slashing weapon, he deals ability damage in addition to the normal bonus damage from the critical hit. The patrician chooses which ability is damaged, and deals an amount of damage equal to the critical multiplier of the wielded weapon. This ability replaces weapon training 4.

Know Weakness (Ex): At 19th level, a patrician can automatically confirm a critical hit once per round when he threatens a critical hit. This ability replaces armor mastery.

REPELLER

Archetypes Combined: Mariner + Thunderstriker

In a world filled with dangers above and below the sea, there is great fear of creatures getting aboard the confined spaces of a ship. Pirates prowl the shipping lanes, and ravenous sharkmen swim just below the waves eager to creep aboard and make meals of an unsuspecting crew. The repeller is trained to use larger weapons as efficiently as possible on deck and in cramped quarters. He relies upon a buckler strapped to his arm for additional protection and as an offensive option. He can deal tremendous damage upon boarders while retaining maneuverability and speed.

Class Skills: A repeller gains Acrobatics and Knowledge (geography) as class skills and loses Knowledge (dungeoneering) and Knowledge (engineering) as class skills.

Weapon and Armor Proficiency: A repeller is not proficient with heavy armor or tower shields.

Strong Swimmer (Ex): Starting at 2nd level, a repeller gains a +1 bonus on Swim checks. This bonus increases by +1 for every four levels beyond 2nd. This replaces bravery.

Strapped Shield (Ex): At 3rd level, a repeller takes no penalty on attack rolls when using a weapon in two hands while wearing a buckler. This ability replaces armor training 1.

Favored Terrain (water) (Ex): At 4th level, a repeller gains water (above and below the surface) as a favored terrain. The repeller gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks when he is in this terrain. A repeller traveling through his favored terrain

Table: F	Repeller
Level	Special
1st	Bonus feat
2nd	Bonus feat, strong swimmer +1
3rd	Strapped shield
4th	Favored terrain (water)
5th	Acrobatic strike +1
6th	Bonus feat, strong swimmer +2
7th	Hardbuckler
8th	Bonus feat
9th	Acrobatic strike +2, weapon training 1
10th	Bonus feat, strong swimmer +3
11th	Knockback smash
12th	Bonus feat
13th	Acrobatic strike +3, hammer and anvil
14th	Bonus feat, strong swimmer +4
15th	Buckler defense
16th	Bonus feat
17th	Acrobatic strike +4, balanced bashing
18th	Bonus feat, strong swimmer +5
19th	Improved buckler defense
20th	Bonus feat, weapon mastery

normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). Unlike a ranger, the repeller's favored terrain bonus does not increase. This replaces the bonus feat gained at level 4.

Acrobatic Strike (Ex): At 5th level, the repeller gains a +1 bonus to a single melee attack and damage roll or combat maneuver check made immediately following a successful move action requiring an Acrobatics check (ex., moving across a narrow surface, moving through a threatened square, or making a jump). This bonus increases by +1 for every four levels beyond 5th and stacks with any weapon training bonuses. This replaces weapon training 1.

Hardbuckler (Ex): At 7th level, a repeller may make shield bash attacks with a buckler as if it were a light shield. This ability replaces armor training 2.

Knockback Smash (Ex): At 11th level, when a repeller uses his buckler to attack, he gains a bonus equal to the enhancement bonus of the buckler on both attack and damage rolls. This ability replaces armor training 3.

Hammer and Anvil (Ex): At 13th level, a repeller suffers only half the normal penalties for two-weapon fighting when using a buckler as his off-hand weapon. This ability replaces weapon training 3.

Buckler Defense (Ex): At 15th level, a repeller retains partial use of his buckler even when using a weapon in both



hands or in each hand (rather than losing his shield bonus until the beginning of his next turn). He gains a +1 shield bonus to AC and may apply the benefits of any feats he knows that require the use of a shield, but does not benefit from any magical properties his shield may possess. This ability replaces armor training 4.

Balanced Bashing (Ex): At 17th level, a repeller no longer suffers two-weapon fighting penalties when using a buckler as his off-hand weapon. This ability replaces weapon training 4.

Improved Buckler Defense (Ex): At 19th level, a repeller does not forfeit his shield bonus to AC from a buckler when fighting two-handed. This ability replaces armor mastery.

TRANSFIGURED OPPORTUNIST

Archetypes Combined: Mutation Warrior + Vengeful Hunter

Transfigured opportunists are not professionally trained soldiers. Rather they turn to alchemical formulas and tactics learned in street fights and back alleys to gain any available advantage. Their bodies twist and warp at the consumption of foul mutagens, and they repay real and imagined slights with blood.

Class Skills: A transfigured opportunist gains Diplomacy, Knowledge (local), and Perception as class skills and loses Knowledge (dungeoneering) and Knowledge (engineering) as class skills. Weapon and Armor Proficiency: A transfigured opportunist is proficient with all simple and martial weapons, plus the whip. In addition, the transfigured opportunist is proficient with light and medium armor as well as shields (except tower shields). This replaces the normal fighter armor and weapon proficiencies.

Tenacious Tracker (Ex): At 2nd level, a transfigured opportunist gains a +1 bonus on Diplomacy checks to gather information and on Survival checks made to identify or follow tracks. This bonus increases by 1 for every 4 levels the vengeful hunter possesses beyond 2nd. This ability replaces bravery.

Mutagen (Su): At 3rd level, a transfigured opportunist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. This ability functions as the alchemist's mutagen ability, using his fighter level as his alchemist level. This ability replaces armor training 1.

Vengeance (Ex): At 5th level, a transfigured opportunist deals 1d4 points of bleed damage when he damages a creature that has damaged him since the beginning of his last turn. Whenever a creature takes bleed damage from this effect, it also takes a -1 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1 round. This penalty is a pain effect and does not stack with the effects of the sickened condition. This bleed damage increases to 1d6

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	Table: 1	Transfigured Opportunist
14	Level	Special
0	1st	Bonus feat
	2nd	Bonus feat, tenacious tracker +1
-	3rd	Mutagen
A CAN	4th	Bonus feat
11. C	5th	Vengeance (1d4)
10000	6th	Bonus feat, tenacious tracker +2
	7th	Mutagen discovery
1.20	8th	Bonus feat
	9th	Savor the sting, vengeance (1d6)
120	10th	Bonus feat, tenacious tracker +3
	11th	Mutagen discovery
Course of	12th	Bonus feat
1000	13th	Swift revenge, vengeance (1d8)
100	14th	Bonus feat, tenacious tracker +4
	15th	Mutagen discovery
	16th	Bonus feat
Law and	17th	Perceived wrongs, vengeance (2d6)
No.	18th	Bonus feat, tenacious tracker +5
1.17	19th	Mutagen discovery
100	20th	Bonus feat, certain revenge
	A DESCRIPTION OF TAXABLE PARTY.	F.I

at 9th level, 1d8 at 13th level, and 2d6 at 17th level. This ability replaces weapon training 1.

Mutagen Discovery (Su): At 7th level and every 4 levels thereafter, the transfigured opportunist can choose one of the following alchemist discoveries to augment his abilities: feral mutagen, grand mutagen, greater mutagen, infuse mutagen, nauseating flesh, preserve organs, rag doll mutagen, spontaneous healing, tentacle, vestigial arm, and wings. The transfigured opportunist uses his fighter level as his effective alchemist level for the purpose of these discoveries. This ability replaces armor training 2, 3, and 4 and armor mastery.

Savor the Sting (Ex): At 9th level, whenever a target takes bleed damage from a transfigured opportunist's vengeance ability, the transfigured opportunist gains an equal number of temporary hit points. These temporary hit points last for 1 minute and do not stack with each other. This ability replaces weapon training 2.

Swift Revenge (Ex): At 13th level, a transfigured opportunist gains the quarry class feature; this functions like the ranger ability of the same name, but the target must be one that has damaged the transfigured opportunist in the past hour. This ability replaces weapon training 3. **Perceived Wrongs (Ex):** At 17th level, a transfigured opportunist can, once per day, use his vengeance ability against any creature—even one that has not harmed him. If the target is also one that has damaged him since the beginning of his last turn, the bleed damage increases to 3d6 and the target is sickened for as long as the bleed effect continues. This ability replaces weapon training 4.

Certain Revenge (Ex): At 20th level, a transfigured opportunist gains the improved quarry class feature; this functions like the ranger ability of the same name, but the target must have attacked him in the past day. Whenever he uses his vengeance ability against his quarry, the bleed damage

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increases by 2 per bleed damage die. This ability replaces weapon Mastery.

UNSOUND

Archetypes Combined: Afflicted + Mutation Warrior

An unsound is an individual who has contracted the horrible wasting disease of the afflicted (see page XYZ) but uses alchemy to try and treat the condition. He consumes mutagenic concoctions to try and make himself more powerful and resilient. These changes are temporary and come with a cost to mental acuity and capability compounding with the effects of the affliction. Unsound are desperate men eager to try anything in search of a cure or die in the effort. They are often unstable and dangerous to themselves and others.

Horrifying (Ex): At 1st level, an unsound gains Intimidating Prowess and Skill Focus (Intimidate) as bonus feats. This replaces the bonus feat normally gained at 1st level.

Ability Alteration (Su): At 2nd level, an unsound gains a +1 bonus to his Constitution score but also suffers a -2 penalty to his Charisma. Every 6 levels beyond 2nd, the unsound gains another +1 bonus to Constitution and suffers -2 penalty to Charisma. If the unsound reaches a permanent Charisma score of 0 or less due to this penalty, he succumbs to the disease and dies. Such a character cannot be raised from the dead. This replaces the bonus feats gained at levels 2 and 14.

Hardy (Ex): Starting at 2nd level, an unsound gains a +1 bonus on Fortitude saves against disease. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Mutagen (Su): At 3rd level, an unsound discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. This ability functions as the alchemist's mutagen ability, using his fighter level as his alchemist level. This ability replaces armor training 1.

Weapon Expertise (Ex): At 5th level, an unsound gains a +1 bonus on attack and damage rolls with a weapon group of his choice. This bonus increases by +1 for every four levels beyond 5th. This bonus also applies to any combat maneuver checks made with weapons from this group as well as to CMD defending against disarm and sunder attempts made against weapons from this group. This ability replaces weapon training 1.

Mutagen Discovery (Su): At 7th level and every 4 levels thereafter, the unsound can choose one of the following alchemist discoveries to augment his abilities: feral mutagen, grand mutagen, greater mutagen, infuse mutagen, nauseating flesh, preserve organs, rag doll mutagen, spontaneous healing,

Table: Unsound

Table: L	Jnsound
Level	Special
1st	Horrifying
2nd	Ability alteration (+1/-2), hardy +1
3rd	Mutagen
4th	Bonus feat
5th	Weapon expertise +1
6th	Bonus feat, hardy +2
7th	Mutagen discovery
8th	Ability alteration (+2/-4), bonus feat
9th	Slow bleeder 1, weapon expertise +2
10th	Bonus feat, hardy +3
11th	Mutagen discovery
12th	Bonus feat
13th	Slow bleeder 2, unnatural anatomy 25%, weapon
	expertise +3
14th	Ability alteration (+3/-6), hardy +4
15th	Mutagen discovery
16th	Bonus feat
17th	Slow bleeder 3, unnatural anatomy 75%, weapon
	expertise +4
18th	Bonus feat, hardy +5
19th	Mutagen discovery
20th	Ability alteration (+4/-8), bonus feat, weapon
	mastery

tentacle, vestigial arm, and wings. The unsound uses his fighter level as his effective alchemist level for the purpose of these discoveries. This ability replaces armor training 2, 3, and 4 and armor mastery.

Slow Bleeder (Ex): At 9th level, an unsound's blood flow is slower and less efficient than normal. This allows him to ignore first point of bleed (hit point or ability) damage (minimum 0) suffered in a round. This is effectively a damage reduction against bleed. It is possible for the unsound to have ongoing bleed as an effect and need healing even though the amount of damage suffered each round is ignored. The amount of bleed ignored increases to 2 points per round at 13th level and 3 points per round at 17th level. This ability replaces weapon training 2.

Unnatural Anatomy (Ex): At 13th level, when the unsound is hit with a sneak attack or critical hit, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This increases to 75% at 17th level. This ability replaces weapon training 3 and 4.

WILD PATROL

Archetypes Combined: Pack Leader + Spirit Warrior

For the wild patrol, the distinction between man and beast blurs and shifts. He is so devoted to the pack he begins to emulate the very creatures he trains and commands. The wild patrol has the ability to take on aspects of various animals to aid in his endeavors, and his spiritual connection to the wilderness borders on religious. He commands one or more animals into combat and has a synergy working with these creatures few can parallel.

Class Skills: A wild patrol gains Knowledge (nature) as a class skill and loses Knowledge (engineering) as a class skill.

Bonus Feats: A wild patrol may select his bonus feats from either combat or teamwork feats. This alters the normal fighter bonus feat ability.

Animal Companion (Ex): A wild patrol gains a loyal animal companion to accompany him on his journeys. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except the wild patrol's effective druid level is equal to his fighter level divided by 2 (minimum 1). The fighter's companion does not gain the share spells ability; however, at the wild patrol's 4th class level, his animal companion gains 4th-Level Advancement bonuses even though its other bonuses are as if from a level 2 druid. This ability replaces armor training 1, 2, 3, and 4.

The wild patrol may select one of the following animal companions: badger, bear, boar, crocodile (alligator), dinosaur (deinonychus, velociraptor), dog, shark, small cat (cheetah, leopard), or viper snake. The GM may choose to expand this list with any appropriate druid animal companion that starts at Small size and increases to Medium size at 4th level.

Animal Focus (Su): At 1st level, a wild patrol can apply the aspect of an animal to himself as a swift action. He must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and his fighter level. The wild patrol can use this ability for a number of minutes per day equal to his level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Normally, the wild patrol can emulate only one animal at a time.

Bat: The creature gains darkvision out to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense with a range of 10 feet.

Bear: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Bull: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level. *Falcon:* The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Frog: The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Monkey: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mouse: The creature gains evasion, as the rogue class feature. At 12th level, this benefit becomes improved evasion, as the rogue advanced talent.

Owl: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Snake: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Stag: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Tiger: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Table: Wild Patrol

Level	Special
1st	Animal companion, animal focus, bonus feat
2nd	Bravery +1
3rd	
4th	Pack tactics
5th	Animal training +1
6th	Bonus feat, bravery +2
7th	
8th	Second animal focus
9th	Animal training +2
10th	Bravery +3
11th	Leader of the pack
12th	Bonus feat
13th	Animal training +3
14th	Bonus feat, bravery +4
15th	
16th	Bonus feat
17th	Animal training +4
18th	Bonus feat, bravery +5
19th	Armor mastery
20th	Bonus feat, weapon mastery

Wolf: The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

This ability replaces the bonus fighter feats gained at levels 1 and 2.

Pack Tactics (Ex): At 4th level, the wild patrol automatically grants his teamwork feats to his animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats. This ability replaces the bonus feat gained at level 4.

Animal Training (Ex): At 5th level, the wild patrol's animal companion gains a +1 bonus on attack, damage, and combat maneuver checks. This bonus increases by +1 every four levels beyond 5th level. This ability replaces weapon training 1.

Second Animal Focus (Su): At 8th level, whenever a wild patrol uses his animal focus ability, he selects two animal aspects for himself instead of one. This ability replaces the bonus fighter feats gained at levels 8 and 10.

Leader of the Pack (Ex): At 11th level, the wild patrol gains a second animal companion of the same type already selected. This companion gains the same bonuses as those gained by the animal companion ability, again as if the wild patrol's effective druid level is equal to his fighter level divided by 2. The second animal companion also benefits from the pack tactics and animal training class features. The wild patrol's companions must always be of the same type. This ability replaces weapon training 2, 3, and 4.

Multiclass Combinations

Selecting multiple classes is rarer in the game than in predecessor editions due to Favored Class bonuses and capstone (level 20) abilities for single-class characters. However, the versatility from dabbling in two or more classes may outweigh the benefits of staying with a solo class. A multiclass character will get Favored Class bonuses with at least one class (possibly more depending on other selections such as race). The capstone ability only comes into play at level 20, and the majority of characters never achieve this level. If your campaign will never reach these lofty heights, what is the point of avoiding diversity for a reward never achieved?

Multiclass characters are often underpowered under the core rules, which can be corrected using the "Fractional Base Bonuses" section in *Pathfinder*® *Roleplaying Game: Pathfinder*

UnchainedTM. This product assumes those corrections are in place and for ease of use has all calculations for such already presented in the progression tables.

This section presents several multiclass combinations detailed from level 1 to 20. These allow a quick "At A Glance" comparison with other multiclass options. These combos provide a simple roadmap to advancing the character. None of the combinations are set in stone. A character can easily add another class into the mix, a prestige class, change the number of levels taken in a given class, or take classes in different orders. These are presented as a guide.

Each combo table lists attributes gained at each level. The Level column is the total character level. Class Levels shows how many levels are divided into which class. The BAB entry is a running total of the character's base attack bonus as levels are added. Likewise, the Fort, Ref, and Will columns are running totals of the respective saving throws. HD shows combined total of accumulated Hit Dice whereas the hp column shows average hit points assuming no Constitution score modifier for easy comparison. The Skills column shows both skill ranks added and total accumulated assuming no Intelligence score modifier for easy comparison. Finally, the Special column indicates which class features are gained at that level.

BLADEWISE DETECTIVE

A hardboiled hero, the bladewise detective is streetwise, savvy, and capable in a fight. He likely began his career in a military or militia before settling in an urban locale to find work where he can. He uses his combination of social skills, investigative talents, and understanding of poison to champion the poor and unfortunate.

A bladewise detective is an urban warrior adaptable to numerous situations. He generally wears lightweight armor and uses small easily-concealed weapons. He relies heavily upon a variety of skills and gains access to luck and deeds rather than alchemy and extracts.

Classes Combined: Fighter (brawler) + Investigator (sleuth) Key Ability Scores: Charisma, Intelligence

Least Ability Score: Wisdom

Recommended Feats: Combat Expertise, Dodge, Improved Reposition, Improved Unarmed Strike, Mobility

Recommended Skills: Acrobatics, Bluff, Diplomacy, Knowledge (local), Knowledge (nobility), Linguistics, Perception, Sleight of Hand, Stealth

Key Weapons: punching dagger, sap, unarmed strike

	Table: Bladewise Detective									
	State of the second	Class		Fort	Ref	Will		and a	14.2	
6	Level	Levels	BAB	Save	Save	Save	HD	hp	Skills	Special
1	1st	Ftr1	+1	+2	+0	+0	1d10	10	2 (+2)	Bonus feat
	2nd	Ftr1/	+1	+2	+2	+2	1d8+1d10	14	8 (+6)	Deeds, inspiration, sleuth's
		Inv1								luck, trapfinding
	3rd	Ftr2/	+2	+3	+3	+3	1d8+2d10	20	10 (+2)	Bonus feat, bravery +1, close
		Inv1								control +1
12	4th	Ftr2/	+3	+3	+3	+3	2d8+2d10	24	16 (+6)	Poison lore, poison resistance
		Inv2								+2
	5th	Ftr2/	+4	+4	+4	+4	3d8+2d10	29	22 (+6)	Investigator talent, keen
		Inv3								recollection, trap sense +1
	6th	Ftr3/	+5	+4	+4	+4	3d8+3d10	34	24 (+2)	Close combatant +1/+3
		Inv3								
	7th	Ftr3/	+6/+1	+4	+5	+5	4d8+3d10	39	30 (+6)	Deeds, studied combat, studied
		Inv4								strike +1d6
	8th	Ftr3/	+6/+1	+5	+5	+5	5d8+3d10	43	36 (+6)	Investigator talent, poison
×.	a .1	Inv5		_	_	_				resistance +4
6	9th	Ftr4/	+7/+2	+5	+5	+5	5d8+4d10	49	38 (+2)	Bonus feat
	1011	Inv5					6-10-14-14-0	50	44 (1.6)	
	10th	Ftr4/	+8/+3	+6	+6	+6	6d8+4d10	53	44 (+6)	Studied strike +2d6, trap sense
	11th	Inv6 Ftr4/	+9/+4	+6	+6	+6	7d8+4d10	58	50 (+6)	+2
	11(1)	Inv7	+9/+4	+0	+0	+0	708+4010	58	50 (+0)	Investigator talent
14	12th	Ftr5/	+10/+5	+6	+7	+7	7d8+5d10	63	52 (+2)	
	12(11	Inv7	+10/+3	+0	77	+7	708+5010	03	52 (+2)	
A DE	13th	Ftr5/	+11/+6/+1	+7	+7	+7	8d8+5d10	68	58 (+6)	Poison resistance +6, studied
	1500	Inv8		.,	.,	.,	000.0010			strike +3d6
	14th	Ftr5/	+11/+6/+1	+7	+8	+8	9d8+5d10	72	64 (+6)	Investigator talent, trap sense
		Inv9								+3
	15th	Ftr6/	+12/+7/+2	+8	+8	+8	9d8+6d10	78	66 (+2)	Bonus feat, bravery +2, close
		Inv9								control +2
the second	16th	Ftr6/	+13/+8/+3	+8	+9	+9	10d8+6d10	82	72 (+6)	Studied strike +4d6
		Inv10								
the second	17th	Ftr6/	+14/+9/+4	+8	+9	+9	11d8+6d10	87	78 (+6)	Investigator talent, poison
		Inv11								immunity
	18th	Ftr7/	+15/+10/+5	+9	+9	+9	11d8+7d10	92	80 (+2)	Close combatant +2/+4,
A STATE		Inv11								menacing stance -1/-4
	19th	Ftr7/	+16/+11/+6/+1	+9	+10	+10	12d8+7d10	97	86 (+6)	Studied strike +5d6, trap sense
		Inv12								+4
1	20th	Ftr7/	+16/+11/+6/+1	+9	+10	+10	13d8+7d10	101	92 (+6)	Investigator talent
Sec.		Inv13								
	C. 4289 18 8 3									

COVEN THANE

Witch covens, both good and evil, need guardians and servants for assistance. A coven thane is an individual partially initiated into mysteries of the coven who possesses some arcane power but who is primarily an enforcer, protector, and agent. The coven thane has a wide variety of skills and abilities and can hold his own in a fight. He much prefers to make use of ambush, stealth, and poison.

Classes Combined: Fighter (tactician) + Rogue (poisoner) + Witch

Table: Coven Thane													
12	1. Start		Fort	Ref	Will	2.52	23			175	A) on	3.40	
Leve	Class Levels	BAB	Save	Save	Save	HD	hp	Skills	Special	0	1st	2nd	6
1st	Rog1	+0	+0	+2	+0	1d8	8	8 (+8)	Poison use, sneak attack +1d6	-	-	-	
2nd	Rog1/Wtc1	+1	+0	+2	+2	1d6 + 1d8	11	10 (+2)	Cantrips, hex, witch's familiar	3	1	-	1000
3rd	Ftr1/Rog1/ Wtc1	+2	+2	+3	+3	1d6 + 1d8 + 1d10	17	14 (+4)	Strategic training	3	1	-	A STATISTICS
4th	Ftr1/Rog1/ Wtc2	+2	+2	+3	+3	2d6 + 1d8 + 1d10	20	16 (+2)	Hex	4	2	-	
5th	Ftr1/Rog2/ Wtc2	+3	+2	+4	+4	2d6 + 2d8 + 1d10	25	24 (+8)	Evasion, rogue talent	4	2	-	A NOT A COLUMN
6th	Ftr2/Rog2/ Wtc2	+4	+3	+4	+4	2d6 + 2d8 + 2d10	30	28 (+4)	Bonus feat, tactical awareness +1	4	2	-	NULLAN SA
7th	Ftr2/Rog2/ Wtc3	+5	+3	+4	+4	3d6 + 2d8 + 2d10	34	30 (+2)		4	2	1	Y
8th	Ftr2/Rog3/ Wtc3	+5	+4	+5	+5	3d6 + 3d8 + 2d10	38	38 (+8)	Master poisoner, sneak attack +2d6	4	2	1	12 C C C C C C C C C C C C C C C C C C C
9th	Ftr3/Rog3/ Wtc3	+6/+1	+4	+5	+5	3d6 + 3d8 + 3d10	44	42 (+4)	Armor training 1	4	2	1	いたの語問
10tł	Ftr3/Rog4/ Wtc3	+7/+2	+4	+6	+5	3d6 + 4d8 + 3d10	48	50 (+8)	Rogue talent, uncanny dodge	4	2	1	いののから
11tł	n Ftr4/Rog4/ Wtc3	+8/+3	+5	+6	+6	3d6 + 4d8 + 4d10	54	54 (+4)	Bonus feat	4	2	1	二十二十二
12tł	n Ftr4/Rog5/ Wtc3	+9/+4	+5	+6	+6	3d6 + 5d8 + 4d10	58	62 (+8)	Sneak attack +3d6	4	2	1	10 X 10
13tł	n Ftr5/Rog5/ Wtc3	+10/+5	+6	+7	+6	3d6 + 5d8 + 5d10	64	66 (+4)	Tactician 1/day	4	2	1	1 Provident
14tł	h Ftr5/Rog6/ Wtc3	+11/+6/+1	+6	+7	+7	3d6 + 6d8 + 5d10	68	74 (+8)	Rogue talent	4	2	1	Participal de
15tł	n Ftr6/Rog6/ Wtc3	+12/+7/+2	+7	+8	+7	3d6 + 6d8 + 6d10	74	78 (+4)	Bonus feat, tactical awareness +2	4	2	1	1000
16tł	h Ftr6/Rog7/ Wtc3	+12/+7/+2	+7	+8	+7	3d6 + 7d8 + 6d10	78	86 (+8)	Sneak attack +4d6	4	2	1	ないのないの
17tł	n Ftr7/Rog7/ Wtc3	+13/+8/+3	+7	+8	+8	3d6 + 7d8 + 7d10	84	90 (+4)	Armor training 2	4	2	1	¢
18tł	h Ftr7/Rog8/ Wtc3	+14/+9/+4	+8	+9	+8	3d6 + 8d8 + 7d10	88	98 (+8)	Improved uncanny dodge, rogue talent	4	2	1	ath with
19tł		+15/+10/+5	+8	+9	+8	3d6 + 8d8 + 8d10	94	102 (+4)	Bonus feat	4	2	1	and the second se
20tł		+16/+11/+6/+1	+9	+10	+9	3d6 + 8d8 + 9d10	99	106 (+4)	Weapon training 1	4	2	1	たいない

Key Ability Scores: Intelligence, Dexterity Least Ability Score: Charisma Recommended Feats: Arcane Armor Training, Dodge, Recommended Skills: Craft (alchemy), Perception, Sense Motive, Spellcraft, Stealth

Recommended Feats: Arcane Armor Training, Dodge, Improved Initiative, Mobility, Stealthy Key Weapons: battle axe, longsword, scimitar

DRUIDIC KNIGHT

The druidic knight is a dedicated guardian of druid circles and natural places. His martial prowess also allows him to carry the fight to despoilers of nature. He bonds with a horse animal companion that he uses as a powerful steed. He combines minor spellcasting ability with expertise in mounted combat. Much like a paladin order protects and enforces the might of the church, the druidic knights ride forth to champion the forces of nature.

Classes Combined: Druid (nature fang) + Fighter (roughrider)

Key Ability Scores: Wisdom, Strength

Least Ability Score: Charisma

Recommended Feats: Mounted Combat, Ride-By Attack, Trample

Recommended Skills: Handle Animal, Knowledge (geography), Ride, Survival

Key Weapons: scimitar, shortspear, sling

FATED WARRIOR

Destiny comes in spite of an individual's plans. For the fated warrior, he had trained as a foot soldier and pikeman expecting to live out his days in the service of a nobleman or king. The gods had other designs, and in the middle of a battle, new divine awareness flooded through awakening him to the wider world and his place within. He travels the world as guided by the gods continuing to hone his combat skills and relying upon his divine gifts.

Classes Combined: Fighter (sensate) + Oracle

Key Ability Scores: Charisma, Strength

Least Ability Score: Intelligence

Recommended Feats: Combat Casting, Furious Focus, Power Attack, Pushing Assault

Recommended Skills: Knowledge (planes), Knowledge (religion), Perception, Sense Motive, Spellcraft

Key Weapons: bardiche, bec de corbin, glaive, lucerne hammer

PERPETRATOR

A lightly armored urban warrior, the perpetrator mixes dedicated martial training with ruthless streetwise combat skills. His lack of armor belies his defensive capabilities, and he is the master of the devastating and lethal feint and sneak attack. The perpetrator can withstand lots of damage but also possesses a wide array of skills for the noncombat situations he encounters. Classes Combined: Fighter (free hand fighter) + Slayer Key Ability Scores: Intelligence, Charisma

Least Ability Score: Wisdom

Recommended Feats: Combat Expertise, Dodge, Improved Feint, Mobility, Twinned Feint

Recommended Skills: Bluff, Disguise, Intimidate, Sense Motive, Stealth

Key Weapons: dagger, kukri, rapier, short sword

RAPPA

A tough warrior capable of infiltration, espionage, and devastating unarmed combat, the rappa is the ultimate master of intrigue. When war comes, he can stand his own with any warrior. However, his ability to move unarmed into a situation and still fight effectively makes him an invaluable asset in an urban environment or as an assassin.

The rappa is often the product of years of vigorous training among secret ninja clans. While he lacks some of the finer skills of his brethren, his skills with the martial arts are tremendous and punishing. He often gains the upper hand due to enemies misjudging his capabilities.

Classes Combined: Fighter (unarmed fighter) + Ninja

Key Ability Scores: Dexterity, Strength

Least Ability Score: Wisdom

Recommended Feats: Iron Will, Knockout Artist, Stealthy, Weapon Focus, Weapon Specialization

Recommended Skills: Bluff, Climb, Disguise, Escape Artist, Sleight of Hand, Sneak

Key Weapons: shuriken, unarmed strike

RAPSCALLION

The rapscallion blends amazing acrobatic talent with toughas-nails unarmed combat skill. A rapscallion often finds work as professional muscle working with a team of burglars. He has the ability to follow along quietly, scale walls, and trail unnoticed along with his allies. His combat abilities allow him to dispatch guards and other resistance, but traveling without weaponry gives him and the team deniability. When he does carry weaponry, he packs light weapons and armor to retain his astounding mobility.

Classes Combined: Fighter (unarmed fighter) + Rogue (acrobat)

Key Ability Scores: Dexterity, Strength

Least Ability Score: Wisdom

Recommended Feats: Acrobatic, Alertness, Dodge, Improved Critical (unarmed strike), Mobility, Sure Grasp, Weapon Focus (unarmed strike) Recommended Skills: Acrobatics, Climb, Disable Device, Escape Artist, Intimidate, Perception, Sleight of Hand, Stealth Key Weapons: brass knuckles, butterfly sword, jutte, lungchuan tamo, tonfa, unarmed strike

WILDFIRE DANSEUSE

Graceful and deadly, the wildfire danseuse weaves magic and martial skill into a fiery destructive dance. Every move is choreographed and precise, and the beauty of the dance often inspires allies to greater heights of martial mastery. A mix of light armor, speed, magic, and acrobatics results in a fast moving style that is as flashy as it is effective.

Classes Combined: Bard (flame dancer) + Fighter (mobile fighter)

Key Ability Scores: Dexterity, Charisma Least Ability Score: Wisdom Recommended Feats: Disorienting Maneuver, Dodge, Ensemble, Eschew Materials, Mocking Dance, Weapon Finesse Recommended Skills: Acrobatics, Bluff, Escape Artist, Perform (dance), Sleight of Hand, Spellcraft, Stealth

Key Weapons: dagger, kukri, rapier, spiked chain, starknife, whip

	Table: Druidic Knight											
	and the second			Fort	Ref	Will						
9	Level	Class Levels	BAB	Save	Save	Save	HD	hp	Skills	Special		
	1st	Drd1	+0	+2	+0	+2	1d8	8	4 (+4)	Nature bond, orisons, studied target +1		
	2nd	Drd1/Ftr1	+1	+3	+0	+2	1d8+1d10	13	6 (+2)	Bonus feat		
	3rd	Drd2/Ftr1	+2	+3	+1	+3	2d8+1d10	18	10 (+4)			
	4th	Drd3/Ftr1	+3	+4	+1	+3	3d8+1d10	22	14 (+4)	Trackless step		
	5th	Drd3/Ftr2	+4	+4	+1	+4	3d8+2d10	28	16 (+2)	Bonus feat, steadfast mount +1		
	6th	Drd4/Ftr2	+5	+5	+2	+4	4d8+2d10	32	20 (+4)	Slayer talent, sneak attack +1d6		
	7th	Drd5/Ftr2	+5	+5	+2	+5	5d8+2d10	37	24 (+4)	Studied target +2		
	8th	Drd5/Ftr3	+6/+1	+6	+2	+5	5d8+3d10	42	26 (+2)	Armored charger		
	9th	Drd6/Ftr3	+7/+2	+6	+3	+6	6d8+3d10	47	30 (+4)	Slayer talent		
	10th	Drd7/Ftr3	+8/+3	+7	+3	+6	7d8+3d10	51	34 (+4)			
	11th	Drd7/Ftr4	+9/+4	+7	+3	+6	7d8+4d10	57	36 (+2)	Bonus feat		
	12th	Drd7/Ftr5	+10/+5	+8	+4	+7	7d8+5d10	62	38 (+2)	Mounted mettle +1		
*	13th	Drd7/Ftr6	+11/+6/+1	+8	+4	+7	7d8+6d10	68	40 (+2)	Bonus feat, steadfast mount +2		
	14th	Drd7/Ftr7	+12/+7/+2	+9	+4	+7	7d8+7d10	73	42 (+2)	Leap from the saddle		
	15th	Drd7/Ftr8	+13/+8/+3	+9	+5	+8	7d8+8d10	79	44 (+2)	Bonus feat		
	16th	Drd7/Ftr9	+14/+9/+4	+10	+5	+8	7d8+9d10	84	46 (+2)	Mounted mettle +2		
No.	17th	Drd7/Ftr10	+15/+10/+5	+10	+5	+8	7d8+10d10	90	48 (+2)	Bonus feat, steadfast mount +3		
No. Star	18th	Drd7/Ftr11	+16/+11/+6/+1	+11	+6	+9	7d8+11d10	96	50 (+2)	Relentless steed 1/day		
	19th	Drd7/Ftr12	+17/+12/+7/+2	+11	+6	+9	7d8+12d10	102	52 (+2)	Bonus feat		
日本	20th	Drd7/Ftr13	+18/+13/+8/+3	+12	+6	+9	7d8+13d10	107	54 (+2)	Mounted mettle +3		

Table: Druidic Knight Spells per Day

Table: Druidic Knight Spells per Day											
Level	0	1st	2nd	3rd	4th						
1st	3	1	—	_	_						
2nd	3	1	_	_	_						
3rd	4	2	_	_	_						
4th	4	2	1	I	_						
5th	4	2	1	_	_						
6th	4	3	2	I	_						
7th	4	3	2	1	_						
8th	4	3	2	1	_						
9th	4	3	3	2	_						
10th	4	4	3	2	1						
11th	4	4	3	2	1						
12th	4	4	3	2	1						
13th	4	4	3	2	1						
14th	4	4	3	2	1						
15th	4	4	3	2	1						
16th	4	4	3	2	1						
17th	4	4	3	2	1						
18th	4	4	3	2	1						
19th	4	4	3	2	1						
20th	4	4	3	2	1						



Table: F	ated Warr	ior				2018	12 18 40	\$11£77	
12 11	1. 12		Fort	Ref	Will		123		
Level	Class Levels	BAB	Save	Save	Save	HD	hp	Skills	Special
1st	Ftr1	+1	+2	+0	+0	1d10	10	2 (+2)	Bonus feat
2nd	Ftr1/Ocl1	+1	+2	+0	+2	1d8+1d10	14	6 (+4)	Mystery, oracle's curse, orisons, revelation
3rd	Ftr1/Ocl2	+2	+3	+1	+3	2d8+1d10	19	10 (+4)	Mystery spell
4th	Ftr2/Ocl2	+3	+3	+1	+3	2d8+2d10	24	12 (+2)	Bonus feat, guarded senses +1
5th	Ftr2/Ocl3	+4	+4	+1	+4	3d8+2d10	29	16 (+4)	Revelation
6th	Ftr2/Ocl4	+5	+4	+2	+4	4d8+2d10	33	20 (+4)	Mystery spell
7th	Ftr3/Ocl4	+6/+1	+4	+2	+4	4d8+3d10	39	22 (+2)	Uncanny dodge
8th	Ftr3/Ocl5	+6/+1	+5	+2	+5	5d8+3d10	43	26 (+4)	-
9th	Ftr3/Ocl6	+7/+2	+5	+3	+5	6d8+3d10	48	30 (+4)	Mystery spell
10th	Ftr4/Ocl6	+8/+3	+6	+3	+6	6d8+4d10	53	32 (+2)	Bonus feat
11th	Ftr4/Ocl7	+9/+4	+6	+3	+6	7d8+4d10	58	36 (+4)	Revelation
12th	Ftr4/Ocl8	+10/+5	+6	+4	+7	8d8+4d10	62	40 (+4)	Mystery spell
13th	Ftr5/Ocl8	+11/+6/+1	+7	+4	+7	8d8+5d10	68	42 (+2)	Centered senses +1, weapon training 1
14th	Ftr5/Ocl9	+11/+6/+1	+7	+4	+8	9d8+5d10	72	46 (+4)	-
15th	Ftr5/Ocl10	+12/+7/+2	+7	+5	+8	10d8+5d10	77	50 (+4)	Mystery spell
16th	Ftr6/Ocl10	+13/+8/+3	+8	+5	+8	10d8+6d10	82	52 (+2)	Bonus feat, guarded senses +2
17th	Ftr6/Ocl11	+14/+9/+4	+8	+5	+9	11d8+6d10	87	56 (+4)	Revelation
18th	Ftr6/Ocl12	+15/+10/+5	+9	+6	+9	12d8+6d10	91	60 (+4)	Mystery spell
19th	Ftr7/Ocl12	+16/+11/+6/+1	+9	+6	+10	12d8+7d10	97	62 (+2)	Improved uncanny dodge
20th	Ftr8/Ocl12	+17/+12/+7/+2	+10	+6	+10	12d8+8d10	102	64 (+2)	Bonus feat

Table: Fated Warrior Spells per Day

A States of the		15 100	or spe		-	Call
Level	1st	2nd	3rd	4th	5th	6th
1st	-	-	—	-	-	-
2nd	3	_	-	_	_	-
3rd	4	_	_	_	_	_
4th	4	_	-	_	_	-
5th	5	_	_	_	_	—
6th	6	3	_	_	_	_
7th	6	3		_	_	_
8th	6	4	_	_	_	—
9th	6	5	3	_	_	_
10th	6	5	3	_	_	—
11th	6	6	4	_	_	_
12th	6	6	5	3	_	—
13th	6	6	5	3	_	_
14th	6	6	6	4	_	-
15th	6	6	6	5	3	_
16th	6	6	6	5	3	-
17th	6	6	6	6	4	_
18th	6	6	6	6	5	3
19th	6	6	6	6	5	3
20th	6	6	6	6	5	3



	Table: P	Perpetrator		1013			11111	No.	1983	
	and the second	A. P.L.		Fort	Ref	Will	8.3. 2	A.	22.L.S.	
	Level	Class Levels	BAB	Save	Save	Save	HD	hp	Skills	Special
7	1st	Sly1	+1	+2	+2	+0	1d10	10	6 (+6)	1st studied target, track
	2nd	Sly2	+2	+3	+3	+0	2d10	15	12 (+6)	Slayer talent
	3rd	Ftr1/Sly2	+3	+3	+3	+1	3d10	21	14 (+2)	Bonus feat
	4th	Ftr1/Sly3	+4	+4	+3	+1	4d10	26	20 (+6)	Sneak attack +1d6
	5th	Ftr2/Sly3	+5	+4	+4	+1	5d10	32	22 (+2)	Bonus feat, deceptive strike +1
	6th	Ftr3/Sly3	+6/+1	+5	+4	+2	6d10	37	24 (+2)	Elusive +1
	7th	Ftr3/Sly4	+7/+2	+5	+5	+2	7d10	43	30 (+6)	Slayer talent
	8th	Ftr4/Sly4	+8/+3	+6	+5	+2	8d10	48	32 (+2)	Bonus feat
	9th	Ftr4/Sly5	+9/+4	+6	+5	+3	9d10	54	38 (+6)	2nd studied target
	10th	Ftr5/Sly5	+10/+5	+7	+6	+3	10d10	59	40 (+2)	Singleton +1
	11th	Ftr5/Sly6	+11/+6/+1	+7	+6	+3	11d10	65	46 (+6)	Slayer talent, sneak attack +2d6
	12th	Ftr6/Sly6	+12/+7/+2	+8	+7	+4	12d10	70	48 (+2)	Bonus feat, deceptive strike +2
*	13th	Ftr6/Sly7	+13/+8/+3	+8	+7	+4	13d10	76	54 (+6)	Stalker
	14th	Ftr7/Sly7	+14/+9/+4	+9	+7	+4	14d10	81	56 (+2)	Elusive +2
	15th	Ftr7/Sly8	+15/+10/+5	+9	+8	+5	15d10	87	62 (+6)	Slayer talent
	16th	Ftr8/Sly8	+16/+11/+6/+1	+10	+8	+5	16d10	92	64 (+2)	Bonus feat
	17th	Ftr8/Sly9	+17/+12/+7/+2	+10	+9	+5	17d10	98	70 (+6)	Sneak attack +3d6
1	18th	Ftr9/Sly9	+18/+13/+8/+3	+11	+9	+6	18d10	103	72 (+2)	Timely tip
	19th	Ftr9/Sly10	+19/+14/+9/+4	+11	+10	+6	19d10	109	78 (+6)	3rd studied target, advanced talents, slayer
時間										talent
12.20	20th	Ftr10/Sly10	+20/+15/+10/+5	+12	+10	+6	20d10	114	80 (+2)	Bonus feat, deceptive strike +3

Table: Rappa

Table. I	tappa		-					100 million		
Sec. 21	al a mar		Fort	Ref	Will			18 38		
Level	Class Levels	BAB	Save	Save	Save	HD	hp	Skills	Special	
1st	Ftr1	+1	+2	+0	+0	1d10	10	2 (+2)	Unarmed style	
2nd	Ftr1/Nin1	+1	+2	+2	+0	1d18+1d10	14	10 (+8)	Poison use, sneak attack +1d6	
3rd	Ftr2/Nin1	+2	+3	+3	+1	1d8+2d10	20	12 (+2)	Bonus feat, harsh training +1	
4th	Ftr2/Nin2	+3	+3	+3	+1	2d8+2d10	24	20 (+8)	Ki pool, ninja trick	
5th	Ftr3/Nin2	+4	+4	+4	+1	2d8+3d10	30	22 (+2)	Tough guy	
6th	Ftr3/Nin3	+5	+4	+4	+2	3d8+3d10	34	30 (+8)	No trace +1, sneak attack +2d6	
7th	Ftr4/Nin3	+6/+1	+5	+4	+2	3d8+4d10	40	32 (+2)	Bonus feat	
8th	Ftr4/Nin4	+7/+2	+5	+5	+2	4d8+4d10	44	40 (+8)	Ninja trick, uncanny dodge	
9th	Ftr5/Nin4	+8/+3	+5	+5	+3	4d8+5d10	50	42 (+2)	Weapon training	
10th	Ftr5/Nin5	+8/+3	+6	+6	+3	5d8+5d10	54	50 (+8)	Sneak attack +3d6	
11th	Ftr6/Nin5	+9/+4	+6	+6	+3	5d8+6d10	60	52 (+2)	Bonus feat, harsh training +2	
12th	Ftr6/Nin6	+10/+5	+7	+7	+4	6d8+6d10	64	60 (+8)	Light steps, ninja trick, no trace +2	
13th	Ftr7/Nin6	+11/+6/+1	+7	+7	+4	6d8+7d10	70	62 (+2)	Clever wrestler	
14th	Ftr7/Nin7	+12/+7/+2	+7	+7	+4	7d8+7d10	74	70 (+8)	Sneak attack +4d6	
15th	Ftr8/Nin7	+13/+8/+3	+8	+8	+5	7d8+8d10	80	72 (+2)	Trick throw	
16th	Ftr8/Nin8	+14/+9/+4	+8	+8	+5	8d8+8d10	84	80 (+8)	Improved uncanny dodge, ninja trick	
17th	Ftr9/Nin8	+15/+10/+5	+9	+9	+5	8d8+9d10	90	82 (+2)		
18th	Ftr9/Nin9	+15/+10/+5	+9	+9	+6	9d8+9d10	94	90 (+8)	No trace +3, sneak attack +5d6	
19th	Ftr10/Nin9	+16/+11/+6/+1	+10	+9	+6	9d8+10d10	100	92 (+2)	Bonus feat, harsh training +3	
20th	Ftr10/Nin10	+17/+12/+7/+2	+10	+10	+6	10d8+10d10	104	100 (+8)	Master tricks, ninja trick	
and the second								and the second second second		

Table: F	Rapscallion			1	2.63	1899.201	100.0	13187012	
18 11	1		Fort	Ref	Will	2.15.2.1.	1	14.8.21	
Level	Class Levels	BAB	Save	Save	Save	HD	hp	Skills	Special
1st	Rog1	+0	+0	+2	+0	1d8	8	8 (+8)	Expert acrobat, sneak attack +1d6
2nd	Rog1/Ftr1	+1	+2	+2	+0	1d8+1d10	13	10 (+2)	Unarmed style
3rd	Rog2/Ftr1	+2	+3	+3	+1	2d8+1d10	18	18 (+8)	Evasion, rogue talent
4th	Rog2/Ftr2	+3	+3	+3	+1	2d8+2d10	23	20 (+2)	Bonus feat, harsh training +1
5th	Rog3/Ftr2	+4	+4	+4	+1	3d8+2d10	28	28 (+8)	Second chance 1/day, sneak attack +2d6
6th	Rog3/Ftr3	+5	+4	+4	+2	3d8+3d10	33	30 (+2)	Tough guy
7th	Rog4/Ftr3	+6/+1	+4	+5	+2	4d8+3d10	38	38 (+8)	Rogue talent, uncanny dodge
8th	Rog4/Ftr4	+7/+2	+5	+5	+2	4d8+4d10	43	40 (+2)	Bonus feat
9th	Rog5/Ftr4	+7/+2	+5	+5	+3	5d8+4d10	48	48 (+8)	Sneak attack +3d6
10th	Rog5/Ftr5	+8/+3	+6	+6	+3	5d8+5d10	53	50 (+2)	Weapon training 1
11th	Rog6/Ftr5	+9/+4	+6	+6	+3	6d8+5d10	58	58 (+8)	Rogue talent, second chance 2/day
12th	Rog6/Ftr6	+10/+5	+7	+7	+4	6d8+6d10	63	60 (+2)	Bonus feat, harsh training +2
13th	Rog7/Ftr6	+11/+6/+1	+7	+7	+4	7d8+6d10	68	68 (+8)	Sneak attack +4d6
14th	Rog7/Ftr7	+12/+7/+2	+7	+7	+4	7d8+7d10	73	70 (+2)	Clever wrestler
15th	Rog8/Ftr7	+13/+8/+3	+8	+8	+5	8d8+7d10	78	78 (+8)	Improved uncanny dodge, rogue talent
16th	Rog8/Ftr8	+14/+9/+4	+8	+8	+5	8d8+8d10	83	80 (+2)	Trick throw
17th	Rog9/Ftr8	+14/+9/+4	+9	+9	+5	9d8+8d10	88	88 (+8)	Sneak attack +5d6, second chance 3/day
18th	Rog9/Ftr9	+15/+10/+5	+9	+9	+6	9d8+9d10	93	90 (+2)	Weapon training 2
19th	Rog10/Ftr9	+16/+11/+6/+1	+9	+10	+6	10d8+9d10	98	98 (+8)	Advanced talents, rogue talent
20th	Rog10/Ftr10	+17/+12/+7/+2	+10	+10	+6	10d8+10d10	103	100 (+2)	Bonus feat, harsh training +3

10	Table: V	Vildfire Dar	nseuse	Table: Wildfire Danseuse											
1	A Stand			Fort	Ref	Will	3. 6. 20	C. A.							
	Level	Class Levels	BAB	Save	Save	Save	HD	hp	Skills	Special					
	1st	Ftr1	+1	+2	+0	+0	1d10	10	2 (+2)	Bonus feat					
a contra	2nd	Ftr1/Brd1	+1	+2	+2	+2	1d8+1d10	14	8 (+6)	Bardic knowledge, bardic performance, cantrips, distraction, fascinate, fire dance,					
20.00										inspire courage +1					
	3rd	Ftr2/Brd1	+2	+3	+3	+3	1d8+2d10	20	10 (+2)	Agility +1, bonus feat					
	4th	Ftr2/Brd2	+3	+3	+3	+3	2d8+2d10	24	16 (+6)	Versatile performance, well-versed					
	5th	Ftr3/Brd2	+4	+4	+4	+4	2d8+3d10	30	18 (+2)	Armor training 1					
	6th	Ftr3/Brd3	+5	+4	+4	+4	3d8+3d10	34	24 (+6)	Song of the fiery gaze					
	7th	Ftr4/Brd3	+6/+1	+5	+4	+4	3d8+4d10	40	26 (+2)	Bonus feat					
	8th	Ftr4/Brd4	+7/+2	+5	+5	+5	4d8+4d10	44	32 (+6)	_					
	9th	Ftr5/Brd4	+8/+3	+5	+5	+5	4d8+5d10	50	34 (+2)	Leaping attack +1					
100	10th	Ftr5/Brd5	+8/+3	+6	+6	+6	5d8+5d10	54	40 (+6)	Inspire courage +2, lore master 1/day					
4	11th	Ftr6/Brd5	+9/+4	+6	+6	+6	5d8+6d10	60	42 (+2)	Agility +2, bonus feat					
	12th	Ftr6/Brd6	+10/+5	+7	+7	+7	6d8+6d10	64	48 (+6)	Fire break (2), versatile performance					
	13th	Ftr7/Brd6	+11/+6/+1	+7	+7	+7	6d8+7d10	70	50 (+2)	Armor training					
	14th	Ftr7/Brd7	+12/+7/+2	+7	+7	+7	7d8+7d10	74	56 (+6)	-					
	15th	Ftr8/Brd7	+13/+8/+3	+8	+8	+8	7d8+8d10	80	58 (+2)	Bonus feat					
2770	16th	Ftr8/Brd8	+14/+9/+4	+8	+8	+8	8d8+8d10	84	64 (+6)	Fan of the flames					
100	17th	Ftr9/Brd8	+15/+10/+5	+9	+9	+9	8d8+9d10	90	66 (+2)	Leaping attack +2					
	18th	Ftr9/Brd9	+15/+10/+5	+9	+9	+9	9d8+9d10	94	72 (+6)	Inspire greatness					
1	19th	Ftr10/Brd9	+16/+11/+6/+1	+10	+9	+9	9d8+10d10	100	74 (+2)	Agility +3, bonus feat					
	20th	Ftr10/Brd10	+17/+12/+7/+2	+10	+10	+10	10d8+10d10	104	80 (+6)	Jack-of-all-trades, versatile performance					

Table: Druidic Knight Spells per Day

Table: Druidic Knight Spells per Day											
Level	1st	2nd	3rd	4th							
1st	_	_	_	_							
2nd	1	_	_	_							
3rd	1	_	_	_							
4th	2	_	_	_							
5th	2	_	_	_							
6th	3	_	_	_							
7th	3	_	_	_							
8th	3	1	1	_							
9th	3	1	_	_							
10th	4	2	1	_							
11th	4	2	_	_							
12th	4	3	1	_							
13th	4	3	_	_							
14th	4	3	1	_							
15th	4	3	1	_							
16th	4	4	2	_							
17th	4	4	2	_							
18th	5	4	3	_							
19th	5	4	3	_							
20th	5	4	3	1							
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Chapter 4: Feats and Traits

FEATS

Choke Up (Combat)

You know how to still use unwieldy weapons in cramped spaces, or while grappling.

Prerequisite: Dex 13, Str 15.

Benefit: You can take a –2 penalty on attack rolls and damage rolls until the beginning of your next turn in order to choke up on and wield a two-handed weapon sized for you in one hand, as long as you do not make attacks with your other hand. You can make attacks with that weapon any time you could make an attack with a light melee weapon, such as while grappling.

Special: Weapons with reach lose that property while using Choke Up

Duelist's Expertise

You can make one extra attack each round with a light, piercing weapon.

Prerequisite: Dex 13.

Benefit: When making a full-attack action with a light piercing weapon, you can attack one additional time this round at your highest bonus. All of your attack rolls take a -2 penalty when using Duelist's Expertise.

Fighting Hero

In your heart, you are still as much a fighter as any run-ofthe-mill soldier.

Prerequisites: 5th-level fighter, at least 2 levels in non-fighter classes.

Benefit: You gain armor training 2 or increase your armor training by +1, and you add half your total levels in non-fighter classes when determining if you qualify for fighter-specific feats. If you are an 11th-level or higher fighter, you gain your choice of armor mastery or weapon mastery at 20th level.

Greater Staple (Combat)

You are skilled at embedding a stapling weapon.

Prerequisites: Str 13, Improved Staple, Power Attack, base attack bonus +6.

Benefit: You receive a +2 bonus on combat maneuver checks made to staple a foe. This bonus stacks with the bonus granted by Improved Staple. Whenever you successfully staple an opponent, you embed the weapon used so deeply the target's only option is an Escape Artist check to get free; destroying the weapon does not free the target.

Normal: A stapled creature can destroy the weapon to get free.

Improved Staple (Combat)

You are skilled at using piercing weapons to pin opponents to solid objects.

Prerequisites: Str 13, Power Attack.

Benefit: You do not provoke an attack of opportunity when performing a staple combat maneuver. In addition, you receive a +2 bonus on checks made to staple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to staple you.

Improved Team Player (Combat, Teamwork)

You are skilled at capitalizing on ally movements and actions in battle.

Prerequisites: Team Player, 11th-level fighter.

Benefit: You can use the Team Player feat one additional time per day.

Quick Staple (Combat)

You can staple an opponent follow with a powerful attack. **Prerequisites**: Str 13, Improved Staple, Power Attack, base attack bonus +6.

Benefit: On your turn, you can perform a single staple combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the staple.

Normal: A staple combat maneuver is a standard action.

Prestigious Fighter

Though your path has taken you elsewhere, you remain a fighter in spirit.

Prerequisites: Prestigious Destiny social trait, at least 2 levels in a prestige class for which you qualify using only fighter levels.

Benefit: Choose weapon or armor training. Levels in your qualifying prestige classes stack with fighter levels to determine when you gain that feature. In addition, you may progress your fighter favored class bonus with levels of your prestige class.

Ranged Staple (Combat)

An arrow in the wall staples your opponent in place.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +1. **Benefit**: As a full-round action, you can attempt to perform a staple combat maneuver with any ranged weapon at a -2 penalty. Add your Dexterity modifier to your CMB in place of your Strength modifier and apply range penalties to your combat maneuver check, doubling the penalties from range increments. If your target is more than 30 feet away, you take an additional -2 penalty.

Simple Weapon Promotion (Combat)

You wield a simple weapon with military precision. Choose one type of simple weapon with a critical threat range of 20 (excluding unarmed strike or grapple) and x2 multiplier for which you have already selected the Weapon Focus feat. You threaten critical hits more readily with this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon.

Benefit: The critical threat range of your selected weapon type increases from 20 to 19-20. This increase is multiplied by other effects increasing critical threat range such as the Improved Critical feat, keen or impact special weapon qualities, or the *keen edge* spell.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

New Combat Maneuver: Staple

Stapling is shoving a piercing weapon through an opponent's apparel or hair and into a wall, tree, or floor to impede movement until the staple is removed. The maneuver cannot be used to pierce flesh; this would be a regular attack dealing damage.

As a standard action, you can attempt to staple an opponent. You can only staple an opponent who is no more than one size category larger than you and who is wearing some sort of clothing, armor, or has long hair or other hanging material that can be pierced. The opponent must be prone on a solid surface or adjacent to a solid object; in addition, you must have a piercing weapon in hand. If you do not have the Improved Staple feat, or a similar ability, initiating a staple provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target gains the grappled condition. This lasts until the target breaks free by destroying the weapon used to staple or with an Escape Artist or CMB check against your CMD. You must leave the weapon embedded in the object for the stapling to continue. Multiple successful stapling attempts have no additional effect.

Take Down (Combat)

You are skilled at tripping and stapling opponents to the ground.

Prerequisites: Str 13, Int 13, Combat Expertise, Improved Staple, Improved Trip, Power Attack, base attack bonus +9.

Benefit: As a standard action, attempt a trip combat maneuver while holding a piercing weapon. If successful, immediately make a staple combat maneuver against the same opponent to staple to the ground.

Team Player (Combat, Teamwork)

Your military training and guidance allows even the untrained to achieve moments of greatness.

Prerequisites: At least one other teamwork feat, 6th-level fighter.

Benefit: Once per day, as free action treat one other ally who can either see or hear you as if he possesses the same teamwork feats as you until the beginning of your next turn. Both you and your ally receive any bonuses from the feats assuming positioning and actions meet the prerequisites listed in the teamwork feat.

Unprepared Staple (Combat)

You are skilled at drawing a piercing weapon to staple a foe. **Prerequisites**: Str 13, Improved Staple, Power Attack, Quick

Draw.

Benefit: If you have a free hand (or hands for two-handed weapons), you can draw a non-hidden piercing weapon as part of the standard action to perform a staple combat maneuver.

COMBAT TRAITS

Dockhand Ruffian

You spent time working dangerous docks avoiding press gangs, pirates, and unscrupulous miscreants. You gain a +1 trait bonus on attack of opportunity attack rolls when making an attack with a weapon from the maritime weapon group.

SOCIAL TRAITS

Prestigious Destiny

Your legendary career path was long foretold in visions and prophecies. You may choose a single prestige class as an additional favored class. This is an exception to the normal prestige class exclusion from favored class selection. When taking a level in your selected prestige class, the only favored class bonus options available are either +1 hit point or +1 skill rank.

Chapter 5: Combat Schools

All around the world groups gather to perfect the art and talent of combat. The phrase "combat school" is used as a catchall to cover four categories of institutions.

Dojos: Dojos are schools that teach unarmed combat and the art of self-perfection, typically through meditation, strict lifestyle strictures, and constant physical training.

Gladiatorial Arenas: Arenas are venues for trials of martial skill, but contestants can also acquire combat training.

Mercenary Companies: Like-minded individuals banded together in search of profits, these groups of warriors vary wildly in training, requirements, and disposition.

Thieves' Guilds: Thieves' guilds often understand that improving members' skills increases their efficacy, and working one's way up a guild's hierarchy is a sure path to improvement in the less scrupulous of trades.

War Colleges: The most formal of institutions in which one can learn the art of combat are war colleges, bastions of learning focused on the history and theory of war and the practices needed to be victorious on the battlefield.

This product focuses on war colleges and presents several example schools.

JOINING A SCHOOL

To join a school, a character must pay an entrance fee and pass an exam by successfully making a skill check, as determined by the school. One attempt may be made every two terms (see School Terms sidebar). Once enrolled, he must pay monthly dues to remain a student until his Fame score grants him the option to join the school's staff. These costs, skills, and Fame score requirements vary by school.

Combat school benefits are similar to those granted by a faction, save that a character does not increase his standing by succeeding at missions related to the school's goal. Instead, he must succeed at periodic skill checks or complete tasks to advance his standing. Schools periodically reward extracurricular activities such as research, traveling, and adventuring; these are noted on the following pages as appropriate but are typically left to the GM to develop.

Schools conduct regular testing and offer tasks providing an opportunity to increase Fame scores and further education in the school's techniques. A character's Fame score tracks his success in his schooling. A low score indicates he is new or struggling, while a high score could enable him to become a teacher or a favored alumnus.

To increase his Fame score, a character must either succeed at Training checks (DC 15 + his current ranks in that skill unless otherwise noted) during a term (see School Terms sidebar) or perform a specific task or extracurricular activity for the school. A character's Fame score increases by 1 every time he succeeds at a Training check or performs a task for his school (details vary per school). Every time a character's Fame score increases, he earns an equal number of Prestige Points.

Benefits of Training

A student's Fame score represents his status within his school. For every 10 points of Fame, he gains a cumulative +1 bonus on Diplomacy checks against members of his school. Prestige Points (PP) reflect the goodwill and personal favors he has built up during his education and can be spent on awards. Fame is never expended—when an award lists only a required Fame score as a prerequisite, a student receives the award automatically when he achieves that Fame score. Prestige Points, when spent, are spent permanently. These cannot be spent during combat and must be spent while at school or otherwise able to contact school representatives. Multiple students cannot pool Prestige Points to obtain more expensive rewards, but a student can spend Prestige Points even if he is dead, petrified, or otherwise out of commission. This represents the student's prior arrangements with his school to perform

SCHOOL TERMS

Every school functions on "terms." You can attempt one Training check (using a skill chosen from your school's Training check options) per term. Actual in-game term duration varies between schools and should be adjusted to match the speed that time passes in your campaign. In general, a student should be able to increase his Fame score by 4 to 6 per character level either through Training checks at the end of a term or through extracurricular activities specific to the school.

This can be simplified by treating each game session as a term and allow a single Training check each session regardless of in-game time passing.

Another option is to allow characters to attempt five Training checks all at once each time they level up.

Prestige Awards for All Schools

Beyond the specific prestige awards that each combat school grants, students can spend their Prestige Points on the following generic awards as well.

Mentorship: For 1 PP, you can gain the aid of another student. This grants you a +4 circumstance bonus on any skill check, save for Training checks.

Scholarship Aid: You can spend 1 PP in place of dues for a term.

Weapon Training: Spend 1 PP and select a weapon with which you are proficient. When you confirm a critical hit with the selected weapon, you gain a bonus on the damage roll equal to the critical multiplier of the weapon.

Spellcasting: By spending the listed Prestige Point total, you can have any of the following spells cast for you (the CL in each case is the minimum possible for the spell).

- 1 PP: cure moderate wounds, dispel magic, lesser restoration, make whole, remove blindness/deafness, remove curse, remove disease, remove paralysis
- 2 PP: atonement (8 PP to restore alignment-based class abilities), break enchantment, cure serious wounds, greater dispel magic, neutralize poison, restoration (4 PP to remove permanent negative levels)
- **3 PP:** *heal*, *regenerate*
- 16 PP: greater restoration, raise dead
- 32 PP: resurrection
- 77 PP: true resurrection

certain actions on his behalf, such as having him raised from the dead. In this event, the student's actual location does not influence the Prestige Point cost.

Each school detailed in this chapter lists specific awards that are available only for members, along with their Fame and other prerequisites and Prestige Point costs. School-specific awards can be purchased only once unless otherwise noted. See all the Prestige Awards for All Schools sidebar.

Skill Specialization

Many of the prestige awards and forms of recognition that combat school members purchase allow them to become specialized in skills. When a PC becomes specialized in a skill, the skill immediately becomes a class skill for him. If the student gains that skill as a class skill from any other source (before or after purchasing the prestige resource), he gains a +1 competence bonus on those skill checks.

Leaving School

A student can leave his school at any time by simply alerting his superiors at the school unless otherwise noted. If a student fails to pay dues or performs an act that scandalizes his instructors or otherwise harms the school's reputation (at the GM's discretion), he is expelled and his Fame score and Prestige Points are both reduced by 2d6 (to a minimum of 0). Flunking out (failing a number of consecutive Training checks as set by the school) also results in expulsion.

Once a student leaves a school, he can no longer spend Prestige Points on that school's benefits. As a result of expulsion, he might even lose access to some of the advantages and boons he had already acquired from the school, at the GM's discretion. A student can return to a school that he left voluntarily by paying the admission fee again. An expelled student must pay the readmission fee and succeed at a Diplomacy check (DC 20 + the student's current Fame score) to get back into the school. An expelled student can attempt this Diplomacy check once per year.

MERCENARY COMPANIES

As part of an ancient tradition, mercenaries are used around the world from small contingents of bodyguards to fielding massive armies to the battlefield. Some of these units are ragtag ruffians with little training or equipment. However, others are highly organized, which involves rigorous training and specialization for success.

As a mercenary company member increases in fame, he gains the following rewards.

Come to Terms (5 Fame): Mercenaries fight to get paid. You have studied the best tactics to negotiate a contract as well as collect on coin owed. You become specialized in either Diplomacy or Intimidate.

Hired Hands (20 Fame): You are adept at negotiation and barter and have arranged many contracts and deals in your time. Whenever you hire the services of an individual NPC (see the "Lodging and Services" section in *Pathfinder*® *Roleplaying Game: Ultimate Equipment*TM), you may do so with a 10% reduction in cost.

Battle Captain (35 Fame): Your mercenary company has assigned a unit of loyal soldiers under your command. They may accompany you on adventures or assist you in fulfilling company contracts in your stead while you go on adventures. They may be unwilling to die on your behalf, if you have treated them poorly or disregarded their safety in past ventures. You gain the services of a single sergeant (5th-level bushi, cavalier, brawler, fighter, ranger, rogue, samurai, slayer, or swashbuckler) and 5-8 (1d4+4) corporals (3rd-level bushi,



cavalier, brawler, fighter, ranger, rogue, samurai, slayer, or swashbuckler) as followers. These followers are in addition to those gained via the Leadership feat.

General (50 Fame): You attain a high rank among your mercenary company and no longer need to pay dues. Every time you would normally pay dues, you instead earn that amount of gold as your portion of the company's contracts.

Black Blades

A company with a storied past, the Black Blades were once soldiers of a kingdom doomed to destruction. They fled from invasion and found employment as soldiers-for-hire working for the highest bidder. They became infamous for willingness to work for anyone and do any deeds for the right price. They have at times toppled governments, ruled counties, and endured a bloody civil war among their own ranks. When unemployed, they fill their coffers through banditry and raiding. They paint their bladed weapons black to invoke fear through their reputation.

Location: No permanent location; can be found roaming from cities and towns.

Requirements

Entrance Fee 300 gp

Entrance Exam Intimidate and Ride DC 15 or 3 consecutive DC 15 Fortitude saves

Dues 250 gp/term

Training

Training Checks Intimidate, Knowledge (geography), Profession (soldier), Ride or Fortitude save against a DC equal to 15 + 1/2 your character level

Term 3 months

Flunk 3 consecutive failed Training checks

Extracurricular Tasks

Black Blade Prowess (+1 Fame) Once per term, use a black blade to sunder the weapon of an opponent with a CR equal to or higher than your character level.

Awards

Familiar Weapons (10 Fame, 5 PP) You gain Exotic Weapon Proficiency as a bonus feat with one of the following weapons: hooked axe, khopesh, orc double axe, or swordbreaker dagger.

No Steel Unbroken (25 Fame, 10 PP) Your constant practice at shattering enemy weapons has honed your talent to a tremendous level. You gain a +2 bonus on sunder combat maneuvers. Additionally, you add a +2 circumstance bonus on Intimidate checks to demoralize the same opponent during the same combat after a successful sunder.

Gorudo Menboku

Samurai and bushi, who become ronin with the death of their master, find themselves without honor and in need of employment. Many turn to the mercenary way to continue making money utilizing their skills honed through a lifetime of training. Some continue to cling to a sense of honor, while others find motivation from the promise of gold. The Gorudo Menboku provides a purpose to these and others in the pursuit of military employment.

Location Larger cities

Requirements

Entrance Fee 300 gp

Entrance Exam Diplomacy DC 15 and Survival DC 15 and Knowledge (nobility) DC 10

Dues 150 gp/term

Training

Training Checks Diplomacy, Handle Animal, Knowledge (nobility), Profession (soldier), Ride, Survival

Term 4 months

Flunk 3 consecutive failed Training checks

Extracurricular Tasks

Superior Swordmanship (+1 Fame) Once per term, you can partake in a duel (see the "Duels" section in *Pathfinder*® *Roleplaying Game: Ultimate Combat*TM) against a non-ally who is not a member of the Gorudo Menboku and whose CR equals or exceeds your character level. If you win the duel, you prove that the Gorudo Menboku is superior to all others.



Awards

Surprise Throw (10 Fame, 2 PP) You have learned occasionally throwing your weapon is just the surprise to turn the battle. You can throw a light or one-handed weapon not designed for throwing with a -2 penalty on attack rolls instead of the normal -4 penalty.

Survival Over Honor (30 Fame, 15 PP) Once per day per 10 points of Fame you possess, you can focus as a swift action to gain sneak attack +1d6 until the end of your turn as an extraordinary ability. This stacks with any sneak attack already possessed.

High Axes of Jomsburg

Fearsome vikings and berserkers, this renowned order of mercenaries is known for its violent resolution to conflicts and tremendous skill at routing enemy forces. High Axes are distinguished survivalists capable of marching through the most inhospitable regions and sailing the fiercest seas to strike.

Location Jomsburg citadel Requirements

Entrance Fee 250 gp **Entrance Exam** Intimidate and Survival DC 15 **Dues** 200 gp/term



Training

Training Checks Craft (ships), Handle Animal, Knowledge (geography), Profession (sailor), Ride, Survival

Term 3 months

Flunk 3 consecutive failed Training checks

Extracurricular Tasks

Drunken Tales (+1 Fame) Within a week of defeating an enemy with a CR equal to your level or higher one-on-one, tell the tale in a public location with much drink and celebration to spread the legend and infamy of your skill and prowess.

Awards

Familiar Weapons (10 Fame, 5 PP) You gain Exotic Weapon Proficiency as a bonus feat with one of the following weapons: bastard sword, falcata, hooked axe, or harpoon.

Berserker (40 Fame, 20 PP) Gain the use of the rage class feature as if you were a 1st-level barbarian. If you already possess the rage or raging song class ability, you instead gain Extra Rage as a bonus feat. For every 5 points by which your fame increases, you gain an additional 2 rounds of rage usable per day.

Icelands Battalion

Natives of the frozen North or refugees trying to escape a past, these cold-weather experts hire on as caravan guards or military assets in the most inhospitable of climates. Experts in smaller skirmishes and guerilla warfare, the Icelands Battalion are often the only soldiers able to get in and out of certain battlefields.

Location Northern towns and villages

Requirements

Entrance Fee 150 gp

Entrance Exam Climb DC 15 and Survival DC 15 **Dues** 200 gp/term

Training

Training Checks Climb, Craft (clothing), Handle Animal, Heal, Knowledge (geography), Survival

Term 3 months

Flunk 4 consecutive failed Training checks

Extracurricular Tasks

Hardy Stuff (+1 Fame) Once per term, you may make a pilgrimage into the icelands to toughen yourself and test your mettle. Using only your natural Fortitude and Survival skill, you must remain out in the cold and survive exposure with Fortitude checks DC 20 through 25 (incrementing 1 per subsequent check; see the "Cold Dangers" section in *Pathfinder*® *Roleplaying Game Core Rulebook*TM). You do not have to succeed on the checks, but you need to survive to tell the tale.

Awards

Cold Heart (40 Fame, 15 PP) You gain resistance 5 against cold.

Survivalist (20 Fame, 1 PP) You gain the honorific title "ice lord" or "ice lady" and become specialized in Survival.

Maidens of the Lash

Originally part of a religious order loyal to a devil, this offshoot became motivated by greed and bloodlust. This all-female band of warriors often serve as bodyguards and enforcers to unscrupulous clientele. The Maidens specialize in inflicting pain and torment and are a force of intimidation as much as military might. They carry on their dark rites but have their own personal agendas as well.

Location Cities and towns wherein devil worship is legal if not accepted

Requirements

Entrance Fee 300 gp

Entrance Exam Intimidate DC 15 and Perception DC 10; must be female

Dues 150 gp/term

Training

Training Checks Escape Artist, Intimidate, Knowledge (religion), Perception or succeed at an attack with a whip

against an AC equal to 15 + your character level

Term 3 months

Flunk 4 consecutive failed Training checks

Extracurricular Tasks

Fear the Lash (+1 Fame) Once per term, you can gain 1 point of fame if you successfully demoralize an opponent with CR equal or greater than your character level using the Intimidate skill.

Awards

Bedeviled Resilience (30 Fame, 15 PP) Once per day per 10 points of Fame you possess, you can pray to your devil master as a move action and be healed 1d6 points of damage.

Whip Affinity (10 Fame, 2 PP) When you make a successful attack with a whip, you deal 1 additional point of damage. If you are not proficient with the whip, you take a -2 penalty on attack rolls when wielding one instead of the normal -4 penalty.

Steelflank Legion

Expert mercenaries and venturers, the steelflank legion is an association of well-trained dwarven men-at-arms who hire themselves out to supplement armies, protect caravans, and delve into adventurous explorations. They are known for their loyalty to causes and ideals and on occasion march to the aid of nations in distress.

Location Cities and dwarven enclaves around the world

Requirements

Entrance Fee 300 gp

Entrance Exam Knowledge (engineering) and Profession (soldier) DC 15; must be a dwarf

Dues 100 gp/term

Training

Training Checks Craft (weapons), Handle Animal, Knowledge (engineering), Profession (soldier), Ride

Term 3 months

Flunk 3 consecutive failed Training checks

Extracurricular Tasks

Legionnaire (+1 Fame) You fulfill a mercenary contract in the name of the Steelflank Legion.

Awards

Expert Warrior (30 Fame, 15 PP) Once per day per 10 points of Fame you possess, when you roll a 1 on a weapon damage die, you may reroll that one die.

Stalwart Formation (25 Fame, 10 PP) When adjacent to another character with this award, you gain a +2 bonus to AC and may make one additional attack of opportunity per round than normal.



WAR COLLEGES

Perhaps the most straightforward of martial academies, war colleges do not dwell on the blend of physical and philosophical perfection, steep themselves in blood sport, or operate within the confines of clandestine agendas. While they most closely resemble academic institutions of magic or general knowledge, war colleges instruct their students in the harsh realities of combat and prepare them for careers as soldiers or officers.

As a war college student increases in fame, he gains the following rewards.

Service Commission (5 Fame): After proving your value to your school, you can forgo any future dues by agreeing to serve in the college's associated military unit for a period of 4 years or until you attain 50 Fame, whichever happens first. If your college has no associated military organization, you instead swear to defend the school and follow orders given by all staff. You cannot flunk out of the war college while your commission is active. You can opt to decline this award and instead pay dues while enrolled in your war college.

Equipment Requisition (20 Fame): Anytime you could spend Prestige Points, you can spend 2 PP to requisition a piece of armor, a weapon, or up to 50 units of ammunition from your school. The value of the requisitioned item cannot exceed 1,000 gp.

Learn from Past Battles (35 Fame): Whenever you roll initiative, you can also attempt a Knowledge (history) check to gain one of the following: a +1 insight bonus to your AC, a +1 insight bonus on attack rolls against a single target, or a +1 insight bonus on one type of saving throw. The DC of the Knowledge (history) check for each option equals your AC, the normal Knowledge check DC to identify the selected target, or 10 + your bonus of the selected save, respectively. This bonus last for 1 minute.

Professor (50 Fame): You become one of the professors of your war college, and no longer need to pay dues or serve the remainder of your service commission—every time you would normally pay dues, you instead earn that amount of gold as your salary.

Alhazredi Society

Eldritch forces lie just beyond the normal barriers of the world waiting to consume and destroy. The Alhazredi train for that day and prepare to do battle against things few can comprehend. Their expertise is the occult, the bizarre, and the forgotten.

Location Larger cities with some members practicing in remote towns around the world

Requirements

Entrance Fee 200 gp

Entrance Exam Knowledge (dungeoneering) and Survival DC 15 and Linguistics DC 10; must speak Aklo

Dues 300 gp/term

Training

Training Checks Bluff, Knowledge (dungeoneering), Knowledge (history), Linguistics, Profession (astrologer), Survival

Term 3 months

Flunk 4 consecutive failed Training checks

Extracurricular Tasks

Aberrant Lore (+1 Fame) The Alhazredi value knowledge regarding aberrations above all else. Bring a relatively intact corpse, or living specimen, of an aberration with a CR equal to or higher than your character level to the school.

Awards

Favored Study (25 Fame, 10 PP) You are particularly adept at researching aberrant foes. Choose one kind of aberration, and spend an hour studying ancient texts at the end of which you make a Knowledge (dungeoneering) check with a DC equal to twice the CR of your chosen aberration. If successful, gain Favored Enemy +2, as the ranger ability, against that kind of aberration for 2d6 hours.



Last Defenders (12 Fame, 6 PP) You have extensively studied the ways of creatures just beyond the doorways of reality. Select either evil-subtype outsiders or aberrations. You gain a +1 bonus on weapon attack rolls and damage rolls against creatures of the chosen type.

Home Guard

Many a marauder, raider, and ogre has made the assumption the idyllic village is an easy target for pillage and plunder. A small but fearsome band of warriors trains to offer a line of defense against these dark invaders. They supplement their combative training expenses with trade and craftwork.

Location Rural towns and villages

Requirements

Entrance Fee 200 gp

Entrance Exam Craft (carpentry, jewelry, leather, pottery, or shoe) DC 15 and Stealth DC 15 and Knowledge (local) DC 10; must be a gnome or halfling

Dues 200 gp/term

Training

Training Checks Craft (carpentry, jewelry, leather, pottery, or shoe), Diplomacy, Knowledge (local), Profession (merchant), Survival, Stealth

Term 3 months

Flunk 4 consecutive failed Training checks

Extracurricular Tasks

Clandestine Endeavor (+1 Fame) Members of the Home Guard often seek lone members of hostile humanoid races such as goblins, gnolls, and orcs and endeavor to come to an uneasy truce or even grudging respect. Doing so requires a series of successful Diplomacy checks to improve the subjects' attitude to helpful. The starting attitudes of all potential contacts are presumed unfriendly or hostile.

Awards

Small Target (25 Fame, 10 PP) Lots of practice at dodging larger foes and getting attacks in where you can allows you to gain a +1 bonus on attacks and damage rolls when fighting a creature larger than you.

Wit and Charm (10 Fame, 1 PP) Your panache and good humor endear you to others easily. You become specialized in Diplomacy.

Red Feather Regiment

This highly trained military order recruits the most skilled archers and crossbowmen the world has to offer. Red Feather bowmen are experts on ranged combat and the effective positioning of archers on the battlefield. They work as advisors and trainers, and entire units of Red Feathers can quickly turn the tide of a conflict with their devastating onslaught. Location Rural and urban villages, towns, and cities Requirements

Entrance Fee 200 gp

Entrance Exam Craft (bows) and Knowledge (engineering) DC 15

Dues 200 gp/term

Training

Training Checks Craft (bows), Knowledge (engineering), Profession (soldier), Survival or succeed at an attack with a bow or crossbow against an AC equal to 15 + your base attack bonus

Term 3 months

Flunk 4 consecutive failed Training checks

Extracurricular Tasks

Ranged Domination (+1 Fame) Slay an opponent with a CR equal to or higher than your character level using nothing but ranged attacks.

Awards

Dead Shot (30 Fame, 15 PP) Once per day per 10 points of Fame you possess, when you roll a 1 on a weapon damage die using a ranged weapon, you may reroll that one die.

Feathered Brethren (20 Fame, 1 PP) You gain the honorific title "feathered brother" or "feathered sister" and earn the right to display a red plume feather in your headgear. You also become specialized in Survival.



Tempest Naval Academy

Some of the finest sailors and marines train at the Tempest and serve in navies all over the world. While the school fields its own navies, many of its graduates go on to serve for other rulers and nations. Many Tempest officers find themselves facing fellow graduates in battle on the sea, and it is a high honor to obtain victory over such a well-trained foe.

Location Coastal cities

Requirements

Entrance Fee 300 gp

Entrance Exam Knowledge (engineering) and Profession (sailor) DC 15 and Swim DC 10

Dues 250 gp/term

Training

Training Checks Knowledge (engineering), Knowledge (history), Profession (sailor), Sense Motive, Survival, Swim

Term 4 months

Flunk 4 consecutive failed Training checks

Extracurricular Tasks

Scallywag Hunter (+1 Fame) You play a primary role in the apprehension or defeat of a pirate ship or other maritime marauder than results in the capture of 1,000 gp or more per character level you possess in treasure, ships, and trade goods.

Awards

Commander (20 Fame, 1 PP) You gain the honorific title "commander" and become specialized in Profession (sailor).

Nautical Study (40 Fame, 4 PP) Years of study has given you valuable understanding and insight into naval maneuvers and events, granting you a +2 bonus on Knowledge (engineering, geography, and history) checks regarding nautical topics.

Chapter 6: Equipment

Fighters are not defined only by their combat ability. They are weapon-masters, a cut above the rest. While the majority of fighters are proficient with any simple or martial weapon you place in their hand, many prefer a particular weapon group with which to defeat their enemies and defend their allies. The choices are broad, to be sure, but like feats, there are more weapons than any group could ever hope to depict. In fact, presented here are a list of weapons of particular use to the variations described in previous chapters, but available to anybody with the right training to use them.

WEAPON DESCRIPTIONS

Boarding Axe

Price 6 gp; Type martial; Weapon Groups axes

Basically a hand axe with a backward-pointing spike, a boarding axe is used to chop through hatches or rigging, to drag burning debris off a ship, or as a weapon. A boarding axe is a one-handed martial weapon that uses the same statistics as a handaxe, except it deals slashing or piercing damage. In addition, the spike grants a +2 circumstance bonus on Climb checks on wooden surfaces.

Boarding Pike

Price 8 gp; Type simple; Weapon Groups spears

A boarding pike is an 8-foot-long pole topped with a foot-long tapered metal tip. Boarding pikes look much like longspears, but the metal pike is designed to flow into the wooden haft, leaving no grooves, collars, or spikes that could trap salt water and cause rust. Boarding pikes are mainly used defensively, to repel boarding actions. The pikes are kept in brackets around the mast, so sailors can quickly grab pikes and brace them against the gunwale to repel boarders.

Chain

Price 21 gp; Type martial; Weapon Groups chain

An uncomplicated weapon in design, it is somewhat difficult to utilize and master. The chain consists of a 4 to 5 ft. length of interlocked metal links with no handle or ornamentation.

Dwarven Battlehammer

Price 30 gp; Type exotic; Weapon Groups hammers

A dwarven battlehammer has a large heavy double-faced head mounted on a stout wooden or metal handle, making it too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven battlehammer two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven battlehammer as a martial weapon even when using it in one hand.

NEW WEAPON GROUPS

Island

Hooked fish club, mere club, nifo oti, toothed sword, warfan, warpaddle

Maritime

Boarding axe, boarding pike, club, dagger, longshoreman's hook, long knife, marlinspike


	able: New Weapons imple Weapons ight Melee Weapons	Cost	Dmg (S)			14 M	1000	1999	- Contraction of the
		Cost	Dmg (S)						
	ight Melee Weapons		01115 (0)	Dmg (M)	Critical	Range	Weight	Туре	Special
0	ongshoreman's hook	4 gp	1d3	1d4	x2	—	1 lb.	Р	Disarm
	/Jarlinspike	4 gp	1d4	1d6	x2	_	1 lb.	B or P	_
	Dne-Handed Melee Weap	ons		•		•			•
🖲 Т	wo-Handed Melee Weap	ons							
<u> </u>	Pike, boarding		1d6	1d8	x3	_	9 lbs.	Р	Brace, reach
-	ike, boaruing	8 gp	100	100	хэ		5 105.	F	Diace, reacti
	Ranged Weapons			1		1		1	1
-		1. A. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.							
2	Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Ľ	ight Melee Weapons								
A	xe, boarding	6 gp	1d4	1d6	х3	—	3 lbs.	P or S	-
H	lorned helm	35 gp	1d3	1d4	x2	—	2 lbs.	B and P	-
L	ong knife	5 gp	1d3	1d4	х3	—	2 lbs.	P or S	-
Т	oothed sword	5 gp	1d4	1d6	19-20/x2	_	3 lbs.	B or S	Fragile
1									
С	Dne-Handed Melee Weap	ons				•			•
1	/laca	37 gp	1d6	1d8	19-20/x2	_	8 lbs.	s	Blocking, deadly,
		0.96					0.000		fragile
V	Varfan	37 gp	1d6	1d8	x3	_	6 lbs.	B and S	Blocking, fragile
1	variali	37 gp	100	100	ЛĴ		0 103.	Danu S	Diocking, magne
	we lieveled Meles Meen								
Ser.	wo-Handed Melee Weap		4.14	4.10	~ 0		0.11-0		Discuss Late
R.	Chain	21 gp	1d4	1d6	x2	—	2 lbs.	B	Disarm, trip
0	piked greatclub	8 gp	1d10	1d12	x2	-	10 lbs.	B and P	-
v	Varpaddle	38 gp	1d6/1d3	1d8/1d4	х3	-	8 lbs.	B and S	Double, fragile
N								or P	
1									
R	Ranged Weapons			1		1	I	1	Γ
100									
E	xotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Ľ	ight Melee Weapons								
G	Gut blade	36 gp	1d3	1d4	19-20/x2	—	2 lbs.	S	Deadly, disarm
N	lifo oti	6 gp	1d4	1d6	19-20/x2	_	3 lbs.	B or P	Fragile, trip
Т	anto	6 gp	1d3	1d4	19-20/x2	_	2 lbs.	Р	Deadly
1									
C	One-Handed Melee Weap	ons							
28	Owarven battlehammer	30 gp	1d8	1d10	x3	_	10 lbs.	в	_
									Disarm fragile trip
S II	looked fish club	7 gp	1d6	1d8	x2	-	5 lbs.	B or S	Disarm, fragile, trip
1	wo-Handed Melee Weap					I			
N	Aaca, great	60 gp	1d10	2d6	19-20/x2	_	9 lbs.	S	Blocking, deadly, fragile

Gut Knife

Price 36 gp; Type exotic; Weapon Groups close

A fearsome close range weapon favored by assassins and sadists willing to get in tight with a foe, this consists of a stout handle with a curved sickle-like blade that sticks down below the hand and curls upward in a partial crescent. The weapon is used in close upward slicing motions where the hooked blade rips through materials. It is also used to snag weapon hilts and twist them from enemy hands. A nonproficient user can wield a gut knife upside down as a martial weapon with the statistics of a sickle.

Hooked Fish Club

Price 7 gp; Type exotic; Weapon Groups island

This stout wooden rounded-paddle club is lined with shark teeth and notched with a large hook to snag enemy limbs and weapons. The club is often stylistically carved to resemble a fish or sea creature. The shark teeth often break and need replacement, and even masterwork and magical versions of this weapon have the fragile flaw.

Horned Helm

Price 35 gp; Type martial; Weapon Groups close

A favorite weapon among some dwarven and barbarian clans, this stout metal helmet has two curved horns sweeping out from the sides. Because it is strapped to the head, this weapon cannot be disarmed. The horns can be made of metal or natural horn. The helm is often used to deliver crushing head-butts or as part of a charge but rarely is it a primary weapon.



Long Knife

Price 5 gp; Type martial; Weapon Groups light blades, mariner

A long knife is a heavy single-edged blade between the length of a dagger and short sword with a crossguard, clipped point for stabbing, and thick weighted blade for chopping. It is poorly balanced for throwing. Its size and weight makes it well suited for close-quarters combat such as aboard ship where it is also useful for chopping through ropes.

Longshoreman's Hook

Price 4 gp; Type simple; Weapon Groups close, mariner A longshoreman's hook is a tool sometimes pressed into combat service. It consists of a horizontal handle attached to a long metal hook used to assist in loading freight. The metal hook can pierce flesh and twist items out of an opponent's hand. This is more often a weapon of convenience than choice.

Maca

Price 37 gp; Type martial; Weapon Groups heavy blades Maca is the short name for the macuahuitl, a wooden sword with numerous embedded shards of obsidian or flint along both sides. The maca can deliver devastating slashing blows. The wooden shaft and body of the maca is often intricately carved and decorated. Even masterwork and magical maca retain the fragile flaw.

Maca, Great

Price 60 gp; Type exotic; Weapon Groups heavy blades A heavier, wider, two-handed version of the maca, this immense weapon is nearly the length of a man. Even masterwork and magical great maca retain the fragile flaw.

Marlinspike

Price 4 gp; Type simple; Weapon Groups mariner

This foot-long metal nautical tool consists of a rod tapering to a rounded point. It is used for marine ropework such as untying knots, splicing rope, or whipping rope ends. One end can be used as a serviceable club and the other as a stabbing spike. Because it is one of the few weapons available to many sailors, it is infamous as a mutineer's weapon. With no protrusions and a slim profile, it is easily hidden (you gain a +2 bonus on Sleight of Hand checks made to conceal a marlinspike on your body).

Nifo Oti

Price 6 gp; Type exotic; Weapon Groups island

A traditional weapon, the nifo oti is a wooden war club with a carved striking edge, wooden spikes, and a curved hook. It has a variety of combat uses but is also integral in many religious ceremonies and cultural dances.

Spiked Greatclub

Price 8 gp; Type martial; Weapon Groups hammers This large fearsome weapon consists of a thick heavy length of wood lined with metal spikes. This can be finely tooled and precise or a crude log studded with sharpened steel spikes.

Tanto

Price 6 gp; Type exotic; Weapon Groups light blades This slender single-edged blade has a chisel-like tip and small quillons. It is kept extremely sharp and is often used in close combat to slip between the seams of heavy armor to deliver a killing blow. With minimal protrusions and a slim profile, it is easily hidden (you gain a +2 bonus on Sleight of Hand checks made to conceal a tanto on your body).

Toothed Sword

Price 5 gp; Type martial; Weapon Groups island

Made from a stout island wood, this short-bladed sword features a single edge lined with a row of shark teeth. The shark teeth often break and need replacement, and even masterwork and magical versions of this weapon have the fragile flaw.

Warfan

Price 37 gp; Type martial; Weapon Groups island

This wide wooden fan or paddle is held in one hand and can be used to make attacks or block incoming blows. The edge of this spade-shaped weapon is lined with shark teeth, and combined with the its weight deliver crushing and slashing injuries. Its traditional name is a leiomano. The shark teeth often break and need replacement, and even masterwork and magical versions of this weapon have the fragile flaw.

Warpaddle

Price 38 gp; Type martial; Weapon Groups island

Adapted from a large wooden oar or paddle, this double weapon consists of a long thick paddle lined with shark teeth used to deliver crushing and slashing blows. The bottom of the strong wooden handle is sharpened to a point allowing piercing attacks. The shark teeth often break and need replacement, and even masterwork and magical versions of this weapon have the fragile flaw.

MASTERCRAFT TEMPLATES

Mastercraft templates are an optional rules expansion based on the idea if a masterwork item could be crafted so well that it grants bonuses to attack roll, other crafting accomplishments could achieve other effects. If appropriate for the campaign, these templates can further differentiate between similar items and give more choices for customization and preference. Mastercraft templates are particularly useful in no- or lowmagic campaigns where a legendary sword relies on its superb craftsmanship over enchantment. These can also be used to represent superior crafting skills of a particular race by restricting the ability to build these to members of these expert races.

Any weapon with a mastercraft template applied can be enchanted as if it were a masterwork weapon.

Mastercrafted weapons are created in the same way a masterwork weapon would be:

- You can't add mastercraft templates to a weapon after it is created, it must be crafted that way.
- Each mastercraft template adds its cost to the cost of a normal weapon (or a fraction of that cost to the cost of a single unit of ammunition).
- Adding a mastercraft template to a double weapon costs twice the normal increase.
- In general, enchanting a mastercrafted weapon with a similar property suppresses the mastercraft template. Should the weapon lose its magic in some way, its mastercraft benefit remains.

Create Mastercraft Items: Just like crafting a masterwork weapon, a mastercraft template is created in stages. First, the standard weapon component is crafted normally. Then each of the mastercraft components is crafted with its own additional price and Craft DC. Multiple templates can be added to the same weapon, but each requires the additional expenditure of gold, time, and Craft skill checks. Once all components are completed, the item is finished. The cost you pay for each component is one-third of the amount listed below, just as it is for the cost in raw materials.

Descriptions

Aerodynamic: A thrown weapon with this quality is balanced to improve throwing range. An aerodynamic thrown weapon increases its range increment by +10 feet.. Cost: 150 gp; Craft DC 18.

Balanced: Balanced weapons are those carefully weighted to allow them to be swung easily or thrown precisely and forcefully. A balanced weapon doesn't take as much strength to attack with despite its weight, and thus it allows a more powerful blow to be landed. Wielding it provides a +1 enhancement bonus on damage rolls. Cost: 300 gp, or 6 gp for a single unit of ammunition; Craft DC 20.

Blight: A blight weapon is more effective against certain foes. The materials may be somewhat toxic, cause an allergic reaction, or react to the creature's blood or flesh. Wielding it

Table: Mastercraft Templates					
Templates	Cost	Craft DC	Effect	Limitations	
Aerodynamic	150 gp	18	+10 thrown range increment	Thrown	
Balanced	300 gp	20	+1 enhancement damage	Melee and Thrown	
Blight	600 gp	22	+1 circumstance damage against one foe	-	
			type		
Striking	500 gp	20	+1 enhancement confirm critical	-	
Weighted	300 gp	20	+1 circumstance damage on successful	-	
			critical		
Cumbersome	1,000 gp	23	Increase damage die 1 step, -1 penalty attack	-	
Deft	150 gp	18	+2 enhancement Feint	Melee	
Sighted	500 gp	20	Increase range increment	Ranged	
Masterwork	300 gp	20	+1 enhancement attack	_	
Ornate	300 gp	18	+2 enhancement Intimidate	-	

provides a +2 enhancement bonus on damage rolls against a designated foe. Cost: 300 gp, or 6 gp for a single unit of ammunition: Craft DC 20.

Table: Blight Foes				
d%	Designated Foe			
01–05	Aberrations			
06–09	Animals			
10–16	Constructs			
17-22	Dragons			
23-27	Fey			
28-60	Humanoids (pick one subtype)			
61–65	Magical beasts			
66–70	Monstrous humanoids			
71–72	Oozes			
73-88	Outsiders (pick one subtype)			
89–90	Plants			
91–98	Undead			
99–100	Vermin			
a 1				

Cumbersome: A cumbersome weapon is designed for carnage. It increases the damage die of the weapon by one step (1d4 to 1d6, 1d6 to 1d8, and so on); however, it is somewhat oversized, has extra edges and spikes, and is somewhat unwieldy, imposing a -1 penalty on attack rolls. Cost: 1,000 gp; Craft DC 25.

Deft: A deft melee weapon is sleek and as small as possible, making it easier to make attacks from sudden and unexpected angles. A deft weapon grants a +2 enhancement bonus to Feint actions in combat. Cost: 150 gp; Craft DC 18.

Masterwork: A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls. Cost: 300 gp; Craft DC 20.

Ornate: An ornate weapon has highly decorative and impressive patterns carved, engraved, painted, or otherwise applied without losing functionality. Wielding an ornate weapon adds a +2 enhancement bonus to Intimidate checks. Cost: 300 gp; Craft DC 18.

Sighted: A sighted weapon increases its range increment by 25 feet, or 50 feet if its normal range increment is 100 feet or more. Can only be applied to ranged weapons, not thrown. Cost: 500 gp; Craft DC 20.

Striking: Striking weapons are deadly devices that gain a +2 enhancement bonus on attack rolls to confirm a critical hit. Cost: 500 gp; Craft DC 20.

Weighted: A weighted weapon is a superior instrument that grants a circumstance bonus to damage rolls on a successful critical hit equal to the critical multiplier of the weapon. This damage is added to the critical damage and is never multiplied. Cost: 300 gp; Craft DC 20.

Example Mastercraft Equipment

A variety of mastercraft templates applied to familiar weapons can create new and interesting mundane gear that can become treasure in its own right.

Bishop Mace: A symbol of power and authority, this ornate, weighted heavy mace is carried by priests who begin to rise in rank and stature. Cost: 462 gp.

Bladed War Helm: This cumbersome, ornate horned helm is festooned with razor-edged blades and spiked protrusions and reinforced to deliver devastating head-butts and ramming charges. It is particularly popular among half-orcs and dwarves although the aesthetics of each race's styles differ. Cost: 1,335 gp. **Conqueror Blade:** These balanced, striking mithral long knives are presented to successful explorers and trailblazers and often function as serviceable secondary weapons. Cost: 1,805 gp.

Dragon Hunter Spear: This balanced, blight longspear is designed to pierce deeply through the scales of a dragon and deal grievous wounds. Cost: 605 gp.

Duelist Blade: This deft, masterwork rapier is light and balanced to deliver quick accurate strikes and is a prized weapon among wealthy youth. Cost: 470 gp.

Highland Claymore: An impressive blade capable of hewing giants, this is a balanced, cumbersome, striking greatsword. Cost: 1,850 gp.

Huntsman Axe: This blight, masterwork, weighted silver battleaxe is the bane of lycanthropes. Cost: 1,000 gp.

Sacrificial Dagger: Designed to deliver the deadly coup de grace to helpless victims, this balanced,ornate, weighted dagger invokes fear and loathing. Cost: 752 gp.

Thanehammer: These striking, weighted adamantine dwarven battlehammers are awarded to dwarven heroes as a badge of honor and respect. Cost: 3,480 gp.

Throwing Knife: This aerodynamic masterwork, weighted dagger is shaped to spin gracefully through the air and deliver deadly injuries at range. Cost: 752 gp.

SPECIAL MATERIALS

Chronotonium

This slightly green-tinted metal is quite rare and normally found in proximity to ancient portals or sites of temporal anomalies. It is often fashioned into armor, and wearers find it occasionally distorts time allowing the wearer to move more quickly than those around.

The maximum Dexterity bonus of armor made with chronotonium is increased by 1. The wearer can activate it, enabling him to act as though affected by a haste spell for up to 1 round each day if the armor is light, 2 rounds if the armor is medium, or 3 rounds if the armor is heavy. The duration of the haste effect need not be consecutive rounds. Armor without metal parts cannot be made from chronotonium. A chain shirt could be made of chronotomium, but hide armor could not.

Table: Chronotonium Armor Costs					
Type of Armor	Item Price Modifier				
Light armor	+1,000 gp				
Medium armor	+2,000 gp				
Heavy armor	+3,000 gp				

Deep Steel

Forged from iron mined out of the lowest depths saturated with chthonic energies, deep steel has a slight purple tinge and is stronger than regular steel. This strength comes at the cost of increased weight.

When worked like conventional steel, deep steel becomes a powerful material from which to create armor, and is occasionally used for other items as well. The armor bonus of deep steel armor is increased by 2 and the maximum Dexterity bonus is decreased by 1. Deep steel weapons have the striking and weighted mastercraft templates and count as cold iron for the purpose of overcoming damage reduction.

Most deep steel armors are one category heavier than normal for purposes of movement and other limitations. Light armors are treated as medium, and medium armors are treated as heavy, but heavy armors are still treated as heavy. This increase does not apply to proficiency in wearing the armor. A character wearing deep steel breastplate must be proficient in wearing medium armor to avoid adding the armor's check penalty to all his attack rolls and skill checks that involve moving.

Items not primarily made of metal are not meaningfully affected by being partially made of deep steel. (A longsword can be a deep steel weapon, while a quarterstaff cannot.)

Table: Deep Steel Item Costs					
Type of Equipment	Item Price Modifier				
Light armor	+500 gp				
Medium armor	+2,000 gp				
Heavy armor	+4,500 gp				
Weapons	+900 gp				
Other Items	+250 gp/lb.				

Koa Wood

A tropical wood, koa is extremely dense and, when properly treated, as strong as iron. The wood is so dense it does not float. A weapon made of koa wood is treated as a masterwork, silver weapon so that it bypasses the damage reduction of creatures such as lycanthropes. Successful attacks with a koa weapon do not take a penalty to damage rolls. A shield made of koa wood can be used to shield bash such creatures as well.

Koa has 30 hit points per inch of thickness and hardness 10.

Table: Koa Wood Item Costs					
	Type of Equipment Item I	Price Modifier			
	Ammunition	+4 gp			
	Light Weapon	+40 gp			
	One-handed weapon, or one	+180 gp			
	head of a double weapon	+180 gp			
	Two-handed weapon, or both	+360 gp			

Resistant Leathers

Made of supple materials resistant to some form of energy, resistant leathers are a variety of materials that can be worked as leather and offer similar protection. Leather, hide, or studded leather armor made from these materials is considered masterwork and protects against one type of energy (acid, cold, electricity, or fire). The armor absorbs the first 2 points of energy damage per attack that the wearer would normally take (similar to the resist energy spell).

Cost: +600 gp

Table: Resistant Leather Armor Materials				
Material	Resistance			
Behir Leather	Electricity 2			
Gorgon Hide	Acid 2			
Hellhound Fur	Fire 2			
Yeti Pelt	Cold 2			

EQUIPMENT

Finger Ring

Price +5 gp; Weight ----

A finger ring is a metal loop added to the grip of a weapon designed to make disarming more difficult. When properly equipped, a finger is inserted through the metal ring, and the wielder receives a +1 circumstance bonus to CMD against disarm attempts against that weapon. It takes no longer to draw and equip a weapon with a finger ring, but it takes longer to sheathe or drop. Sheathing a weapon equipped with a finger ring requires a standard action. Dropping such a weapon requires a swift action. The wielder can choose not to utilize the finger ring, but that slightly alters the grip on the weapon and imposes a -1 penalty on attack rolls.

A finger ring can be made into a weapon when forged or added to an existing weapon.

Shield Potion Pouch

Price 20 gp; Weight 1/2 lb.

This leather pouch attaches to the interior of a light, heavy, or tower shield, allowing the wielder to carry a potion or other liquid stored in a vial. If the wielder has a free hand, retrieving a stored item from this pouch is a move action provoking attacks of opportunity.

Vials made of a material with a hardness less than 5 shatter the first time the shield is used. Only one shield potion pouch can be attached to any given shield without interfering with usage of the shield (-1 penalty to shield bonus per additional pouch).

Whetstone, Masterwork

Price 20 gp; Weight 1 lb.

A masterwork whetstone allows you to efficiently sharpen a blade by sliding it against the stone at a precise angle. Honing a blade with a masterwork whetstone requires 10 minutes of work and grants the weapon a +1 bonus on your damage roll for two successful hits with it. This only works on nonmagical blades.

SPECIFIC MAGIC WEAPONS

Damned Dart

Price 100 gp; Aura faint necromancy; CL 1st; Weight 1/2 lb. Cursed by evil faiths and decorated with grinning skulls, this metal dart transforms into negative energy upon striking a foe and functions as an inflict light wounds spell (Will DC 11 half) instead of dealing dart damage. It is consumed in the attack.

Construction Requirements

Cost 50 gp

Craft Magic Arms and Armor, inflict light wounds

Damned Dart, Thrice

Price 2,100 gp; Aura faint necromancy; CL 7th; Weight 1/2 lb.

Cursed by evil faiths and decorated with grinning skulls, this metal dart transforms into negative energy upon striking a foe and functions as an inflict serious wounds spell (Will DC 14 half) instead of dealing dart damage. It is consumed in the attack.

Construction Requirements

Cost 1,050 gp

Craft Magic Arms and Armor, inflict serious wounds

Damned Dart, Twice

Price 600 gp; Aura faint necromancy; CL 3rd; Weight 1/2 lb. Cursed by evil faiths and decorated with grinning skulls, this metal dart transforms into negative energy upon striking a foe and functions as an inflict moderate wounds spell (Will DC 13 half) instead of dealing dart damage. It is consumed in the attack.

Construction Requirements

Cost 300 gp

Craft Magic Arms and Armor, inflict moderate wounds

Javelin of Lightning, Greater

Price 3,000 gp; Aura moderate evocation; CL 10th; Weight 2 lbs.

This javelin becomes a 10d6 lightning bolt when thrown (Reflex DC 14 half). It is consumed in the attack.

Construction Requirements

Cost 1,500 gp Craft Magic Arms and Armor, lightning bolt

Javelin of Lightning, Superior

Price 10,500 gp; Aura strong evocation; CL 15th; Weight 2 lbs.

This javelin becomes a 10d6 heightened (7th level) lightning bolt when thrown (Reflex DC 18 half). It is consumed in the attack.

Construction Requirements

Cost 5,250 gp Craft Magic Arms and Armor, lightning bolt

WEAPON SPECIAL ABILITIES

Quick Lashing

Price +1 bonus; Aura faint transmutation; CL 5th; Weight — This ability can only be placed on one- or two-handed melee weapons that do not have the trip special ability. When this weapon is used to make a trip combat maneuver, the weapon elongates with a length of chain to wrap around the opponent and facilitate the attack. The weapon temporarily gains the trip special ability so that if the wielder is tripped during the trip attempt, he can drop the weapon to avoid being tripped.

Construction Requirements

Cost +1 bonus

Craft Magic Arms and Armor, shrink item

Wild Energy

Price +1 bonus; Aura moderate evocation; CL 10th; Weight

When constructed, two energy types are chosen from among acid, cold, electricity, and fire. Each day (once per 24-hour period), one of the two energies is randomly associated with the weapon.

Upon command, a wild energy weapon is sheathed in the day's random energy type that deals an extra 1d6 points of damage of that energy type on a successful hit. The energy does not harm the wielder. The effect remains until another command is given.

A wild energy weapon cannot also be of an energy type associated with either of its paired energies (i.e., a wild energy weapon associated with cold and fire cannot also have the flaming or frost special weapon qualities).

Construction Requirements

Cost +1 bonus

Craft Magic Arms and Armor and acid arrow, or call lightning or lightning bolt, or chill metal or ice storm, or fireball, flame blade, or flame strike, creator must be chaotic

Wild Energy, Greater

Price +2 bonus; Aura moderate evocation; CL 10th; Weight

When constructed, two energy types are chosen from among acid, cold, electricity, and fire. At the beginning of your turn, one of the two energies is randomly associated with the weapon until the beginning of your next turn. Then, the energy may stay the same or switch to the other energy type, determined randomly.

Upon command, a wild energy weapon is sheathed in the current random energy type that deals an extra 1d6 points of damage of that energy type on a successful hit. The energy does not harm the wielder. The effect remains until another command is given, although the associated energy type may fluctuate from round to round.

A wild energy weapon cannot also be of an energy type associated with either of its paired energies (i.e., a wild energy weapon associated with cold and fire cannot also have the flaming or frost special weapon qualities).

Construction Requirements

Cost +2 bonus

Craft Magic Arms and Armor and acid arrow, or call lightning or lightning bolt, or chill metal or ice storm, or fireball, flame blade, or flame strike, creator must be chaotic

Wondrous Items

Gear Balm, Lesser

Price 50 gp; Aura faint transmutation; CL 1st; Weight 1/2 lb. This thick black grease smelling of petroleum is found in small ceramic jars holding one or more applications. As a standard action, it can be smeared upon a damaged object (up to 1 lb. weight) to restore 1d4 hit points to the object. If object has the broken condition, it is removed if object is restored to at least half its original hit points. All pieces of object must be present. Magic items can be repaired if the caster level of the balm equals or exceeds the caster level of the magic item. Destroyed magic items (at 0 hit points or less) can be repaired, but this does not restore magic abilities. Does not affect creatures (including constructs). Does not remove warped or other transmuted conditions.

Construction Requirements

Cost 25 gp Craft Wondrous Item, mending

Gear Balm

Price 250 gp; Aura faint transmutation; CL 5th; Weight 1/2 lb.

As lesser gear balm but can affect an object up to 5 lbs. in weight and magic item of caster level 5 or less.

Construction Requirements

Cost 125 gp Craft Wondrous Item, mending

Gear Balm, Greater

Price 500 gp; Aura moderate transmutation; CL 10th; Weight 1/2 lb.

As lesser gear balm but can affect an object up to 10 lbs. in weight and magic item of caster level 10 or less.

Construction Requirements

Cost 250 gp Craft Wondrous Item, mending

Gear Balm, Superior

Price 750 gp; Aura strong transmutation; CL 15th; Weight 1/2 lb.

As lesser gear balm but can affect an object up to 15 lbs. in weight and magic item of caster level 15 or less.

Construction Requirements

Cost 375 gp Craft Wondrous Item, mending

Honing Oil

Price 50 gp; Aura faint transmutation; CL 1st; Weight 1/2 lb. This gritty translucent orange oil is found in singleapplication vials. As a standard action, it can be smeared upon a nonmagical bladed weapon which grants the weapon a +1 bonus on your damage roll the first time you hit with it as if it were honed upon a whetstone. The oil is consumed in the application. This bonus does not stack with the bonus provided by a whetstone.

Construction Requirements

Cost 25 gp Craft Wondrous Item, mending

Repair Lubricant, Lesser

Price 300 gp; Aura faint transmutation; CL 3rd; Weight 1/2 lb.

This somewhat gritty red gel smelling faintly of honey and garlic is found in small ceramic jars holding one or more applications. As a standard action, it can be smeared upon a damaged object (up to 30 cubic feet in size) or willing or helpless construct to restore 3d6 hit points of damage. If object has the broken condition, it is removed if object is restored to at least half its original hit points. All pieces of object must be present. Magic items can be repaired if the caster level of the lubricant equals or exceeds the caster level of the magic item. Destroyed magic items (at 0 hit points or less) can be repaired, but this does not restore magic abilities unless the caster level of the lubricant is at least twice that of the item. Does not remove warped or other transmuted conditions.

Construction Requirements

Cost 150 gp

Craft Wondrous Item, make whole



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Repair Lubricant	Table: Spite Smear Foes		
Price 1,000 gp; Aura moderate transmutation; CL 10th;	d%	Designated Foe	
Weight 1/2 lb.	01–05	Aberrations	
As lesser repair lubricant but can affect an object up to 100	06–09	Animals	
cubic feet in size and restores 5d6 hit points of damage.	10–16	Constructs	
Construction Requirements	17–22	Dragons	
Cost 500 gp	23–27	Fey	
Craft Wondrous Item, make whole	28-60	Humanoids (pick one subtype)	
	61–65	Magical beasts	
Repair Lubricant, Greater	66–70	Monstrous humanoids	
Price 1,500 gp; Aura strong transmutation; CL 15th; Weight	71–72	Oozes	
1/2 lb.	73–88	Outsiders (pick one subtype)	
As lesser repair lubricant but can affect an object up to 150	89–90	Plants	
cubic feet in size and restores 5d6 hit points of damage.	91–98	Undead	
Construction Requirements	99–100	Vermin	

Cost 750 gp

Craft Wondrous Item, make whole

Repair Lubricant, Superior

Price 2,000 gp; Aura strong transmutation; CL 20th; Weight 1/2 lb.

As lesser repair lubricant but can affect an object up to 200 cubic feet in size and restores 5d6 hit points of damage.

Construction Requirements

Cost 1,000 gp

Craft Wondrous Item, make whole

Spite Smear

Price 400 gp; Aura moderate conjuration; CL 8th; Weight 1/2 lb.

This pasty blue oil is found in small ceramic jars holding one or more applications. As a standard action, it can be smeared upon a single weapon or piece of ammunition to grant the bane weapon special ability for the next successful hit with the weapon (grants +2 enhancement to hit and damage plus an extra 2d6 damage against appropriate type of foe). Once a hit is landed (even if not against the appropriate bane target), the application is consumed. The application remains potent for up to 1 hour before evaporating and being ruined. Only one application of spite smear can be active on a weapon or piece of ammunition at one time. Bonuses do not stack with existing bane on a weapon with the same designated foe; however, it can be applied to a weapon with a different designated bane. To randomly determine a dose of spite smear's designated foe, roll on the following table.

Construction Requirements Cost 200 gp

Craft Wondrous Item, summon monster I

Chapter 7: Enemies and NPCs

Monstrous fighters are usually represented as soldiers in some army or mercenary warriors with scavenged armor and unclean weapons. Humanoids may or may not take better care of their equipment, sometimes enchanting it in hopes that the magic will be enough to defeat their adversaries.

In this chapter, we seek to shift this paradigm by offering some different takes on fighter-based monsters with the weapon master and warscarred templates. Lackeys, goons, and bosses also show up to help make a fight more cinematic and wellrounded for the whole party by giving everybody something to deal with during combat.

TEMPLATES

Simple Template: Weapon Master

The weapon master is trained well beyond the typical member of his race using one specific weapon type. When so armed, he can be devastating on the field of battle. A weapon master's quick and rebuild rules are the same.

Rebuild Rules

Feats: A weapon master gains Improved Critical, Weapon Focus, and Weapon Specialization with its chosen weapon as bonus feats as well as Simple, Martial, or Exotic Weapon Proficiency with the chosen weapon type if not already proficient.

Special Attacks: Weapon Savant allows the weapon master to attempt a disarm, sunder, or trip combat maneuver using its chosen weapon with a +4 bonus and without provoking attacks of opportunity; usable once per day per Wisdom modifier (minimum 1).

Warscarred

The harsh brutalities of battle leave their mark on even the finest of soldiers. A partial block, a stumble, an ally's backswing, or any of a hundred other mishaps lead to injuries and scars. These grizzled veterans groan through their aches and pains but have the benefit of experience and canny tactics learned on the field of battle. Their injuries force them to work harder and find ways to adapt and overcome their limitations. These fearsome veterans often have prosthetic limbs, hooks, eye patches, or other indicators of their hard-won experience.

Creating a Warscarred

"Warscarred" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature). A warscarred retains all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +1 (minimum 1).

Ability Scores: Str +2, Dex +2, Con +2, Wis +2, Cha -2.

Special Qualities and Defenses: A warscarred receives two random warscarred features—one beneficial and one disadvantageous.

Beneficial Features: The warscarred gains one of these, chosen randomly (roll 1d6).

1: Block Arrows: The warscarred must be wearing armor or using a shield to use this ability; once per round when the warscarred would normally be hit with an attack from a ranged weapon and it is aware of the attack and not flat-footed, it may deflect the attack and take no damage. This does not count as an action.

2: Brutal Shove: The warscarred bullies its way around the battlefield; as free action that does not provoke attacks of opportunity, attempt a bull rush combat maneuver at the end of a full attack action.

3: Deft Defense: The warscarred can react at the last moment to minimize damage; 50% chance to negate critical hit or sneak attack. This stacks with fortification effects to a maximum of 75%.

4: Fearsome Presence: The warscarred's reputation and appearance can break even the toughest opponent; as full-round action, make Intimidate check with a +4 circumstance bonus to demoralize all foes within 30 ft. who can see you.

5: Overpowered Blows: The warscarred has learned to put the most power and leverage into each blow; this applies 1.5 times Str modifier to damage rolls with one-handed (non-light) weapons.

6: Skilled Basher: The warscarred is adept at using its light or heavy shield as a weapon; at the end of a full attack action when wielding a shield, he may make a shield bash at highest attack bonus -5 without losing shield bonus to AC. If attack hits, it deals damage appropriate for the shield plus half Str modifier.

Disadvantageous Features: A warscarred receives one of these, chosen randomly (roll 1d10).

WARSCARRED GNOLL

CR 2 XP 600 **CE Medium humanoid (gnoll)** Init +1; Senses darkvision 60 ft.; Perception +3 Defense AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 natural) hp 13 (2d8+4) **Fort** +5, **Ref** +1, **Will** +1 Offense Speed 30 ft. Melee longsword +4 (1d8+8/19-20x2) **Statistics** Str 18, Dex 12, Con 14, Int 8, Wis 13, Cha 6 Base Atk +1; CMB +5; CMD 16 Feats Power Attack (used) Skills Perception +3 Languages Gnoll SQ warscarred (maimed arm, overpowered blows) Ecology Environment warm plains or desert Organization solitary, pair, or unit (2-5 warscarred gnolls and 1-2 hyenas) Treasure NPC Gear (leather armor, longsword, other treasure)

1: Damaged Ear: One ear is severely damaged or missing; -4 Perception checks involving hearing.

2: Damaged Eye: One eye is severely damaged or missing; -4 Perception checks involving sight.

3: Damaged Nose: The nose is severely damaged or missing; -4 Perception checks involving smell.

4: Damaged Tongue: The tongue is severely damaged or missing; cannot cast spells involving verbal components and anyone hearing the warscarred speak a known language must succeed at a DC 15 Linguistics check to understand.

5: *Haunted*: Terrible memories of wartime atrocities have taken its toll; it loses its +2 racial bonus to Wis and instead takes a -2 penalty (minimum score of 1).

These optional rules present a way to quickly adjust the survivability of a group of enemies that will keep the players unable to determine which enemies are easy targets and which are substantial while still allowing the excitement of wading through foes on the field of battle. These work like a simple template.

> function replaces a set number of NPCs with a slightly adjusted of similar creatures. Other than the adjustments listed below, the stat blocks are unchanged, which makes the creatures indistinguishable from normal.

These adjustments work best for creatures with few special abilities or spellcasting capabilities. For example, replacing a single sword-wielding warrior with four weaker sword-wielders will have a radically different effect than adding four wizards able to cast fireball. Use caution when replacing creatures with a role other than combatant using these rules. Even relatively weak creatures with numerous allies utilizing sneak attack can change an encounter from challenging to lethal.

Lackey

Each variant

monsters or

number

A lackey has all the standard abilities of a monster or NPC, but it is either tragically unlucky or uncharacteristically fragile. A single blow or spell can drop a lackey instantly. Despite its years of training, success, and hard won experience, fate has decided its next battle is likely its last.

A lackey represents one quarter the threat of a standard creature.

To create a lackey monster, adjust the following:

- **Experience Value:** The lackey possesses 1/4 the XP value of a standard creature, rounded down.
- Hit Points: The lackey possesses the normal number of Hit Dice for its standard, but it possesses only 1 hit point.
- Lackey Resilience (Ex): A lackey never takes any hit point damage when it succeeds in a saving throw, even if the effect normally would deal half damage or other damaging effect. It can still suffer any other adverse effect as normal.

Goon

While not as fatally unfortunate as the lackey, the goon does not have the staying power of its normal brethren. It can take a few shots and will likely deal out some punishment on its own, but a well-placed blow is going to take it out of the fight quickly.

A goon represents one-half the threat of a standard creature.

6: *Improper Setting:* A bone was incorrectly set and healed at an awkward angle; it loses its +2 racial bonus to Dex and instead takes a -2 penalty (minimum score of 1).

7: *Maimed Arm*: One arm or hand is badly maimed or missing; -2 penalty on attack rolls with two-handed weapons.

8: Maimed Leg: One leg or foot is badly maimed or missing;10 ft. penalty on speed (minimum base speed of 5 ft.).

9: Separated Muscle: A muscle was detached or severed in battle and never healed; it loses its +2 racial bonus to Str and instead takes a -2 penalty (minimum score of 1).

10: Weakened: Old injuries have drained the warscarred of his vitality; it loses its +2 racial bonus to Con and instead takes a -2 penalty (minimum score of 1).

VARIANT MONSTER FUNCTIONS

A common fantasy trope involves the heroes wading into battle and cutting down swathes of foes with the occasional challenge and suffering a few telling blows. In the same battle the heroes run into a couple foes a bit tougher than the hordes and certainly the one enemy in the crowd who takes a few moments to take down. This isn't the "main enemy" or even a known foe, just an individual a bit tougher, better trained, or luckier than those around it.

This can be accomplished by utilizing foes of various Challenge Ratings (CR). However, observant players begin to easily distinguish which are the tougher foes by their abilities, appearance, equipment, and other differences. Adjusting stat blocks up or down to change the CR of a few creatures works but takes time and preparation. Placing enemies with a low CR sometimes results in enemies unable to hit the PCs or who are too easily hit by attacks. To create a goon monster, adjust the following:

- **Experience Value:** The goon possesses 1/2 the XP value of a standard creature, rounded down.
- **Hit Points:** The goon possesses the normal number of Hit Dice for its standard, but it possesses only half the normal hit point total, rounded down. For example, a standard ogre possesses 4d8+12 Hit Dice and 30 hit points. An ogre goon also possesses 4d8+12 Hit Dice, but its hit point total is merely 15.

Boss

A boss monster is tougher than a standard creature and presents a far greater challenge. It can withstand punishing amounts of damage, and its very presence seems to motivate and encourage its lesser companions.

A boss represents thrice the threat of a standard creature. To create a boss monster, adjust the following:

- **Experience Value:** The boss possesses three times the XP value of a standard creature.
- **Hit Points:** The boss possesses the normal number of Hit Dice for its standard, but it possesses the maximum number of hit points doubled. For example, a standard ogre possesses 4d8+12 Hit Dice and 30 hit points. An ogre boss also possesses 4d8+12 Hit Dice, but its hit point total is a staggering 88!
- **Armor Class:** A boss gains a +2 bonus to Armor Class which applies to normal, touch, and flat-footed AC.
- Saving Throws: A boss gains a +2 bonus on all saving throws.

Boss Aura (Ex): A boss inspires underlings, giving all allies a +1 circumstance bonus to attack, damage, and saving throws as long as the boss is conscious.

Example

An adventuring party with an average party level of 6 has come across a den of worgs that has just slaughtered a caravan and its guardians. An average encounter would include four worgs. The GM wants this to be a tense but exciting battle with lots of feeling of accomplishment but also a feeling of possible disaster. He places six worgs in the encounter: three standard, one goon (counting as 1/2 a standard), and two lackeys (counting together as 1/2 a standard). Most of the battle will go just as it would have normally, but two of the worgs are going to drop suddenly and give the PCs a nice surprise and feeling of achievement.

Later, the party comes across the rest of the pack and its vicious leader! Using the same base formula of four standard worgs, the GM replaces three with an alpha (boss) and the fourth with four lackeys. The boss' companions are likely to score a hit or two and inflict some damage, but they are going to be cleared quickly so the fight really focuses on the alpha.

NPC GALLERY

Multiclass characters are often underpowered under the core rules, which can be corrected using the "Fractional Base Bonuses" section in *Pathfinder ® Roleplaying Game: Pathfinder Unchainea*TM. This product assumes those corrections are in place and for ease of use has all calculations for such already presented in NPC stat blocks where appropriate.

Hershey - 10

ATHLETE

CR 8

XP 4,800 Half-elf fighter (harrier) 9

NG Medium humanoid (elf, human)

Init +8; **Senses** low-light vision; Perception +3

Defense

AC 19, touch 18, flat-footed 15 (+4 Dex, +1 dodge, +2 harrier, +1 Wis, +1 shield)

hp 81 (9d10+27)

Fort +8, Ref +7, Will +4; +2 vs. enchantment and entanglement

Defensive Abilities sure-footed +2; Immune sleep **Offense**

Speed 60 ft.

Melee +1 returning starknife +17/+12 (1d4+7/19-20/x3)

Ranged +1 returning starknife +17 (1d4+7/19-20/x3) or atlatl +14 (1d6+3)

Special Attacks weapon training (light blades +2, thrown +1) **Statistics**

Str 14, Dex 18, Con 14, Int 8, Wis 12, Cha 10

Base Atk +9/+4; CMB +11; CMD 26

Feats Dodge, Improved Critical (starknife)^B, Improved Initiative, Mobility, Point-Blank Shot^B, Precise Shot^B, Skill Focus (Acrobatics)^B, Spring Attack, Weapon Finesse, Weapon Focus (starknife)^B, Weapon Specialization (starknife)^B

Skills Acrobatics +13 (+25 when jumping), Climb +8, Swim +8; Racial Modifiers +2 Perception

Languages Common, Elven

Combat Gear elixir of swimming, potion of cat's grace

Other Gear masterwork buckler, +1 returning starknife, atlatl with 5 darts, quick runner's shirt, 1 pp, 4 gp

Boon The athlete is well renowned in his region or city, and association with him can grant the PCs a +2 circumstance bonus on Diplomacy checks among those who value physical accomplishment due to the athlete's reputation.

The athlete is a fast moving hero eschewing armor in favor of his superior speed and athleticism. He always leads the charge and is a famous sight among his people. His daring and style have spawned countless tales in taverns across the lands.

A noble often sponsors an athlete (CR 10), four athletes form a fast raiding party (CR 12), or a pair of athletes may travel with a celebrity bard for the fame and renown (CR 12).

CR 2

XP 600 Dwarf bushi 3

BUSHI ENFORCER

LN Medium humanoid (dwarf)

Init +4; **Senses** darkvision 60 ft.; Perception +0 (+2 to notice unusual stonework)

Defense

AC 15, touch 10, flat-footed 15 (+5 armor); +4 when using shield of swings

hp 33 (3d10+12)

Fort +6, **Ref** +1, **Will** +1; +2 vs. poison, spells, and spelllike abilities

Defensive Abilities defensive training (+4 dodge bonus to **AC** vs. giants)

Offense

Speed 20 ft.

Melee mwk tetsubo +7 (1d10+3/x4) or shield of swings +7 (1d10+3/x4, half damage) or mwk wakizashi +6 (1d6+2/18-20)

Ranged mwk light crossbow +4 (1d8/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Statistics

Str 15, Dex 10, Con 16, Int 12, Wis 10, Cha 11

Base Atk +3; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip) **Feats** Improved Initiative, Shield of SwingsB, Weapon

Focus (tetsubo) **Skills** Appraise +1 (+3 to assess nonmagical metals or gemstones), Climb +4, Diplomacy +4, Handle Animal +4, Intimidate +6, Knowledge (engineering) +7, Knowledge (nobility) +5, Perception +0 (+2 to notice unusual stonework),

Ride +2, Survival +6, Swim +4

Languages Common, Dwarven, Goblin

SQ armor training 1, weapon familiarity (dwarven, tetsubo, wakizashi)

Combat Gear potion of bull's strength

Other Gear masterwork do-maru armor, masterwork light crossbow with 10 bolts, masterwork tetsubo, masterwork wakizashi, 9 gp

Boon A bushi enforcer can arrange a face-to-face meeting with a successful merchant, minor noble, or captain of the watch.

Years of disciplined training honed the bushi enforcer into the ultimate living weapon for its master. It serves with honor and distinction as a guard, messenger, and warrior. His sense of duty and bravery lead him into dangerous situations, but he maintains a cool confidence in his weapon prowess and ability to face any challenge head on.

A single bushi enforcer may serve as a noble scion's bodyguard (CR 4), a pair of bushi enforcers often accompany a trio of guards (CR 6), or a troupe of eight may provide hired muscle for a traveling merchant (CR 9).

CENTURION

CR 10

XP 9,600Human fighter (legionnaire) 11LN Medium humanoid (human)Init +0; Senses Perception +2

Defense

AC 24, touch 10, flat-footed 24 (+8 armor, +6 shield) hp 98 (11d10+33)

Fort +11, Ref +5, Will +9; +3 vs. fear

Defensive Abilities active defense +3, bravery +3 **Offense**

Speed 20 ft.

Melee +1 falcata +15/+10/+5 (1d8+14/17-20/x3) Ranged mwk pilum +12 (1d8+4/x2)

Special Attacks weapon training (heavy blades +1) Statistics

Str 18, **Dex** 10, **Con** 14, **Int** 8, **Wis** 14, **Cha** 12 **Base Atk** +11/+6/+1; **CMB** +15; **CMD** 29

Feats Critical Focus, Duck and Cover^B, Exotic Weapon Proficiency (falcata)^B, Greater Shield Focus^B, Improved Critical (falcata), Iron Will, Pack Attack (used)^B, Power Attack^B, Quick Draw, Shake It Off^B, Shield Focus, Shield Specialization (heavy, included)^B, Weapon Focus (falcata), Weapon Specialization (falcata)^B

Skills Climb +10, Intimidate +7, Knowledge (engineering) +7, Ride +6, Survival +10, Swim +10

Languages Common

SQ solo tactics

Combat Gear potion of cure serious wounds, potion of heroism

Other Gear +2 steel lamellar armor, +2 heavy steel shield, +1 falcata, masterwork pilum, cloak of resistance +2, 10 pp, 7 gp

Boon A centurion's reputation can aide with the recruitment of followers giving a character with Leadership a +2 bonus for recruiting followers for 1 month. Other PCs can hire mercenaries at a 20% discount. Alternately, he can grant the services of a sellsword (CR 7) for up to 3 days.

Special Abilities

Active Defense (Ex): The centurion gains a +3 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using Total Defense. As a swift action, he can share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn. **Duck and Cover (Ex):** The centurion can choose to use an adjacent ally's Reflex saving throw in place of his own.

Shake It Off (Ex): The centurion gains a +1 bonus on saving throws for each adjacent ally (maximum +4).

The centurion is a proud warrior and leader of a century of soldiers, their mounts, and their accompanying supply teams. He is a hero of numerous battles and fights from the front lines using his shield and teamwork tactics to devastating effect.

A centurion may be found advising a general (CR 12) or a pair of centurions may serve as an honor guard for a high priest (CR 14). Accompanied by twelve holy warriors (CR 14), a centurion could lead a holy crusade.

CUTTHROAT

CR 3

XP 800 Half-elf knife fighter 2/unchained rogue 2 LE Medium humanoid (elf, human) Init +4; Senses low-light vision; Perception +6 (+7 vs. traps) Defense AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 Dodge) hp 32 (2d8+2d10+8) Fort +4, Ref +7, Will +2; +2 vs. enchantment Defensive Abilities evasion, Immune sleep Offense Speed 30 ft. **Melee** mwk dagger +9 (1d6+2/19-20)**Ranged** mwk shortbow +8 (1d6/x3) or thrown mwk dagger +9(1d6+2/19-20)Special Attacks deadly dagger (1d6), sneak attack +1d6 **Statistics** Str 14, Dex 18, Con 12, Int 13, Wis 8, Cha 10 Base Atk +3; CMB +5; CMD 19 Feats Deft Hands, Improved Unarmed Strike^B, Iron Will, Skill Focus (Sleight of Hand)^B, Weapon Finesse^B, Weapon Focus (dagger)^B Skills Acrobatics +11, Climb +7, Disable Device +14, Escape

Artist +8, Intimidate +5, Knowledge (local) +5, Perception +6 (+7 locating traps), Sleight of Hand +16, Stealth +11, Swim +7; Racial Modifiers +2 Perception

Languages Common, Elven, Undercommon

Combat Gear potion of cure light wounds, tanglefoot bag **Other Gear** +1 studded leather, masterwork composite shortbow with 20 arrows, masterwork daggers (2), masterwork thieves' tools, 4 pp, 5 gp

Boon A cutthroat can slip a small item, such as a dagger, potion, or ring into a well-guarded area for a PC.

The cutthroat is a fearsome threat on the city streets. He often affiliates with a local thieves' guild but just as often secretly works for a corrupt government or law enforcement official. His amazing ability to hide weapons upon his person makes him very dangerous and in high demand. Young cutthroats often try to make a name for themselves in efforts to join assassin guilds.

A trio of cutthroats often work together to ambush foes in areas of relaxation such as inns and taverns (CR 6), a torturer may keep a pair of cutthroats on retainer to help acquire his victims (CR 7), and a slayer may have pair of cutthroats training with him to join the assassin guild (CR 9).

FOLK HERO

CR 11

XP 12,800Human bard 3/consecrated champion 9NG Medium humanoid (human)

Init +4; Senses Perception -1

Defense

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 124 (3d8+9d10+57)

Fort +11, **Ref** +9, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic, +2 vs. negative energy

Defensive Abilities hallowed +2

Offense

Speed 30 ft.

Melee +1 orc-bane longspear +12/+7/+2 (1d8+15/19-20x3) or vital strike +12 (2d8+15/19-20x3, crit 4d8+45)

Ranged mwk composite shortbow +12/+7/+2 (1d6+2/x3) or vital strike +12 (2d6+2, crit 4d6+6)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), smite evil 3/day (+4 attack and **AC**, +9 damage)

Bard Spells Known (CL 3rd; concentration +7 [+11 casting defensively or grappled])

1st (4/day)—cure light wounds, expeditious retreat, hideous laughter (DC 15), silent image (DC 15)

0 (at will)—dancing lights, light, mage hand, message Statistics

Str 14, **Dex** 10, **Con** 16, **Int** 12, **Wis** 9, **Cha** 18 **Base Atk** +11/+6/+1; **CMB** +13; **CMD** 23

Feats Cleave^B, Combat Casting, Extra Performance, Improved Critical (longspear)^B, Improved Initiative, Lightning Reflexes, Power Attack (used)^B, Skill Focus (Perform [oratory]), Toughness, Vital Strike^B, Weapon Focus (longspear)^B, Weapon Specialization (longspear)^B

Skills Climb +11, Handle Animal +10, Intimidate +13, Knowledge (arcana) +8, Knowledge (religion) +11, Linguistics +7, Perform (oratory) +16, Ride +6, Spellcraft +7, Stealth +6, Survival +8, Swim +8, Use Magic Device +13 Languages Common, Elven, Giant, Goblin, Sylvan

SQ armor training 2, bardic knowledge +1, versatile performance (oratory)

Combat Gear wand of cure light wounds (CL 5th; 25 charges)

Other Gear +2 mithral breastplate, +1 orc-bane longspear, masterwork composite shortbow (+2 **Str**) with 20 arrows, belt of mighty constitution +2, cloak of resistance +1, spell component pouch, 8 pp, 9 gp

Boon The folk hero is renowned in his region or city, and association with him can grants the PCs a +2 circumstance bonus on Diplomacy checks among those who know the folk hero or have heard his tale.

Special Abilities

Bardic Performance (Su): Using one of the following abilities counts against the folk hero's rounds of bardic performance. He can maintain his performance as a free action on his turn.

Distracting Performance (Su): As a swift action, the folk hero can grant himself and allies within 30 ft. a saving throw against an illusion (figment) or illusion (pattern) effect.

Fascinating Performance (Su): As a swift action, the folk hero can distract creatures that are able to see and hear him within 90 ft. Those creatures take a -4 penalty on skill checks made as a reaction while the performance lasts (Will DC 15 negates). Nearby combat allows a new save, and obvious threats end it automatically.

Inspire Competence (Su): As a swift action, the folk hero can grant an ally within 30 ft. a +2 competence bonus on skill checks with a particular skill as long as that ally hears his performance.

Inspire Courage (Su): As a swift action, the folk hero can grant himself and allies who see and hear him a +1 morale bonus on saving throws against charm and fear as well as a +1 competence bonus on attack and weapon damage rolls.

The folk hero is a legend among his people and a veteran of numerous skirmishes with marauding orcs and even the occasional dragon. Often, he is found enjoying free drinks in local taverns while spreading tales of his adventures. Despite his bravado, the folk hero is quite talented and able to handle himself in battle. Occasionally, he takes up arms to help those in need.

A folk hero can be found escorting four guards exploring local ruins (CR 13), or a folk hero could lead a team of six monster hunters, a battle mage, and a tomb raider fighting orc raiders (CR 13).

HERALD

CR 9

XP 6,400 Elf fighter (warsong) 8/inquisitor 2 N Medium humanoid (elf) Init +6; Senses low-light vision; Perception +8

Defense

AC 17, touch 9, flat-footed 17 (+8 armor, -1 raging song) hp 105 (2d8+8d10+48)

Fort +13, Ref +8, Will +10; +2 vs. bardic performance, enchantment, language-dependent, and sonic

Defensive Abilities cultured +2; judgment (+1 all saves, included), Immune sleep

Offense

Speed 35 ft.

Melee +1 elven curve blade +15/+10 (1d10+9/15-20) **Ranged** mwk composite longbow +10/+5 (1d8+2/x3) Special Attacks rage powers (powerful blow +2, swift foot), raging song 18 rounds/day (used) Inquisitor Spell-Like Abilities (CL 2nd; concentration +4)

5/day-resistant touch At will-detect chaos, detect evil, detect good, or detect law

Inquisitor Spells Known (CL 2nd; concentration +4)

1st (3/day)-cure light wounds, shield of faith, true strike 0 (at will)—create water, detect magic, disrupt undead, guidance, light

Domain Protection

Statistics

Str 18, Dex 10, Con 16, Int 12, Wis 14, Cha 12 Base Atk +9; CMB +13; CMD 23

Feats Extra Performance, Improved Critical (elven curve blade), Improved Initiative^B, Lighting Reflexes, Lingering Performance, Weapon Focus (elven curve blade)^B, Weapon Specialization (elven curve blade)^B

Skills Bluff +6, Climb +8, Handle Animal +6, Heal +8, Intimidate +9, Knowledge (engineering) +6, Knowledge (religion) +6, Perception +8, Perform (sing) +12, Ride +4, Sense Motive +8, Spellcraft +5, Stealth +7, Survival +10 (+11 following tracks), Swim +8; Racial Modifiers +2 Perception

Languages Common, Elven, Orc

SQ armor training 2, cunning initiative, monster lore +2, silent hunter, stern gaze +1, track +1, weapon familiarity

Combat Gear potion of fly, wand of cure light wounds (25 charges)

Other Gear +2 breastplate, +1 elven curve blade, masterwork composite longbow (+2 Str) with 20 arrows, belt of giant strength +2, gold holy symbol (worth 100 gp), healer's kit (10 uses), 14 pp, 4 gp

Boon A herald can falsely pronounce the impending arrival of the PCs in a region that causes rumors and excitement in the wrong area for up to 3 days as a distraction and fake trail.

Special Abilities

stats presented here include Raging Song (Ex): The the benefits and penalties from rage. On their turn, allies of the herald who can see and hear him can choose Str, +2 Con, +2 Will, and -1 AC until to gain +2they end the effect as a free action or for up to 2 rounds after the herald ends raging song. While gaining these bonuses, allies other than the herald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. If the herald's rage ends early, he uses these statistics instead:

> AC 18, touch 10, flat-footed 18 (+8 armor) hp 95 (2d8+8d10+38) Fort +12, Ref +8, Will +10

Speed 30 ft.

Melee +1 elven curve blade +14/+9 (1d10+7/15-20) Str 16, Dex 10, Con 14, Int 12, Wis 14, Cha 12 Base Atk +9; CMB +12; CMD 22 Skills Climb +7, Swim +7

Resistant Touch (Sp): As a standard action, the herald can take a -1 penalty to all saves and grant that bonus to another creature with a touch.

The herald is a representative of a militant arm of the church. She is skilled at arms, and her enchanting voice brings out impassioned frenzy in others. The herald travels from region to region decrying criminals and enemies of the state or faith and leads expeditions to capture or eradicate such heinous foes.

A herald may travel far across the land with a merchant prince spreading the word of her deity (CR 11) or she may operate with a general and trio of sellswords (CR 13).

CR 4

LEGBREAKER

XP 1,200 Half-orc fighter (berserker) 5

CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage) hp 57 (5d10+15, +10 temporary hp)

Fort +6, **Ref** +2, **Will** +4

Defensive Abilities orc ferocity

Offense

Speed 20 ft.

Melee +1 greatclub +11 (1d10+19)

Ranged mwk spear +7 (1d8+6/x3, 20 ft.)

Special Attacks overhand chop (used), rage (8 rounds/day) Statistics

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5; **CMB** +9 (+10 sunder); **CMD** 20 (21 vs. sunder)

Feats Improved Unarmed Strike, Intimidating Prowess, Power Attack^B (used), Skill Focus (Intimidate), Weapon Focus (greatclub)^B, Weapon Specialization (greatclub)^B

Skills Climb +4, Handle Animal +3, Intimidate +16, Ride +1, Survival +5, Swim +4; Racial Modifiers +2 Intimidate

Languages Common, Orc

SQ orc blood, weapon familiarity

Combat Gear oils of grease (2), potion of blur, potion of enlarge person

Other Gear masterwork chainmail, +1 greatclub, masterwork spear, 4 pp, 4 gp

Boon A legbreaker can collect on a debt owed to a PC by an NPC of up to 4th level or "forget" one debt owed by a PC up to 500 gp.

Special Abilities

Orc Ferocity (Ex): Once per day, when brought below 0 hp, the legbreaker can fight on for 1 more round as if disabled.



Rage (Ex): The stats presented here include the benefits and penalties from rage. If the legbreaker's rage ends early, he becomes fatigued and uses these statistics instead:

AC 16, touch 10, flat-footed 16 (+6 armor) hp 47 (5d10+15) Fort +6, Ref +1, Will +2 Melee +1 greatclub +8 (1d10+15) Ranged mwk spear +6 (1d8+3/x3, 20 ft.) Str 16, Dex 11, Con 14, Int 10, Wis 12, Cha 8 CMB +8 (+9 sunder); CMD 18 (19 vs. sunder) Skills Climb +3, Handle Animal +3, Intimidate +15, Ride +0, Survival +5, Swim +3; Racial Modifiers +2 Intimidate

Large, crude, and dangerous, the legbreaker has a job perfectly suited to his skillset. He is equally adept at breaking bones and objects, and he is unafraid to do either in pursuit of collecting a debt or sending a message. His talents include making lots of noise and frightening those who cross him.

A legbreaker may serve as protection for a prostitute (CR 5). A barkeep, two barmaids, and a legbreaker may conspire to rob easy marks in their establishment (CR 6), or four legbreakers may serve as bodyguards and muscle for an adventuring battle mage (CR 9).

PLAGUE DOCTOR

CR 5

XP 1,600Human cleric 2/fighter (afflicted) 4N Medium humanoid (human)Init +4; Senses Perception +2

Defense

AC 15, touch 10, flat-footed 15 (+5 armor) hp 45 (2d8+4d10+10)

Fort +6, **Ref** +2, **Will** +6; +1 vs. disease

Offense

Speed 30 ft.

Melee +1 scimitar +10 (1d6+6/18-20)

Ranged mwk light crossbow +6 (1d8/19-20)

Special Attacks channel positive energy 3/day (DC 11, 1d6) **Domain Spell-Like Abilities (CL 2nd; concentration +4)** 5/day—*dazing touch, gentle rest*

Cleric Spells Prepared (CL 2nd; concentration +4)

1st—charm person^D (DC 13), command (DC 13), diagnose disease, ray of sickening (DC 13)

0 (at will)—create water, guidance, light, purify food and drink

D Domain spell; **Domains** Charm, Repose Statistics

Str 16, Dex 10, Con 13, Int 10, Wis 14, Cha 11

Base Atk +5; CMB +8; CMD 18

Feats Improved Initiative, Intimidating Prowess^B, Quick Draw, Skill Focus (Intimidate)^B, Surge of Success^B, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Climb +7, Handle Animal +4, Heal +9, Intimidate +13, Knowledge (dungeoneering) +4, Knowledge (religion) +4, Ride +4, Sense Motive +6, Survival +9

Languages Common

Combat Gear potions of cure moderate wounds (2)

Other Gear +1 chain shirt, +1 scimitar, masterwork light crossbow with 10 bolts, healer's kit (10 uses), mask, scholar's outfit, silver holy symbol (worth 25 gp), 4 pp, 4 gp

Boon The plague doctor can hide the PCs safely among the poor and diseased where the healthy fear to go for up to 2 days. **Special Abilities**

Channel Positive Energy (Ex): As a standard action, a plague doctor can channel positive energy in a 30-ft. burst, centered on him and affecting either all living or all undead (choose one) in the radius.

Dazing Touch (Sp, 5/day): The plague doctor can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with 3 or more Hit Dice are unaffected.

Gentle Rest (Sp, 5/day): The plague doctor can cause a living creature to become staggered for 1 round as a melee

touch attack. If the target is a staggered living creature, it falls asleep for 1 round instead. Undead creatures touched are staggered for 2 rounds.

Surge of Success (Ex): When he confirms a critical hit or roll a natural 20 on a saving throw, the plague doctor gains a +2 circumstance bonus on a single attack roll, saving throw, skill check, or ability check of his choice before the end of his next turn.

Once a brave warrior fighting for a noble's cause on foreign soil, the plague doctor has returned home to rejection, fear, and dishonor. Having contracted a mysterious ailment in faraway lands, the plague doctor gave up the way of the warrior and sought healing and absolution in religion. The cure continues to elude, but the plague doctor dwells among the povertystricken and plagued offering succor and peace in hopes of one day being blessed with redemption. Many become champions of the underprivileged, but others succumb to despair and anger and serve themselves and darker motivations.

A pair of crazed apocalyptic doomsayers sometimes travel with a plague doctor preaching doom and armageddon (CR 6). The occasional plague doctor teams up with a tomb raider in search of hidden magic or lore (CR 7). A pair of plague doctors may exchange favors to a guild master in return for safe haven (CR 11). Fallen plague doctors replace channel positive energy with channel negative energy.

CR 1

TRIBAL HUNTER

XP 400 Human fighter (spirit warrior) 2 N Medium humanoid (human) Init +1; Senses Perception +1 Defense AC 17, touch 12, flat-footed 15 (+3 armor, +1 Dex, +1 dodge, +2 shield) hp 23 (2d10+8) **Fort** +6, **Ref** +1, **Will** +1; +1 vs. fear **Defensive Abilities** bravery +1 Offense Speed 35 ft. Melee mwk shortspear +5(1d6+2/x2)**Ranged** thrown mwk shortspear +4 (1d6+2/x2) or javelin + 3 (1d6 + 2/x2)**Special Attacks Statistics** Str 14, Dex 13, Con 17, Int 8, Wis 12, Cha 10 Base Atk +2; CMB +4; CMD 16 Feats Dodge, Fleet Skills Climb +5, Knowledge (nature) +3, Survival +6

Languages Common

SQ animal focus (2 minutes)

Combat Gear potion of endure elements, potion of pass without trace

Other Gear masterwork studded leather, masterwork heavy wooden shield, javelins (5), masterwork shortspear, 4 pp, 2 gp

Boon A tribal hunter can assist the PCs in finding food and water granting a one-time +4 bonus on the Survival check.

Special Abilities

Animal Focus (Su) As swift action, select one animal type to emulate, gaining a special ability based on the type of animal emulated and fighter level. Can use the ability for a number minutes per day equal to level. Duration does not need to be consecutive but must be spent in 1-minute increments.

Fleet While wearing light or no armor and not carrying a medium or heavy load, base speed increases by 5 ft.

Tribal hunters are members of remote, unsophisticated, or degenerate tribes who survive by hunting and gathering. They also serve as their civilization's military force and engage with speed and mobility hurling javelins and charging in with spears.

Tribal hunters usually move in groups of four (CR 5) or split in even groups with cannibals (CR 5), or a pair of tribal hunters sojourn with a pair of trappers (CR 6).

TROPICS PIRATE

CR 7

XP 3,200 Half-Orc fighter (mariner) 5/rogue 3 NE Medium humanoid (human, orc)

Init +5; Senses darkvision; Perception +5 (+6 locating traps) Defense

AC 20, touch 14, flat-footed 16 (+5 armor, +1 Dex, +3 dodge, +1 shield); +1 vs. traps

hp 74 (3d8+5d10+29)

Fort +8, **Ref** +6, **Will** +1; +1 Ref vs. traps

Defensive Abilities evasion, ferocity, trap sense +1 **Offense**

Speed 30 ft.

Melee +1 hooked fish club +9/+4 (1d8+6)

Ranged mwk javelin +8 (1d6+3)

Special Attacks acrobatic strike +1, sneak attack +2d6 Statistics

Str 16, Dex 13, Con 16, Int 13, Wis 8, Cha 10

Base Atk +6/+1; **CMB** +9 **CMD** 21

Feats Combat Expertise (used), Dodge, Exotic Weapon Proficiency (hooked fish club)^B, Improved Disarm^B, Improved Initiative, Improved Trip, Weapon Focus (hooked fish club)^B, Weapon Specialization (hooked fish club)^B

Skills Acrobatics +12, Appraise +7, Climb +9, Disable Device +9, Escape Artist +7, Intimidate +8, Knowledge (geography) +9, Perception +5 (+6 locating traps), Profession (sailor) +5, Sense Motive +4, Stealth +7, Survival +7, Swim +12

Languages Aquan, Common

SQ armor training 1, favored terrain (water +2), rogue talents (weapon training), strong swimmer +1, trapfinding +1

Combat Gear potions of cure light wounds (2), potion of protection from arrows

Other Gear +2 wooden armor, masterwork buckler, +1 hooked fish clu^B, masterwork javelins (2), masterwork thieves' tools, 6 pp, 6 gp

Boon A tropics pirate can arrange the smuggling of one person or Medium size item any known location reachable by sea.

Special Abilities

Acrobatic Strike (Ex): The tropics pirate can make an Acrobatics check while moving to gain a +1 bonus to single melee attack and damage roll or combat maneuver check made at the end of the move.

The tropics pirate is a fearsome sight with his wooden armor, copious tattoos, and shark-toothed weapons. He is agile and deadly in tight quarters and uses his hooked club to rip weapons from opponents' grasps and trip foes. The tropics pirate is a hardened scoundrel often found with other miscreants and scofflaws.

Tropic pirates may be found in pairs (CR 9) or groups of four (CR 11), or a pair could be led by a champion (CR 11). A pirate captain may be accompanied by eight tropics pirates (CR 14).



WAR MAGICIAN

CR 6

XP 2,400 Elf fighter (spellstaff) 7 CN Medium humanoid (elf) Init +7; Senses low-light vision; Perception -1 Defense

AC 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 shield); +2 shield when fighting defensively hp 50 (7d10+7)

Fort +5, **Ref** +5, **Will** +1; +2 vs. enchantment and fear **Defensive Abilities** Immune sleep

Offense

Speed 30 ft.

Melee mwk quarterstaff +12/+7 (1d6+6/x2) or

mwk quarterstaff +10/+5 (1d6+5/x2) and mwk quarterstaff +10 (1d6+4/x2)

Ranged mwk composite longbow +11/+6 (1d8+2/x3)

Special Attacks quarterstaff training +1

Spellstaff Spells Prepared (CL 4th +2 vs resistance; concentration +11)

2nd—defensive shock

1st—shield, touch of gracelessness (DC 14)

0 (at will)—*acid splash, detect magic, touch of fatigue* (DC 13)

Statistics

Str 14, **Dex** 16, **Con** 10, **Int** 17, **Wis** 8, **Cha** 10 **Base Atk** +7/+2; **CMB** +9; **CMD** 23

Feats Combat Casting, Dodge^B, Improved Initiative^B, Mobility^B, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)^B

Skills Climb +6, Craft (alchemy) +8, Handle Animal +6, Intimidate +5, Knowledge (arcana) +13, Ride +9, Spellcraft +13 (+15 to identify magic item properties), Survival +9, Swim +5; Racial Modifiers +2 Perception

Languages Abyssal, Aklo, Common, Elven, Ignan SQ elven magic, weapon familiarity

Combat Gear potion of cure moderate wounds, wand of bull's strength (25 charges), wand of jump (16 charges), wand of magic weapon (50 charges)

Other Gear +1 chain shirt, masterwork composite longbow (+2 **Str**) with 20 arrows, masterwork/masterwork quarterstaff, spell component pouch, 4 gp

Boon The war magician has contacts among several prominent spellcasting organizations and can arrange for the instruction of one spell of 4th level or lower into a PC's spellbook.

Spellbook

0-level—acid splash, arcane mark, dancing lights, daze, detect magic, flare, light, mage hand, mending, message, open/ close, read magic, resistance, spark, touch of fatigue

1st—alarm, chill touch, disguise weapon, endure elements, expeditious retreat, grease, hold portal, shield, touch of gracelessness, true strike

2nd—defensive shock, ghoul touch

Brave beyond measure, and reason, the war magician mixes arcane talent and brawling physical skill. The war magician is often a member of a long line of arcane guardians or stewards entrusted with the protection of a wizard school, an institution, or religious organization.

The occasional war magician seeks to learn from a conjurist (CR 8), or a celebrity bard may hire a unit of four war magicians as bodyguards and traveling companions (CR 12).



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Authors: Clinton Boomer, Richard Lee Byers, Torah Cottrill, Steven Creech, Erik Scott de Bie, Darrin Drader, Kevin Glusing, Hal Greenberg, Ed Greenwood, Doug Herring, Rosemary Jones, Jaleigh Johnson, Ty Johnston, Kevin Kulp, Colin McComb, Darren Pearce, Rick Redman, Ken Shannon, and Rai Smith.

Revisit Classic Mystic Eye Games Books, brought back as PDFs by Samurai Sheepdog with plenty of still-useful details for any d20 system!



It's been 400 years since the xendauni were banished from their home by the elementals who now rule the continent of Pnumadesi unopposed. Now, Arawn Segomo, sentinel prince of the xendauni, has returned in search of the Gems of Power that will free his people. In 2018, author Kevin Glusing finally returns to the world of Pnumadesi, revising his books and finishing the story that he started writing under the pen name Edward Larel.

Also From Kevin Glusing

In Mystical: Kingdom of Monsters, by Northwinter Press, you play as a Monster Trainer, utilizing your unique talents to travel through a realm known only as The Kingdom in search of monsters to capture and raise. Along the way, you'll find upwards of 154 monsters; some new and some Pathfinder favorites.

Capturing monsters grants you access to spells that you can use to either battle other trainers in the arenas that exist throughout the Kingdom or combat evils in your own or another campaign world. As you master the spells those monsters grant you, you can capture even stronger monsters and learn different spells on your journey to become one of the greatest trainers there is.

Includes new feats, companions, spells and magic items for would-be trainers on their quests, and a brief description of several locations throughout the Kingdom (including where to capture certain monsters) can be found as well!

