

OPPORTUNIST

A HYBRID CLASS FOR THE
PATHFINDER ROLEPLAYING GAME

BY MIKE MYLER



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**ROGUE
GENIUS GAMES**

Agrestasaurus
EVERYTHING MUST RAAWR!



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Product Code: RGG0190

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OPPORTUNIST (BARBARIAN/ROGUE)

A hybrid class of the barbarian and rogue for the Pathfinder Roleplaying Game.

Of all the world's myriad warriors, few are as merciless, unforgiving, and brutal as the opportunist. With unerring accuracy and almost preternatural foresight, these combatants wait for their opponents to make a wrong move and capitalize on the moment to deal catastrophic damage once a foe has exposed themselves. Even guarded enemies should beware as opportunists tap the primal energies of their own bodies, triggering adrenal reactions that make them faster and stronger. By overloading their body's natural systems, opportunists operate at their utmost physical limits.

Opportunists are found everywhere but most commonly among thieves' guilds, pirates and scoundrels, nefarious tribal warrior castes, and in gladiatorial stadiums. Regardless of what allegiances they take or with whom they surround themselves, all opportunists must unleash their impulses and give reign to their natural inclinations to make the best use of their talents. Though they don't inherently dislike settling down, many opportunists prefer nomadic lifestyles well-suited to adventure, as this allows them to make the most of any opportunities presented to them.

The very nature of opportunists' martial arts precipitates conflict, and their lives are often fraught with danger. These exploiters-of-circumstance are driven by the primal body energies they harness, which typically renders them as impulsive with decisions as they are with their blades. Opportunists frequently find themselves at odds with authority. Whether evil, good, or indifferent opportunists are well known for seizing moments of good fortune, capitalizing on the smallest opening, and placing themselves in the right place at the right time.

Role: Opportunists make excellent front-line combatants, but depending on their chosen talents may fill the role of bard or rogue as well. Moreover, opportunist archetypes allow them to fill several different spellcasting niches. Opportunists operate best in the middle of a fray, placing themselves in key positions on the battlefield to maximize the number of opponents exposed to the opportunist's attacks.

Alignment: Any chaotic.

Hit Die: d10

Starting Wealth: At 1st level, an opportunist begins play with 4d6 x 10 gp.

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Intelligence modifier.

CLASS FEATURES

The following are class features of the opportunist.

Weapon and Armor Proficiency: An opportunist is proficient in all simple and martial weapons, any one exotic weapon, light armors, and light shields.

Opportunistic Attack (Ex) By pressing the attack when the right moment presents itself, an opportunist drives their strikes home to powerful effect.

The opportunist deals opportunistic attack damage whenever successfully hitting with an attack of opportunity or when flanking. This extra damage is 1d4 at 1st level,



TABLE 1-1: THE OPPORTUNIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Opportunistic attack +1d4, overload
2	+2	+3	+3	+0	Opportunist talent, reflexive combatant
3	+3	+3	+3	+1	Opportunistic attack +2d4, trap sense +1
4	+4	+4	+4	+1	Opportunist talent, uncanny dodge
5	+5	+4	+4	+1	Opportunistic attack +3d4, feinting opportunity
6	+6/+1	+5	+5	+2	Opportunist talent, trap sense +2
7	+7/+2	+5	+5	+2	Opportunistic attack +4d4
8	+8/+3	+6	+6	+2	Improved uncanny dodge, opportunist talent
9	+9/+4	+6	+6	+3	Opportunistic attack +5d4, trap sense +3
10	+10/+5	+7	+7	+3	Advanced opportunist talents, opportunist talent
11	+11/+6/+1	+7	+7	+3	Greater overload, Opportunistic attack +6d4
12	+12/+7/+2	+8	+8	+4	Opportunist talent, trap sense +4
13	+13/+8/+3	+8	+8	+4	Opportunistic attack +7d4
14	+14/+9/+4	+9	+9	+4	Opportunist talent, vital opportunities
15	+15/+10/+5	+9	+9	+5	Opportunistic attack +8d4, trap sense +5
16	+16/+11/+6/+1	+10	+10	+5	Critical opportunities, opportunist talent
17	+17/+12/+7/+2	+10	+10	+5	Opportunistic attack +9d4, tireless overload
18	+18/+13/+8/+3	+11	+11	+6	Opportunist talent, trap sense +6
19	+19/+14/+9/+4	+11	+11	+6	Opportunistic attack +10d4
20	+20/+15/+10/+5	+12	+12	+6	Master opportunist, mighty overload

and increases by 1d4 every two opportunist levels thereafter. Should the opportunist score a critical hit with an opportunistic attack, this extra damage is not multiplied.

With a weapon that deals nonlethal damage (like a sap, whip, or unarmed strike), an opportunist can make an opportunistic attack that deals nonlethal damage instead of lethal damage. They cannot use a weapon that deals lethal damage to deal nonlethal damage in an opportunistic attack, not even with the usual -4 penalty.

The opportunist must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. For example, an opportunist cannot make an opportunistic attack against an invisible creature, a creature with concealment, or a creature with full cover (creatures with partial cover may still be targeted). Opportunistic attack qualifies as sneak attack for abilities and feats that modify sneak attack or that require sneak attack as a prerequisite.

Overload (Ex) An opportunist enters a heightened state of physiological awareness and triggers a small adrenal burst that makes them stronger or faster—and sometimes

both. Starting at 1st level, an opportunist can overload for a number of rounds per day equal to 4 + their Constitution modifier. At each level after 1st, they can overload for 2 additional rounds. Temporary increases to Constitution, such as those gained from *rage* and spells like *bear's endurance*, do not increase the total number of rounds that an opportunist can overload per day. An opportunist can enter overload as a free action. The total number of rounds of overload per day is renewed after resting 8 hours, although these hours do not need to be consecutive.

While in overload, an opportunist gains a either a +4 morale bonus to their Strength, a +4 morale bonus to their Dexterity, or a +2 morale bonus to their Strength and Dexterity. In addition, they take a -4 penalty to Will saves. While in overload, an opportunist cannot attempt to cast spells nor use any ability that requires patience and concentration in excess of 5 rounds (half a minute).

An opportunist can end their overload as a free action and is fatigued after overload for a number of rounds equal to 2 times the number of rounds spent in the overload. While

suffering from this fatigue, the opportunist continues to take a -4 penalty to Will saves. An opportunist cannot enter a new overload while fatigued or exhausted but can otherwise enter overload multiple times during a single encounter or combat, provided they do not exceed the number of overload rounds available per day. If an opportunist falls unconscious, their overload immediately ends.

Opportunist Talents (Ex) As an opportunist gains levels, they learn to use their overload in new ways. Starting at 2nd level, an opportunist gains an opportunist talent. They gain another opportunist talent for every two levels of opportunist attained after 2nd level. Some of these opportunist talents only grant benefits while the opportunist is in overload, and some require the opportunist to take an action first. Unless otherwise noted, an opportunist cannot select an individual opportunist talent more than once.

An opportunist may choose to select a rage power or rogue talent instead of an opportunist talent; any rage powers use overload instead of rage and any talents that affect sneak attack use opportunistic attack instead.

Dashing Overload (Ex) While overloading, the opportunist increases their base speed by +10 feet. This opportunist talent may be selected multiple times and its effects stack.

Opportunistic Draw (Ex) While overloading, the opportunist can draw a hidden weapon as a move action (instead of a standard action). Until the beginning of their next turn, the opportunist deals opportunistic attack damage against targets that were unable to detect the hidden weapon. After a creature has taken damage from an attack benefiting from this talent, they are immune to this talent's effects for 24 hours.

Opportunistic Maneuver (Ex) When this opportunist talent is selected, the opportunist chooses one of the following combat maneuvers for use with it: bull rush, dirty trick, disarm, grapple, overrun, reposition, steal, or trip. While in overload, after the opportunist fails the selected combat maneuver check, the opportunist makes a free attack of opportunity against the target of their combat maneuver. The opportunist may only use this opportunist talent once per round.

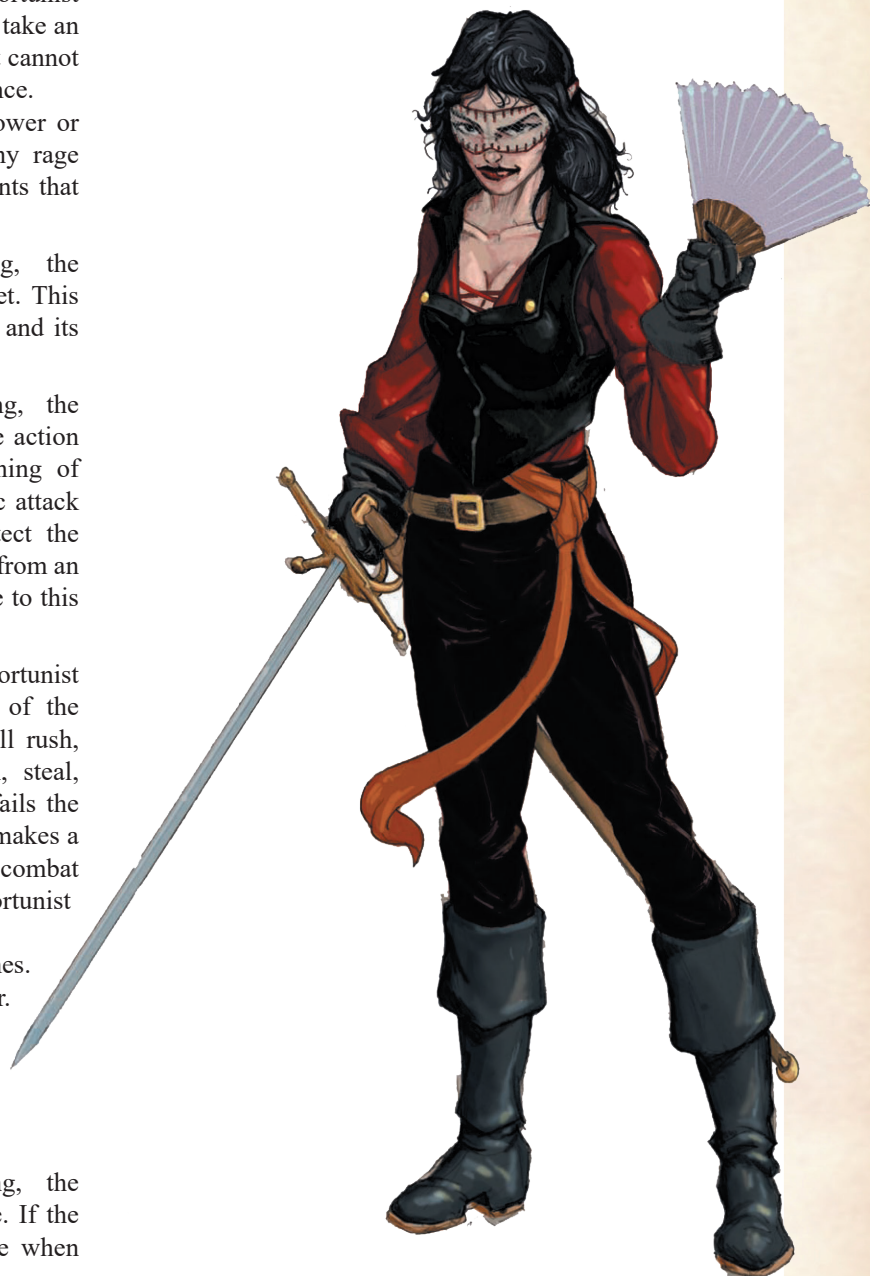
This opportunist talent can be taken multiple times. Each time it applies to a different combat maneuver.

Opportunistic Strikes (Ex) While overloading in a surprise round, the opportunist's attacks qualify as attacks of opportunity against creatures that do not get to act in the surprise round.

Overload Immunity (Ex) While overloading, the opportunist gains immunity to poison and disease. If the opportunist is suffering from a poison or disease when

entering overload, they ignore the malady's effects for the duration of their overload and may attempt a new saving throw to cure the poison or disease affliction at the end of their overload. An opportunist must have the resistant overload talent to select this opportunist talent. An opportunist must be at least 6th level to select this opportunist talent.

Overreach (Ex) While overloading, the opportunist increases their reach for attacks of opportunity by +5 feet. This opportunist talent may be selected a second time at 8th level and a third time at 16th level (its effects stack)



Ranged Opportunist (Ex) While overloading, the opportunist can spend a move action to make attacks of opportunity with a ranged weapon. The opportunist threatens attacks of opportunity within the first range increment of the weapon (up to 50 feet) until the beginning of their next turn.

Resistant Overload (Ex) While overloading, the opportunist gains a +4 morale bonus on saving throws made to resist poison or disease.

Shared Overload (Su) While overloading, the opportunity can use a full-round action to impart some of their adrenaline-driven state to all willing allies that they can touch while moving their base speed. The opportunist's touch grants targets a portion of their powers for a number of rounds equal to the opportunist's Charisma modifier (minimum 1). Allies so touched gain a +2 morale bonus to Strength, a +2 morale bonus to Dexterity, or a +1 morale bonus to Strength and Dexterity, but they also suffer a -2 to Will saves. An opportunist may only use this opportunist talent once per overload. An opportunist must be at least 5th level to select this opportunist talent.

Reflexive Combatant (Ex) At 2nd level, an opportunist receives Combat Reflexes as a bonus feat. Added to those granted by their Dexterity modifier, opportunist gain an additional number of attacks of opportunity each round equal to 1/5th their opportunist level (minimum 1).

Trap Sense (Ex) At 3rd level, an opportunist gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 for every three opportunist levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex) At 4th level, an opportunist gains the ability to react to danger before their senses would normally allow them to do so. They cannot be caught flat-footed, nor do they lose their Dexterity bonus to AC against invisible attackers. The opportunist still loses their Dexterity bonus to AC if immobilized. An opportunist with this ability can still lose their Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If an opportunist already has uncanny dodge from a different class, they automatically gain improved uncanny dodge (see below) instead.

Feinting Opportunity (Ex) At 5th level, an opportunist can make a Bluff check as a move action to feint an opponent in combat, granting them opportunistic attack damage on all attacks made against that target until the beginning of the opportunist's next turn. Alternatively, the opportunist may forgo their first melee attack in a round to make a Bluff check to feint an opponent.

At 10th level, the opportunist may use feinting opportunity as a swift action.

Improved Uncanny Dodge (Ex) At 8th level and higher, an opportunist can no longer be flanked. This defense denies a rogue the ability to sneak attack the opportunist by flanking them, unless the attacker has at least four more rogue levels than the target has opportunist levels.

If a character already has uncanny dodge (see above) from another class, levels from all classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Advanced Opportunist Talents: At 10th level, and every two levels thereafter, an opportunist can choose one of the following advanced opportunist talents in place of an opportunist talent.

Acrobatic Opportunist (Ex) The opportunist unlocks the Acrobatics skill (as per the [Skill Unlocks](#) section of *Pathfinder Roleplaying Game: Pathfinder Unchained*).



Affluent Opportunist (Ex) The opportunist unlocks the Appraise skill (as per the [Skill Unlocks](#) section of *Pathfinder Roleplaying Game: Pathfinder Unchained*).

Deceptive Opportunist (Ex) The opportunist unlocks the Bluff skill (as per the [Skill Unlocks](#) section of *Pathfinder Roleplaying Game: Pathfinder Unchained*).

Give A Little To Get A Little (Ex) The opportunist can spend a swift action to provoke a number of attacks of opportunity equal to their Intelligence modifier. Any creatures that take these attacks of opportunity provoke attacks of opportunity from the opportunist.

Greater Opportunistic Maneuver (Ex) When this opportunist talent is selected, the opportunist chooses one of the following combat maneuvers for use with it: bull rush, dirty trick, disarm, grapple, overrun, reposition, steal, or trip. While in overload and making a combat maneuver check as part of an attack of opportunity, the opportunist also deals damage as if they made a regular attack of opportunity. The opportunist may only use this opportunist talent once per round.

This opportunist talent can be taken multiple times. Each time it applies to a different combat maneuver. An opportunist must have the corresponding opportunistic maneuver talent to select this opportunist talent.

Insightful Opportunist (Ex) The opportunist unlocks the Sense Motive skill (as per the [Skill Unlocks](#) section of *Pathfinder Roleplaying Game: Pathfinder Unchained*).

Legerdemain Opportunist (Ex) The opportunist unlocks the Sleight of Hand skill (as per the [Skill Unlocks](#) section of *Pathfinder Roleplaying Game: Pathfinder Unchained*).

Perceptive Opportunist (Ex) The opportunist unlocks the Perception skill (as per the [Skill Unlocks](#) section of *Pathfinder Roleplaying Game: Pathfinder Unchained*).

Stealthy Opportunist (Ex) The opportunist unlocks the Stealth skill (as per the [Skill Unlocks](#) section of *Pathfinder Roleplaying Game: Pathfinder Unchained*).

Greater Overload (Ex) At 11th level, when an opportunist enters overload, the penalty to Will saves is reduced to -2 and either the morale bonus to their Strength increases to +6, the morale bonus to their Dexterity increases to +6, or their morale bonus to Strength and Dexterity increases to +4.

Vital Opportunities (Ex) At 14th level, the opportunist gains Vital Strike as a bonus feat; if they already have Vital Strike, they gain Improved Vital Strike instead (and if they already have both of these feats, they gain Greater Vital Strike instead). After using Vital Strike during their turn, the opportunist can use Vital Strike with attacks of opportunity a number of times equal to Intelligence modifier before the start of their next turn.



Critical Opportunities (Ex) At 16th level, the opportunist increases the critical multiplier of any weapon they are wielding by 1 when making attacks of opportunity (this cannot increase the weapon's critical multiplier beyond x4.)

Tireless Overload (Ex) Starting at 17th level, an opportunist no longer becomes fatigued at the end of their overload.

Master Opportunist (Ex) At 20th level, an opportunist can declare a number of attacks per round equal to their Intelligence modifier as attacks of opportunity; these do not count against the opportunist's maximum number of attacks of opportunity each round. In addition, creatures with the Mobility feat do not gain its bonus to AC against attacks of opportunity made by the opportunist.

Mighty Overload (Ex) At 20th level, when an opportunist enters overload, they no longer take any penalty to Will saves and either the morale bonus to their Strength increases to +8, the morale bonus to their Dexterity increases to +8, or their morale bonus to Strength and Dexterity increases to +6.



NEW FEATS

The following feats are available to opportunists.

ELEMENTAL PRACTITIONER (GENERAL)

With great control and no small amount of practice, you've learned to draw forth different types of energy.

Prerequisite: Practitioner adept class feature

Benefit: Choose one of the following types of energy: acid, cold, or electricity. When using the *produce flame* spell-like ability, instead of dealing fire damage you deal the chosen type of energy damage. The type of energy damage cannot be changed after this feat has been taken.

Special: You can gain the Elemental Practitioner Talent multiple times, choosing a different energy type each time.

EXTRA OPPORTUNIST TALENT (GENERAL)

Ever looking for the perfect circumstances to make your move, you've mastered another trick of fate.

Prerequisite: Opportunist talent class feature.

Benefit: You gain one additional opportunist talent. You must meet all of the prerequisites for this opportunist talent.

Special: You can gain Extra Opportunist Talent multiple times.

FOCUSED OPPORTUNISTIC ATTACK (GENERAL)

By girding yourself and setting your reflexes to their maximum sensitivity, you drive home fateful strikes with impressive force.

Prerequisite: Opportunistic attack class feature.

Benefit: By spending a standard action and forgoing any attacks that are not attacks of opportunity until the beginning of your next turn, you can increase the damage dice of your opportunistic attack by one step (from d4 to d6 or d6 to d8) until the start of your next turn.

OVERLOADED IMPULSES (GENERAL)

When you overload and enter into an adrenalized state, you don't lose any control over your mental faculties. However, you can't help jittering about, shaking ever so slightly.

Prerequisite: Overload class feature

Benefit: When using overload, you take no penalty to Will saves; instead you take half the normal penalty (-2 or -1) to AC, Reflex saves, and Dexterity-based skill checks.

OVERLOADED SYSTEM (GENERAL)

Tapping into your primal instincts keeps you quick and of sound mind, but your body's sudden lack of equilibrium leaves it vulnerable.

Prerequisite: Overload class feature

Benefit: When using overload, instead of taking a penalty to Will saves you take a penalty to Fortitude saves.

ARCHETYPES

BAREKNUCKLE MASTER

Opportunists that truly press their limits, exploring everything their corporeal forms are capable of achieving, become deadly unarmed combatants on par with the greatest martial arts masters. Unfailingly swift and devastating, bareknuckle masters strike with the lightning speed of a viper, their blows so fast and unerring that they defy even the most powerful magics. Monks that find lawful behavior too restrictive and brawlers that embrace their wildest impulses often become bareknuckle masters, but only the most intelligent warriors excel at this particular style of opportunist combat.

Weapon and Armor Proficiency: Bareknuckle masters are proficient with unarmed strikes and simple weapons, but not any armor or shields.

Unarmed Strike: At 1st level, a bareknuckle master gains Improved Unarmed Strike as a bonus feat. A bareknuckle master's attacks may be with fist, elbows, knees, and feet. This means that a bareknuckle master may make unarmed strikes with their hands full. There is no such thing as an off-hand attack for a bareknuckle master striking unarmed. A bareknuckle master may apply their full Strength bonus on damage rolls for all their unarmed strikes.

Usually a bareknuckle master's unarmed strikes deal lethal damage, but they can choose to deal nonlethal damage instead with no penalty on their attack roll. The bareknuckle master has the same choice to deal lethal or nonlethal damage while grappling.

A bareknuckle master's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A bareknuckle master also deals more damage with their unarmed strikes than a normal person would, increasing as they gain more opportunist levels (1st—1d6, 4th—1d8, 8th—1d10, 12th—2d6, 16th—2d8, 20th—2d10).

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

These bonuses to AC apply even against touch attacks or when the bareknuckle master is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load. This ability replaces the opportunist talents gained at 6th, 12th, and 18th level.

Fast Movement (Ex) At 3rd level, a bareknuckle master gains a +10 ft. enhancement bonus to their land speed. A bareknuckle master in armor or carrying a medium or heavy load loses this extra speed. At 6th, 9th, 12th, 15th, and 18th level, this enhancement bonus to land speed increases by +10 ft. (to a maximum of +60 ft. at 18th level). This ability replaces trap sense.

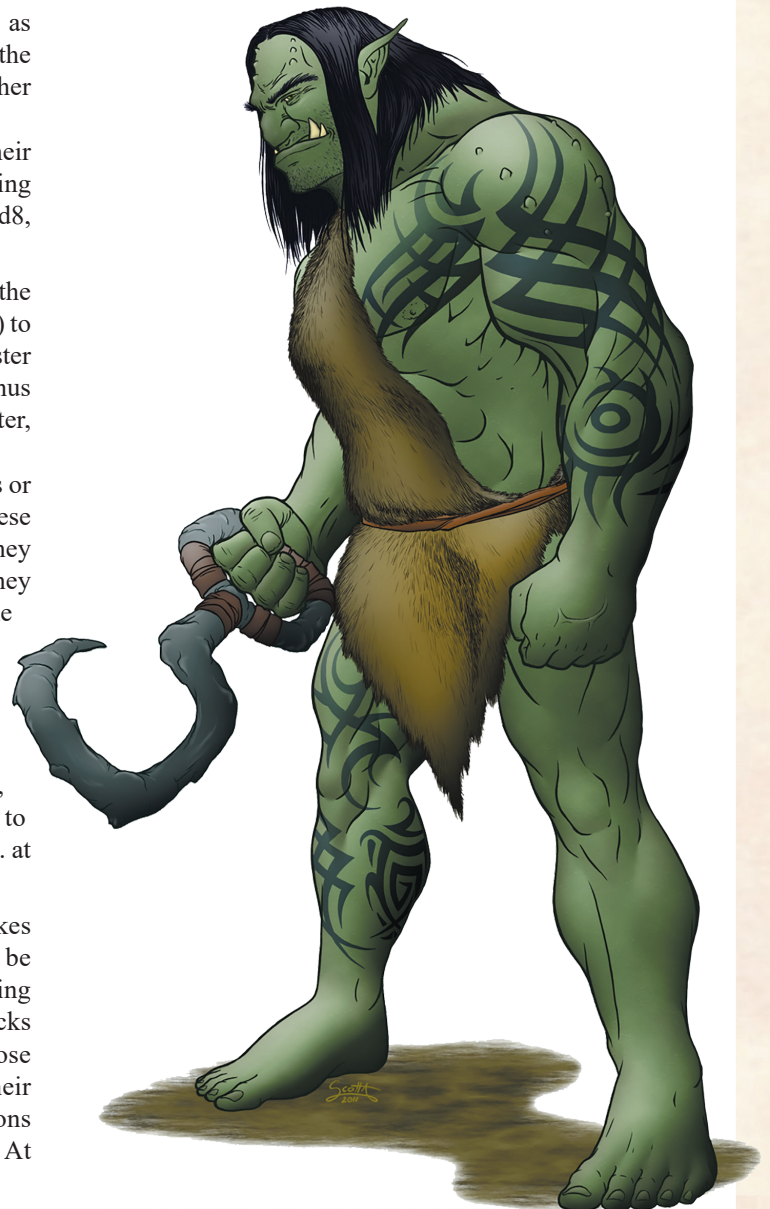
Fantastic Strikes (Ex) At 4th level, fantastic strikes allow a bareknuckle master's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, their unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, their unarmed attacks are also treated as anarchic weapons for the purpose of overcoming damage reduction. At

16th level, their unarmed attacks are also treated as adamantite weapons for the purpose of overcoming damage reduction. This ability replaces the opportunist talent gained at 4th level.

High Jump (Ex) At 5th level, a bareknuckle master adds their level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, the bareknuckle master always counts as having a running start when making jump checks using Acrobatics.

EXOTICIST

While any opportunist understands that warriors make their own fate, none are more able or better prepared to generate opportunities than the exoticist. By eschewing the use of



all but a scant few weapons, exoticists turn themselves into unique and deadly combatants distinguished by the unusual weapon they champion.

Weapon Proficiency: An exoticist is proficient with simple weapons and one exotic weapon.

Exotic Opportunistic Attack (Ex) An exoticist focuses on dealing opportunistic attack damage with their exotic weapon. They deal more opportunistic damage with that weapon at the expense of opportunistic attacks with other

weapons. When the exoticist makes an opportunistic attack with their exotic weapon, they use d6s to roll opportunistic attack damage instead of d4s. For opportunistic attacks with all other weapons, the exoticist uses d3s instead of d4s. This ability is identical in all other ways to opportunistic attack, and supplements that ability.

Exotic Weapon Master (Ex) At 2nd level, an exoticist gains Weapon Focus with an exotic weapon they are proficient with as a bonus feat. At 4th level, an exoticist gains Weapon Specialization with the same exotic weapon as a bonus feat. At 8th level, an exoticist gains Greater Weapon Focus with the same exotic weapon as a bonus feat. At 12th level, an exoticist gains Greater Weapon Specialization with the same exotic weapon as a bonus feat.

This ability replaces the opportunist talents gained at 2nd, 4th, 8th, and 12th level.

Exotic Weapon Training (Ex) At 3rd level, whenever an exoticist attacks with the weapon that benefits from the exotic weapon master ability, they gain a +1 bonus to attack and damage rolls. Every three levels thereafter (6th, 9th, 12th, 15th, and 18th), the bonuses to attack and damage increase by +1 (up to a maximum of +6 at 18th level).

An opportunist also adds this bonus to any combat maneuver checks made with their exotic weapon. This bonus also applies to the opportunist's Combat Maneuver Defense when defending against disarm and sunder attempts made against their exotic weapon.

This ability replaces trap sense.

MENTALIST

Most opportunist devote themselves to physical conditioning, stretching the boundaries of what is physically possible. Some of these warriors are truly unique however, instead training to expand the powers of their minds. Kicking their brains into overdrive, mentalists call upon supreme acumen and lightning-fast thinking to supplement their martial talents, bringing intellect to bear rather than brawn.

Overdrive (Ex) A mentalist can call upon the inner corridors of their minds to reach a heightened state of functioning, triggering a small adrenal burst that makes them smarter or wiser—and sometimes both. Starting at 1st level, a mentalist can overdrive for a number of rounds per day equal to 4 + their Constitution modifier. At each level after 1st, they can overdrive for 2 additional rounds. Temporary increases to Constitution, such as those gained from *rage* and spells like *bear's endurance*, do not increase the total number of rounds that a mentalist can overdrive per day. A mentalist can enter overdrive as a free action. The total number of rounds of overdrive per day is renewed after resting 8 hours, although these hours do not need to be consecutive.



While in overdrive, a mentalist gains a either a +4 morale bonus to their Intelligence, a +4 morale bonus to their Wisdom, or a +2 morale bonus to their Intelligence and Wisdom. In addition, they take a -4 penalty to Fortitude saves. While in overdrive, a mentalist cannot cast spells with a casting time of a full-round or longer, nor use any ability that requires patience and concentration in excess of 5 rounds (half a minute).

A mentalist can end their overdrive as a free action and is fatigued after overdrive for a number of rounds equal to 2 times the number of rounds spent in the overdrive; While suffering from this fatigue, the mentalist continues to take a -4 penalty to Fortitude saves. A mentalist cannot enter a new overdrive while fatigued or exhausted but can otherwise enter overdrive multiple times during a single encounter or combat. If a mentalist falls unconscious, their overdrive immediately ends.

This ability replaces overload.

Opportune Inspiration (Ex) Starting at 3rd level, a mentalist has a way with the world that grants them particular favor, putting them in contact with just the right people, and promoting circumstances that leave the mentalist at an advantage. A mentalist augments select skill checks through opportune inspiration. The mentalist has an inspiration pool equal to their opportunist level + their Intelligence modifier (minimum 1). A mentalist's inspiration pool refreshes each day after 8 hours of complete rest. As a free action, a mentalist can expend one use of inspiration from their pool to add their opportunistic attack dice to the result of that check, including any check on which they take 10 or take 20. This choice is made after the check is rolled and before the result is revealed. A mentalist can use opportune inspiration once only per skill check. The mentalist can use opportune inspiration on any Acrobatics, Appraise, Bluff, Perception, Sense Motive, Sleight of Hand, or Stealth check. This ability replaces trap sense.

Mentalist Opportunist Talents (Ex) Starting at 4th level, a mentalist may choose any of the following advanced opportunist talents in place of a regular opportunist talent: acrobatic opportunist, affluent opportunist, deceptive opportunist, insightful opportunist, legerdemain opportunist, perceptive opportunist, or stealthy opportunist. A mentalist treats an associated skill as 5 ranks higher when determining what skill unlocks they have access to so long as they have at least 1 rank in that skill. This ability replaces uncanny dodge and improved uncanny dodge.

PRACTITIONER

A few rare opportunists push their bodies so hard that they break through the veil, piercing the shroud of reality to wrench forth subtle magics. These practitioners may not be as physically impressive as their more martial counterparts, but they are even more able to capitalize on opportunities offered by exposed or unwary foes.



Weapon and Armor Proficiency: Practitioners are proficient with simple weapons, but not any armor or shields.

Practitioner Adept (Sp) At 1st level, a practitioner gains *produce flame* and *shadow weapon* as at will spell-like abilities. The practitioner's caster level for these spell-like abilities is equal to their opportunist level. This ability replaces the opportunist talent gained at 2nd level.

Spell Opportunist (Su) At 3rd level, a practitioner can spend a standard action to put themselves into a state of readiness that allows them to make attacks of opportunity with a spell-like ability against creatures within 5 feet x

TABLE 1-2: PRACTITIONER SPELL-LIKE ABILITIES PER DAY

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

caster level. When using this ability, the practitioner casts and holds the spell; if the practitioner takes damage while holding the spell, they must succeed on a concentration check (DC 5 + damage taken) or lose the spell.

This ability replaces trap sense.

Spell-Like Abilities: Beginning at 4th level, a practitioner casts arcane spell-like abilities drawn from the practitioner spell-like ability list below. They can cast any spell-like ability they know. To learn or cast a spell-like ability, a practitioner must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a practitioner's spell is 10 + the spell level + the practitioner's Intelligence modifier.

A practitioner can cast only a certain number of spell-like abilities of each spell level per day. Their base daily spell-like ability allotment is given on Table 1-2: Practitioner Spell-Like Abilities Per Day. In addition, they receive bonus spells per day if they have a high Intelligence score.

A practitioner's selection of spell-like abilities is extremely limited. A practitioner begins play knowing only the *produce flame* and *shadow weapon* spell-like abilities

TABLE 1-3: PRACTITIONER SPELL-LIKE ABILITIES KNOWN

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

at 1st level; these are usable at will and do not count against the practitioner's daily allotment of spell-like ability levels. At 4th level, the practitioner gains one or more new spell-like abilities, as indicated on Table 1-2: Practitioner Spell-Like Abilities Per Day. (Unlike spell-like abilities per day, the number of spell-like abilities a practitioner knows is not affected by their Intelligence score; the numbers on Table 1-3: Practitioner Spell-Like Abilities Known are fixed.) These new spells are chosen from the practitioner spell-like ability list.

Upon reaching 6th level, and at every even-numbered practitioner level after that (8th, 10th, and so on), a practitioner can choose to learn a new spell-like ability in place of one they already know. In effect, the practitioner loses the old spell-like ability in exchange for the new one. The new spell-like ability's level must be the same as that of the spell-like ability being exchanged. A practitioner may swap only a single spell-like ability at any given level, and must choose whether or not to swap the spell-like ability at the same time that they gain new spell-like abilities known for the level.

SPELLS AND SPELL-LIKE ABILITIES

Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit; unless otherwise stated, a creature can only use a constant spell-like ability on itself. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to make a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Unlike a wizard or a cleric, a practitioner can cast any spell-like ability they know at any time, assuming they have not yet used up their spell-like abilities per day for that spell level.

This ability replaces the opportunist talents gained at 4th, 8th, 12th, and 16th level.

PRACTITIONER SPELL-LIKE ABILITIES

Practitioners gain access to a variety of spell-like abilities. At the GM's discretion, a practitioner may substitute any cantrip or orison in place of a 1st-level spell-like ability (this cantrip or orison is still limited in uses per day).

1st-Level Practitioner Spell-Like Abilities—*ant haul, chill touch, cure light wounds, enlarge person, expeditious retreat, jump, ray of enfeeblement, reduce person, shocking grasp, stone fist, true strike, vanish*

2nd-Level Practitioner Spell-Like Abilities—*acid arrow, blur, bull's strength, cat's grace, cure moderate wounds, darkvision, eagle's splendor, elemental touch, fox's cunning, invisibility, molten orb, owl's wisdom, resist energy, restoration (lesser), scorching ray, see invisibility, spider climb*

3rd-Level Practitioner Spell-Like Abilities—*arcane sight, cure serious wounds, displacement, elemental aura, fly, force punch, gaseous form, haste (self only), heroism (self only), nondetection, protection from energy, rage, vampiric touch*



4th-Level Practitioner Spell-Like Abilities—*calcific touch, cure critical wounds, elemental body I, enervation, eyes of the void, freedom of movement, invisibility (greater), restoration, spell immunity, telekinetic maneuver*

Impromptu Opportunistic Attack (Ex) Beginning at 6th level, once per day a practitioner can declare one melee or ranged attack they make to be an opportunistic attack (the target must be within 30 feet if the impromptu opportunistic attack is a ranged attack). The target loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 10th level and every four levels thereafter, a practitioner can use this ability an additional time per day.

This ability replaces the opportunist talents gained at 6th, 10th, 14th, and 18th level.

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