

RANGER OPTIONS KNACKS OF NATURE



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The ranger has a strong tradition in fantasy fiction and mythology. In myths and legends, rangers borrow from ancient sources such as the Greek and Roman goddess of Artemis and Diana. Medieval and later tales included the vigilante and guerilla freedom-fighter Robin Hood, the Huntsman of Grimm's Snow White fairy tale, and even Jack the Giant-Killer. In modern fantasy fiction, the ranger borrows from a wide range of royal-blooded striders, dark elven renegades, and bowler-wearing steampunk bounty hunters. Even real-world modern rangers influence the class, including park rangers, the Texas Rangers, and US Army Rangers.

Despite these extremely varied sources, the ranger of the core rules is surprisingly lacking in customization. While numerous archetypes have been published to somewhat expand a ranger's options, outside of those the ranger only gets to decide what his areas of specialization are – what kinds of combat feats, what types of terrain, and what favored enemies he is best at defeating. None of these choices have the impact on play style or character focus that a cleric's choice of domains does, or a sorcerer's choice of bloodline. Further, a ranger's customization is often strongly suggested by a campaign's setting (a game set in the desert near a gnoll empire makes it unlikely a ranger will choose to be at his best against giants in a forest).

But where are the rangers who love plants, but hate (and don't get along with) animals? How does a player build a ranger focused more on nature magic than combat? Many players aren't as concerned about their rangers being particularly combat effective (though it's always helpful), as much as making them feel like something more than a fighter with a few multiclass levels of druid. To help in that regard, *Ranger Options: Knacks of Nature* presents a number

of new ranger-specific abilities (knacks) that can be taken in place of traditional ranger class features to customize, expand, and enhance the way a ranger can be played.

KNACKS

Knacks are special powers that rangers can develop as their understanding of, and mystic ties to, the forces of nature deepen with experience and maturity. A character that gains ranger levels may select a knack instead of a specific choice of favored enemy (in which case the ranger also may not raise a previously selected favored enemy bonus by +2), favored terrain, wild empathy, combat style feat, hunter's bond, woodland stride, swift tracker, evasion, quarry, camouflage, improved evasion, hide in plain sight, improved quarry, or master hunter. (A ranger who has taken an archetype that replaces one of these class features with a different class feature may exchange the new class feature for a knack). Though knacks can be acquired by sacrificing bonus feat slots, they do not count as feats for any other purpose and a ranger must meet all the prerequisites of a knack.

Attach (Ex): You have learned to latch onto creatures much larger than yourself with the tenacity of a weasel. You can make a grapple CMB check against creatures at least 1 size larger than you, and you gain a +4 bonus to your CMB check. You are considered grappling, but the target is not. You must use 1 hand to maintain your attach, and as long as you maintain it you remain adjacent to the target no matter where it goes, and your weight counts against its encumbrance. The target can attack or grapple

you as normal, or break the attach with a successful grapple or Escape Artist check. If the target scores a critical hit against you while you are attached, it may make a grapple check as a free action to knock you lose.

Beast King Companion (Ex): Your animal companion is a superior example of its kind, and may have a unique appearance (such as having unusual coloration, particularly lean lines, a broader than normal head, or unusually long tail, horns, claws, or teeth). Your companion gains any one of the following benefits (once this choice is made, it cannot be changed), +4 to Str, Dex, or Con, a 1-point evolution (as an eidolon), or one bonus feat (the companion must meet all the feat's prerequisites). Additionally, for every 2 ranger levels you possess, you may choose one trick (as defined in the handle Animal skill) which you may instruct your animal companion to perform as a swift action, as long as it can see and hear you.

If your beast king animal companion dies or you release it from service, you cannot perform the ceremony to call a new one for 30 days. When you do receive your new beast king animal companion, you may choose new bonuses and tricks from this knack to apply to it. Once made, choices cannot be changed until and unless you gain a new beast king animal companion.

You must have selected an animal companion with the hunter's bond class feature to select this knack.

Bounty Hunter (Ex): You treat all humanoids as favored enemies, with a total favored enemy bonus equal to half the highest favored enemy bonus you have for any humanoid. You must have selected a humanoid as a favored enemy to take this knack.

Eart to the Ground (Ex): If you successfully find a creature's tracks using Survival, you may make a Perception check as a full-round action to determine the approximate range and direction to the creature's current location (with a 10% margin of error). The DC for this Perception check is 25, +1 for every 1,000 feet of distance between you and the creature.

Elemental Empathy (Ex): You get along well with outsiders of the elemental type. Select one elemental subtype (air, earth, fire, or water). Once this selection is made, it cannot be changed. This works as the animal empathy ranger class feature, but applies to creatures of the outsider (elemental) type. Elementals of the same element you select typically have a beginning attitude of indifferent, while most others typically have a beginning attitude of unfriendly. Elementals opposed to your selected element (air and earth are opposed, fire and water are opposed) typically have a beginning attitude of hostile.

Elemental Force (Su): When you successfully make a weapon or natural weapon attack, as a free action you may deal 1 additional hp of damage of an energy type determined by the element you selected for the elemental empathy knack;

air = 1 hp electricity damage, earth = 1 hp acid damage, fire = 1 hp fire damage, water = 1 hp cold damage. You must have the elemental empathy knack before you can select this knack.

Elemental Knight (Su): You can survive on the elemental plane that corresponds to the element you selected for the elemental empathy knack, in addition to other permanent benefits depending on what element you selected. Air: You gain the air subtype and a fly speed of 30 with perfect maneuverability. Earth: You gain the earth subtype, a burrow speed of 10 feet, can burrow through rock, and have tremorsense with a range of 15 feet. Fire: You gain the fire subtype, and treat all weapons and natural weapons as if they had the *flaming* and *flaming burst* weapon abilities. Water: You gain the water subtype, have a swim speed equal to your base move, can breath water, and treat all weapons and natural weapons as if they had the *frost* weapon ability. You must have the elemental empathy, elemental force, and elemental resistance knacks and be 20th level before you can select this knack.

Elemental Resistance (Su): You gain energy resistance equal to your ranger level against an energy type determined by the element you selected for the elemental empathy knack; air = electricity resistance, earth = acid resistance, fire = fire resistance, water = cold resistance. You must have the elemental empathy and elemental force knacks before you can select this knack.

Greater Camouflage (Ex): You can apply greater camouflage to yourself or another creature, to match the natural coloration and

visual appearance of one of your favored terrains. Applying greater camouflage takes 10 minutes and access to materials from the appropriate terrain. Greater camouflage lasts for 10 minutes/level, though each round of combat you engage in reduces the duration by 10 minutes.

While wearing appropriate greater camouflage within a favored terrain, a creature can use the Stealth skill to hide even if in normal or brighter light, while

lacking cover, and while lacking concealment. However, such Stealth checks only apply to creatures 10 or more feet away – creatures less than 10 feet away are unaffected. (Normally a character cannot make a Stealth check without cover or concealment, and cannot make a Stealth check in normal or bright light.)

You must have a favored terrain and the camouflage class feature before you can take greater camouflage



Improved Survival (Ex): You are a master at keeping yourself and others alive in the wilderness. You may make a DC 15 Survival check to gain a +2 bonus on all Constitution and Fortitude saves against severe temperature and weather, or gain a +4 bonus if you move no faster than half your overland speed, or gain a +6 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15, or increase the bonuses gained by +1 for every 2 points your Survival check exceeds the DC required for the number of creatures you are granting bonuses to. (Normal Survival checks require you to move more slowly, and cannot increase the value of the bonus granted.)

Initiate: You have a much stronger bond to the magic forces of nature than most rangers. You can prepare 1st level druid spells using your ranger spells slots. This knack can be taken up to 4 times total. Each time, it allows you to prepare druid spells 1 level higher using ranger spell slots of the same spell level. You must be able to prepare 1st level ranger spells to select this knack.

Plant Empathy (Ex): You get along well with creatures of the plant type. This works as the animal empathy ranger class feature, but applies to plant creatures. Plants with no natural attacks typically have a beginning attitude of indifferent, while plant creatures with natural attacks typically have a starting attitude of unfriendly.

Quick Tracking (Ex): You can move at your normal speed while using Survival to follow tracks without taking any penalty. You take only a -10 penalty when moving at up to twice your normal speed while tracking. Additionally,

ADDING NEW KNACKS

Once a campaign has decided to allow knacks, it's natural for players and GMs to look for way to add new knack options to their characters and NPCs. One good source is ranger archetypes, as nearly anything that replaces a single choice of favored enemy, favored terrain, or hunter's bond is likely a good choice to be a balanced knack. A GM should be sure such options pass his common-sense-test, and not turn the special abilities of any archetype actually in use by a player character into easily-obtained knacks, but adding such items does allow knacks to naturally expand as more ranger options are published in various sources.

A special note should be made regarding knacks and the skirmisher archetype (from the *Advanced Player's Guide*). All the hunter's tricks presented in that class make good options for an expanded knacks of nature list. Similarly, a ranger with the skirmisher archetype should probably be allowed to take a knack as a hunter's trick. This both greatly expands the list of potential knacks, and helps the skirmisher be a growing, evolving option for a spell-free ranger.

you may move at full speed when making Survival checks for hunting and foraging. If you have 10 or more ranks of Survival, you take no penalty to Survival checks made to follow tracks, even when moving up to twice your normal speed. (Normally characters making a Survival check to follow tracks take a -5 penalty if moving at their normal speed, and a -20 penalty if moving at up to double their speed, and must move at half speed when making a Survival check for hunting and foraging.)

Read Tracks (Ex): If you successfully find a creature's tracks using Survival, you may immediately make an appropriate Knowledge check as a free action to identify and learn about the creature (as the monster lore use of the Knowledge skill). You may make this check untrained if in favored terrain, or if the tracks belong to a favored enemy.

Ranger Sigils (Ex): You know how to read marks left in natural terrain, either by other rangers or by the forces of nature itself. You may leave ranger sigils to warn other rangers of some specific danger or leave them a message. This works as making a Bluff check to pass secret messages, but may only be done in a natural setting, you make a Survival check rather than a Bluff check, and the message is received by any ranger who has selected the area as a favored terrain or also has the ranger sigils knack. The Bluff check takes a -1 penalty for every day that passes since you left your message. You may also use *commune with nature* as an extraordinary ability once per day, but your caster level is 1st, and you learn only one fact about the area.

Spearhead (Ex): You can brief allies on the dangers and secrets of an area you understand well. This allows you to take

one hour to grant half your favored terrain bonus for a single terrain to all allies within 30 feet who can see or hear you. This bonus lasts for a number of hours equal to your level. This bonus does not stack with any favored terrain possessed by your allies; they use whichever bonus is higher.

Squeeze (Ex): You have learned to compress and contort your body as a cat does, to fit into spaces clearly too small for you. You can move through an area as small as one-quarter your space without squeezing or one-eighth your space when squeezing.

Trailblazer (Ex): You are a master guide, able to lead groups through the wilderness with increased speed. When calculating the overland travel rate of a group you are trailblazing for, you increase the rate by a number of miles per day equal to your wisdom bonus (minimum +1). Additionally when trailblazing for a group through favored terrain, your treat a 1/4 terrain modifier as x1/2, a x1/2 terrain modifier as x3/4, and a x 3/4 terrain modifier as x1. You can trailblaze for a number of creatures equal to your total Wisdom score plus your ranger level. The DC to track a group you are trailblazing for is 5 higher than normal.

Vermin Empathy (Ex): You get along well with ants, centipedes, gnats, spiders, wasps, and other creatures thought of as “bugs.” This works as the animal empathy ranger class feature, but applies to vermin. Normal vermin typically have a beginning attitude of indifferent, while monstrous and giant vermin typically have a starting attitude of unfriendly.

SPELLS

The following spells are designed to highlight the ranger’s connections to nature and its mystic powers.

1ST LEVEL RANGER SPELLS

Blood Scent: Allow subject to sniff out a creature you’ve drawn blood from.

Scentless: Make subject immune to detection by scent.

Sigil of Training: Give subject creature 1 bonus trick/rank in Handle Animal.

2ND LEVEL RANGER SPELLS

Fire Bolt: Imbue a thrown weapon or 1 piece of ammunition with a fiery explosive.

Musk Spray: Sicken living creatures in a 20-ft.-cone.

3RD LEVEL RANGER SPELLS

Inaudibility: Cause a subject to be free of any unintentional noises.

Trailbreaker: Give subject +10 to skill checks to move through terrain, and +4 to saves against terrain effects.

4TH LEVEL RANGER SPELLS

Garden Path: Turn an area of difficult terrain into normal terrain.

Spell Bolt: Imbue a thrown weapon or 1 piece of ammunition with another spell.



BLOOD SCENT

School: divination; Level: ranger 1

Casting Time: 1 minute

Components: V, S

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless);
Spell Resistance: yes (harmless)

You grant the target the scent ability. However, the ability can only be used to track or detect a creature you have dealt hit point damage to within the past 1 day/level.

FIRE BOLT

School: evocation [fire]; Level: ranger 2

Casting Time: 10 minutes

Components: V, S, M (gold dust worth 25 gp)

Range: touch

Target: weapon/ammunition touched

Duration: permanent until discharged (D)

Saving Throw: Reflex half; see text; **Spell Resistance:** yes

Fire bolt traps one piece of ammunition or thrown ranged weapon so it creates a fiery explosion when touched by any creature not attuned to it. When casting *fire bolt*, you select a piece of ammunition or a thrown weapon. When someone other than you or someone you attune to the weapon touches it (including when successfully hit by the weapon as part of an attack), a fiery explosion fills the area within a 5-foot radius around the ammunition or weapon. The flames deal 1d4 points of fire damage + 1 point per caster level (maximum

+20). The ammunition or weapon is not harmed by this explosion (but ammunition breaks normally if used for an attack). Underwater, this effect deals half damage and creates a large cloud of steam.

You can handle the fire-trapped ammunition or weapon without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire-trapped weapon to an individual usually involves setting a password that you can share with friends.

GARDEN PATH

School: transmutation; Level: ranger 4

Casting Time: 1 standard action

Components: V, S

Range: Short (25 ft. + 5 ft./2 levels)

Area: one 10-ft.-cube/level

Duration: 1 minute/level

Saving Throw: none; **Spell Resistance:** no

You cause all difficult terrain within the area to become normal terrain. If the area is difficult terrain as a result of a spell or magic effect, you must make a caster level check (DC 11 + effect's caster level) to create the normal terrain. This has no effect on other terrain types (such as water, chasms, or spikes), only on terrain that has a higher-than normal movement cost.

INAUDIBILITY

School: illusion (glamer); Level: ranger 3

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless);
Spell Resistance: yes (harmless)

You cause the target to make no unintentional noise. As long as it does not speak or cast spells, it cannot be detected with Perception checks by creatures that do not have line of sight to it unless they have scent (which works normally). Tremorsense cannot detect a creature with *inaudibility*, nor can blindsight or blindsense if they are defined as acute hearing (at the GM's discretion).

Items dropped or put down by an inaudible creature become audible; items picked up are silenced if tucked into the clothing or pouches worn by the creature. Speech, music, and verbal components of spellcasting, however, never become inaudible. Any part of an item that the subject carries but that extends more than 10 feet from it becomes audible

The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. Exactly who is a foe depends on the inaudible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm

indirectly is not an attack. Thus, an inaudible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes audible. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

MUSK SPRAY

School: conjuration [poison]; Level: ranger 2

Casting Time: 1 standard action

Components: V, S

Range: 25 ft.

Area: cone-shaped burst

Duration: 1 minute/level

Saving Throw: Fortitude negates; Spell Resistance: yes

You create a spray of oily chemicals, similar to a skunk's stench, that nearly every other creature finds offensive. Living creatures within the area become sickened if they fail their save. Creatures that successfully save cannot be affected by this spell (from any caster) for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with the stench ability are unaffected.

SCENTLESS

School: illusion (glamer); Level: ranger 1

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless); Spell Resistance: yes (harmless)

You cause the target to have no scent or smell. It cannot be detected or tracked with scent or keen scent.

SIGIL OF TRAINING

School: transmutation; Level: ranger 1

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: animal touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless); Spell Resistance: yes (harmless)

You touch the target animal causing a glowing sigil to appear on its forehead. This grants the target a number of bonus tricks equal to your ranks in Handle Animal. (See Handle Animal in the *Pathfinder Roleplaying Game Core Rulebook* for more information on tricks.) This does not cause the animal to be predisposed to obey you, it simply causes it to understand what those tricks are, and recognize when they are being requested. At caster level 9th, you can also target vermin with this spell. At caster level 13th, you can also target magic beasts with an Int of 3 or less.



SPELL BOLT

School: evocation; Level: ranger 4

Casting Time: 10 minutes

Components: V, S, M (gold dust worth 50 gp)

Range: touch

Target: weapon/ammunition touched

Duration: permanent until discharged (D)

Saving Throw: see text; Spell Resistance: yes

This spell prepares one piece of ammunition or thrown ranged weapon so it can receive a 1st-3rd level spell of yours, which then goes off if a creature other than you (or someone you attune to the weapon) touches it. Only a spell that affects one or more targets, or those with a defined area, can be placed in a weapon or spiece of ammunition prepared with a *spell bolt*. If the spell normally affects one or more targets it affects only the creature touched by the ammunition or weapon. If it affects an area, the spell is centered on the creature that touches the ammunition or weapon. Targets receive whatever saving throw or spell resistance against the delivered spell that they would if they had been targeted by it normally. Except for delivering a spell you must cast into it after casting this spell (rather than doing fire damage), *spell bolt* otherwise acts like *fire bolt*.

TRAILBREAKER

School: transmutation; Level: ranger 3

Casting Time: 1 minute

Components: V, S

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless); Spell Resistance: yes (harmless)

You grant the target a +10 bonus to all Acrobatics, Climb, and Swim checks made to move through difficult or dangerous terrain or environments, and a +4 bonus to all saving throws against terrain effects. This includes terrain-based traps, such as pit traps, spiked floors, or stone spikes, but not traps or spells unrelated to terrain, such as a crossbow trap or *slow*.

WEAPONS OF NATURE

School: transmutation; Level: ranger 4

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless); Spell Resistance: yes (harmless)

You grant the target a special attack from the list below. The creature must meet any special conditions listed after an attack, and follows all the normal rules for what size creatures it can use the attacks against. See the *Bestiary* for more information on these

special attacks. Potential attack list: Attach (target must have grab attack), capsize, compression, constrict (creature must have a grab attack, constrict deals damage equal to its smallest natural attack), fast swallow (creature must have swallow whole), pounce (natural attacks only), swallow whole, trample.

ALTERNATE CLASS POWERS

As popular and iconic as the ranger is, the class makes numerous assumptions about its role and style of play which may not match the preferences of every player. To create more options as to what kinds of rangers are possible, *Ranger's Options: Knacks of Nature* presents three archetypes — explorer, master herbalist, and tercel, that alter the powers (and even combat role) of the ranger class.

EXPLORER

The explorer is less a warrior of the wild than a skilled master of surviving new and dangerous lands, communicating with native people, and avoiding the snares and pits common in ancient ruins and primitive temples. Many explorers act as guides to treasure hunters or ruin raiders, while others are professional cartographers, mountaineers, or pioneers. Others simply have incurable wanderlust and a strong sense of curiosity, and can't stay in civilized lands long without longing to see new vistas and trying to dodge unknown perils.

Hit Die: d8.

Class Skills: The explorer adds Acrobatics (Dex), Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Linguistics (Int), and Sense Motive (Wis) to his list of class skills.

Skill Ranks Per Level: 8 + Int modifier.

Base Attack Bonus: The explorer does not use the ranger's base attack bonus progression, instead replacing it with the base attack bonus progression of the rogue.

Trapfinding: The explorer adds 1/2 his level to Perception checks made to locate traps, and to Disable Device checks (minimum +1). An explorer can use Disable device to disarm magic traps, and counts as a rogue of the same level for purposes of traps. This ability replaces wild empathy.

Explorer's Lore (Ex): The explorer adds 1/2 his level to Knowledge (dungeoneering) and Knowledge (geography) checks (minimum +1). This ability replaces track.

Sneak Attack (Ex): The explorer knows that survival often means taking advantage of a foe's weaknesses, and trains hard to be able to do so. At 2nd level, the explorer gains a +1d6 sneak attack. This functions as the rogue class feature, except the sneak attack dice an explorer gains from this class can only be used on creatures that count as favored enemies of the explorer, or on attacks made when the explorer is in a favored terrain. At 4th level, and every even level thereafter, the explorer's sneak attack increases by +1d6. This replaces the combat style feat gained at 2nd, 6th, 14th and 18th level, hunter's bond, swift tracker, and master hunter.

MASTER HERBALIST

The master herbalist has a much stronger connection to the land and the materials it produces than a typical ranger. She learns to draw on the power of herbs and other natural ingredients in her favored terrains, making salves and poultices to help heal and focus her connections to magic. Eventually she even gains the ability to make extracts similar to the alchemist* class feature.

*Indicates a class found in the *Advanced Player's Guide*.

Favored Terrain (Ex): A master herbalist studies the bounty of the land earlier and more thoroughly than a typical ranger. The master herbalist gains his first favored terrain at 1st

level, and gains additional terrains at 5th level and every five levels thereafter (10th, 15th, and 20th level). In addition, at each such interval, the skill bonus and initiative bonus in any two favored terrains (including the one just selected, if so desired), increases by +2. This otherwise functions as the ranger's favored terrain class feature. This replaces the ranger's favored enemy class feature.

Favored Enemy (Ex): A master herbalist does not study the weaknesses of common foes as rigorously as a typical ranger, but he does gain some insight into the weaknesses of favored enemies. At 3rd level the master herbalist gains one favored enemy. At 8th level and every 5 levels thereafter, the master herbalist may either gain a new favored enemy or increase the bonus against any already selected favored enemy by +2. This



otherwise functions as the ranger's favored enemy class feature. This replaces the ranger's favored terrain class feature.

Mystic Herbalism (Ex): At 4th level, a master herbalist has a new form of hunter's bond she may select rather than a granting her companions a favored enemy bonus or gaining an animal companion. If the master herbalist selects the mystic herbalism form of hunter's bond, the choice cannot later be changed. A master herbalist with the mystic herbalism bond can gather herbs and other natural materials from terrains she knows well as she travels, and use their mystic properties to aid her in healing and connecting and understanding the mystic forces she encounters. This ability allows the master herbalist to add her favored terrain bonus to Heal, Spellcraft, and Use Magic Device checks while within the appropriate terrains. Once the master herbalist reaches 5th level, she also acts as if she had the infusion discovery when making and using extracts.

Extracts: At 5th level, a master herbalist can create extracts, as an alchemist does. The master herbalist has an effective alchemist level equal to her ranger level -4, and never gains extracts of 5th level or higher. In addition, she receives bonus extracts per day if she has a high Wisdom score, in the same way a wizard receives bonus spells per day. To learn or use an extract, a master herbalist must have a Wisdom score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against a master herbalist's extract is 10 + the extract level + the master herbalist's Wisdom modifier.

At 5th level a master herbalist gains two 1st level formulae of her choice, selected from the alchemist's extract list, plus a number of additional formulae equal to her Wisdom modifier. She gains formulae as an alchemist does, and an alchemist and a

master herbalist may learn from one another's formulae books. This otherwise works exactly like the alchemist's extract class feature. This ability replaces a ranger's spellcasting ability.

TERCEL

A tercel is a mid-step between the druid and the ranger, and are most often trackers and justiciars for groups of druids, though they can also be found as royal huntsmen, bounty hunters, tribal spirit-warriors, and military scouts.

Hit Die: d8.

Class Skills: The tercel adds Fly (Wis) to her list of class skills.

Base Attack Bonus: The tercel does not use the ranger's base attack bonus progression, instead replacing it with the base attack bonus progression of the inquisitor*.

*Indicates a class found in the *Advanced Player's Guide*.

Spells: A tercel does not cast spells as a ranger does. Instead, she casts divine spells drawn from the druid and ranger spell lists, and her caster level is equal to her class level. She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

To learn or cast a spell, a tercel must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a tercel's spell is 10 + the spell level + the tercel's Wisdom modifier. A tercel can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is the same as that of an inquisitor of the same

class level, in addition to bonus spells per day she receives if she has a high Wisdom score.

A tercel's selection of spells is extremely limited. She begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new tercel level, she gains one or more new spells, gaining spells at the same rate as an inquisitor. (Unlike spells per day, the number of spells a tercel knows is not affected by her Wisdom score.)

Upon reaching 5th level, and at every third tercel level thereafter (8th, 11th, and so on), a tercel can choose to learn a new spell in place of one she already knows. In effect, the tercel "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level tercel spell she can cast. The tercel may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

This replaces the ranger's spellcasting class feature (as well being the reason for the difference between the tercel's base attack bonus and a ranger's base attack bonus).

Bonus Feats: A tercel may select any combat feat or metamagic feat she meets the prerequisites for as a bonus feat at 2nd, 6th, 19th, 14th, and 18th level. This replaces the ranger's combat style feat class feature.

Hunter's Bond: A tercel may select one of the following inquisitions rather than the normal ranger hunter's bond; anger, illumination, persistence, tactics, valor, or zeal. See *Ultimate Magic* on more information on inquisitions. (The tercel may select from the normal hunter's bond options, if she prefers.)

WE ERR ON THE SIDE OF AWESOME!

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