

# The Genius Guide to: FAVORED CLASS Options



(Free Web Enhancement)

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

In the *Pathfinder Roleplaying Game*, every time characters take a level in a favored class, they gain a bonus. Under the core rules, that bonus is either +1 skill point or +1 hit point. However, *The Advanced Player's Guide* introduced a new set of racial favored class options. These are benefits that members of specific races can get when they gain a level in a class that is listed as a favored class for their race. These rules are extremely interesting in that they add a new way to differentiate between characters, creating even more potential points of difference between a halfling paladin and a human paladin (just as an example). A GM wishing to make different regions or groups unique could also take the new "racial" options and instead link them to a specific kingdom, knightly order, or school.

Of course, those rules came out after Super Genius Games has already released a range of new base character classes. So, to ensure that players who use our character classes for their characters have the same range of options that characters built from the core rules do, this free PDF supplement adds racial favored class options for all the Super Genius classes currently available. In the future, we will include racial favored class information as part of any further new base classes we release.

## DWARVES

**Archon:** Reduce arcane spell failure in medium and heavy armor by 1%.

**Armiger:** Add +1/2 to CMD against bull rush and grapple maneuvers.

**Dragonrider:** Add +1 to your dragon steed's energy resistance against any one type of energy (maximum +10.)

**Godling, adept:** Treat your spellcasting attribute as if it were +1/3 higher for purposes of your lineage domain powers. (+1 effective spellcasting attribute for lineage powers for every three times you select this option.)



**Godling, mighty:** Add +1 to your CMB for maneuvers against foes with more HD or levels than yourself.

**Time Thief:** Add 1/6 of an additional d4 added to armor class when you spend a mote to boost your AC. (+1d4 for every six times you select this option.)

**Vanguard:** Increase by +1 your effective caster level for purpose of the Arcane Strike feat.

**War Master:** Add 1 to your total number of rounds of battle tactics available each day.

**Witch Hunter:** Add a +1/2 circumstance bonus to AC for 1 round when you use a devoted strike. (+1 circumstance bonus to AC for every two times you select this option.)



## ELVES

**Archon:** Add +1 to the number of spells you may know at a given level. You may never know more archon spells at a level than you do at the level above it.

**Death Mage:** Select one power gained from your pale road ability that you may use a number of times per day equal to 3 + an ability modifier. Add +1/2 to your uses per day of that ability. (+1 use for every two times you select this option.)

**Dragonrider:** Add +1 skill point to your dragon steed.

**Godling, adept:** Select one power gained from you're a lineage domain that you may use a number of times per day equal to 3 + an ability modifier. Add +1/2 to your uses per day of that ability. (+1 daily use for every two times you select this option.)

**Godling, clever:** Select one power gained from you're a lineage domain that you may use a number of times per day equal to 3 + an ability modifier. Add +1/2 to your uses per day of that ability. (+1 daily use for every two times you select this option.)

**Godling, eldritch:** Learn a new 0-level spell from any spell list.

**Magus:** Add 1/6 of a mystic talent. (One additional mystic talent for every six times you select this option.)

**Shadow Assassin:** Reduce by 1/2 minute the number of minutes of rest and quiet contemplation required to refocus your deadly focus.

**Time Thief:** +1/2 mote/day. (One additional mote for every two times you select this option.)

## GNOMES

**Archon:** Select one illusion spell that is not on the archon spell list but is of a level you can cast. You learn this spell, subject to the archon's normal maximum spells known restrictions.

**Armiger:** Add 1/6 of an armiger talent. (One additional armiger talent for every six times you select this option.)

**Death Mage:** Add +1/4 of a new fetish power. (+1 fetish power for every four times you select this option.) You must have fetish powers to select this option.

**Dragonrider:** Add +1/4 of a die of damage to dragon steed's breath weapon. (+1 die of damage for every four times you select this option.)

**Godling, adept:** Add 1/6 of a minor ascendancy. (One additional minor ascendancy for every six times you select this option.)

**Godling, clever:** Add +1 to your CMD against maneuvers by foes with more levels or HD than yourself.

**Magus:** Select one enchantment or illusion spell you know that is not from your primary spell list. It counts as being from your primary spell list for purposes of ensuring 1/2 of all your spells known are from your primary spell list.

**Shadow Assassin:** Add 1/6 of a shadow talent. (One additional shadow talent for every six times you select this option.)

**Time Thief:** Add 1/6 of a temporal talent. (One additional temporal talent for every six times you select this option.)

## HALF-ELVES

**Archon:** Add +1 to the number of spells you may know at a given level. You may never know more archon spells at a level than you do at the level above it.

**Death Mage:** Add +1 hp to your unbreathing companion. You must have an unbreathing companion to select this option. If you change to a new unbreathing companion, the new companion gains the additional hp.

**Dragonrider:** Add +1 hp to your dragon steed.

**Godling, clever:** Add +1/6 of a divine talent. (One additional divine talent for every six times you select this option.)

**Godling, eldritch:** Select a spell from a spell list other than the one you selected as your eldritch godling spell list. Add this spell to your eldritch godling spell list as a spell 1 level higher than its normal listing. (Thus if adding magic missile to your spell list, you would add it as a 2nd level spell.) You may not add more 1st level or higher spells to your spell list than you have added to each spell level below it.

**Magus:** Add +1 to the number of spells of a particular class you are considered to have for purposes of qualifying for feats.

**Time Thief:** Add 1/6 of an additional d4 to one attack roll when you spend a mote to boost your attack roll. (+1d4 for every six times you select this option.)

**Vanguard:** Add +1/6 of a daily use of the swift spell ability. (One additional use/day for every six times you select this option.)

**Witch Hunter:** Add +1/6 of a devotee talent. (One additional devotee talent for every six times you select this option.)

## HALF-ORCS

**Archon:** Gain proficiency in one additional martial weapon.

**Armiger:** Grant DR +1/3/magic to any ally to whom you are giving a cover bonus. (DR 1/magic for every three times you select this option.)

**Death Mage:** Select one power gained from your pale road. Add +1/2 to your effective death mage level when calculating how effective that power is. (+1 level for every two times you select this option.)

**Dragonrider:** Add +1/2 to the damage dealt by your dragon steed's bite attack. (+1 to the bite attack's damage for every 2 times you select this option.)

**Godling, mighty:** Add +1 to your CMB for maneuvers against targets with fewer HD or levels than yourself.

**Shadow Assassin:** Add +1 damage to any critical hit you score with a light or exotic weapon you are proficient with. This additional damage is not multiplied by the critical multiple of your weapon.

**Time Thief:** Add 1/6 of an additional d4 to one damage roll when you spend a mote to boost damage. (+1d4 for every six times you select this option.)

**War Master:** Add +1/6 of a war master talent. (One additional war master talent for every six times you select this option.)

**Witch Hunter:** Increase damage bonus to devoted strikes by +1/2. (+1 bonus to damage with devoted strikes for every two times you select this option.)



## HALFINGS

**Armiger:** Add +1/3 to defensive maximization. (+1 AC for every three times you select this option.)

**Dragonrider:** Add +1/2 to your and your dragon steed's CMD when you are mounted on your dragon steed. (+1 to you and your dragon steed's CMD when you are mounted for every 2 times you select this option.)

**Godling, adept:** Add +1/2 to all concentration checks (+1 for every two times you select this option.)

**Godling, clever:** Add +1/2 to any two Int-, Wis- or Cha-based skills of your choice. (+1 to those skills for every two times you select this option.)



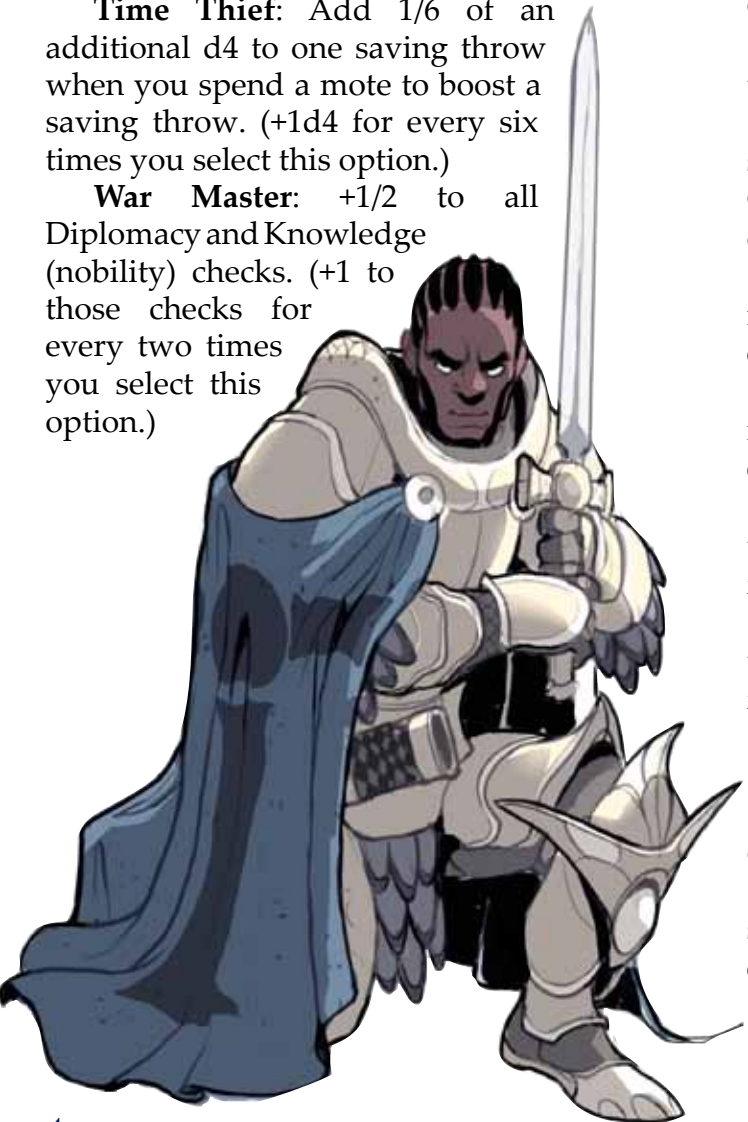
**Godling, eldritch:** Add +1 to your CMD on any round during which you cast a spell. This bonus lasts until the beginning of your next round.

**Magus:** Add +1 to your metamagic pool. You must have a metamagic pool to select this option.

**Shadow Assassin:** Add +1 to your CMD when in dim or weaker light.

**Time Thief:** Add 1/6 of an additional d4 to one saving throw when you spend a mote to boost a saving throw. (+1d4 for every six times you select this option.)

**War Master:** +1/2 to all Diplomacy and Knowledge (nobility) checks. (+1 to those checks for every two times you select this option.)



## HUMANS

**Archon:** Gain +1/2 favored spell. (One additional favored spell for every two times you select this option.)

**Armiger:** Add +1/2 CMD. (+1 to CMD for every two times you select this option.)

**Death Mage:** Add +1/2 to CMB for maneuvers made against undead, and to CMD against maneuvers made by undead. (+1 to CMB and CMD vs. undead for every two times you select this option.)

**Dragonrider:** Add +1/2 to your dragon steed's CMB. (+1 to your dragon steed's CMB for every two times you select this option.)

**Godling, adept:** Gain +1/2 a divine trait rank. (One additional divine trait rank for every two times you select this option.)

**Godling, clever:** Gain +1/2 a divine trait rank. (One additional divine trait rank for every two times you select this option.)

**Godling, eldritch:** Gain +1/2 a divine trait rank. (One additional divine trait rank for every two times you select this option.)

**Godling, mighty:** Gain +1/2 a divine trait rank. (One additional divine trait rank for every two times you select this option.)

**Magus:** Add one spell known from your primary spell list. The spell must be at least one level below the highest-level spell you can cast.

**Shadow Assassin:** Add 1/6 of a shadow style. (One additional shadow style for every six times you select this option.)

**Time Thief:** Add 1/6 of an additional d4 to one skill check or ability check when you spend a mote to boost such a check. (+1d4 for every six times you select this option.)

**Vanguard:** Add +1/2 to your CMD against grapple and trip maneuvers when you are wielding your bonded weapon. (+1 to CMD against grapple and trip maneuvers when you are wielding your bonded weapon for every two times you select this option.)

**War Master:** +1/5 to the circumstance bonus gained when using a masterwork weapon, armor or item. (+1 to the circumstance bonus for using masterwork gear for every five times you select this option.)

**Witch Hunter:** Add +1/2 to the number of daily uses of devoted strike. (+1 devoted strike/day for every two times you select this option.)

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