



# Adventuring Classes: A Fistful of Denarii



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This book is dedicated to my family, the best group of adventurers you could ask for.

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# Introduction

Warriors, scoundrels, and masters, adventurers are a diverse lot. This book is a collection of classes that may serve as alternatives to the standard character classes. Reasons to use alternative classes include choosing a class more appropriate to certain types of adventures, using a variant in line with a certain cultural theme, fulfilling an archetype difficult to represent using a standard class, and a simple desire for variety. Variant classes work great for NPCs, too, for creating stand-out characters with unique abilities. Each class excels at some specific role, while having unique abilities that set it apart from similar classes. For instance, while a knight fights much like a fighter or a barbarian, their special powers set them apart and give them a distinctly different feel.

# Using These Rules

Some of these classes have similar or identical abilities to an existing class. If the ability is identical, apart from the name of the class mentioned, it is the same ability, even if not explicitly labeled as such.

If two abilities are identical, to calculate the effective class level of the ability, add together the level of the various classes that grant the ability. If an ability gains a progressively higher bonus, add together the bonuses from the classes that grant the ability.

If an ability is similar, but not identical, it is usually specified how the abilities are interact. If it is not specified, assume they work together, keeping in mind the usual rules for stacking bonuses. For instance, dodge bonuses stack while morale bonuses overlap. As another example, you only have one Wisdom bonus, so taking two classes that allow you to add your Wisdom bonus to your Armor Class does not allow you to add it twice. Conversely, you might be able to add both your Wisdom and your Intelligence bonus to your Armor Class if you have abilities that grant both bonuses.

When a character is given a specific feat as a bonus feat, normal prerequisites do not apply. On the other hand, when a bonus feat is granted from a list of feats, you must obey the usual prerequisites unless some exception is stated.

# New Classes

## Beastmaster

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The beastmaster understands the animal spirit deeply and naturally, for her own nature echoes the animal world and its connection to the primordial. Like the druid, the beastmaster is one with the wild and the natural world, but lacks a druid's mystical bent. The beastmaster possesses a personal kinship with their pack or herd. Some beastmasters seem to have been raised in whole or in part by creatures of the wild, such as fey, intelligent beasts, or even exceptional animals, while others simply develop their uncanny rapport through practice, friendship, and their natural charisma. Most beastmasters are spirits of the wild places, but some are animal friends of creatures found in the country, village, or city.

**Role:** Like a barbarian or ranger, the beastmaster is a front-line combatant, relying on might and quickness to defeat foes. Her powerful animal companion aids her in combat and adds its natural abilities to her own sharp senses. Despite her rugged appearance, the beastmaster is a charismatic and perceptive character whose force of personality may sometimes make up for a lack of social graces.

**Alignment:** Any.

**Hit Die:** d12

**Class Skills:** The beastmaster's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier

### Class Features

All of the following are class features of the beastmaster class.

**Weapon and Armor Proficiency:** Beastmasters are

proficient with all simple and martial weapons. They are proficient with light and medium armor, but not with shields.

**Fast movement (Ex):** A beastmaster's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the beastmaster's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the beastmaster's land speed. However, it does not stack with the identical barbarian ability.

**Animal companion:** At 1<sup>st</sup> level, the beastmaster gains the services of an animal companion, as the druid ability, nature bond. The beastmaster's effective druid level is her beastmaster level.



**Speak with animals (Ex):** The beastmaster can speak the language of animals. Communication is limited by the intelligence of the animal.

**Animal agility (Ex):** The beastmaster gains a +2 bonus to Acrobatics, Climb, Fly, and Swim checks.

**Uncanny dodge (Ex):** Starting at 2nd level, a beastmaster can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A beastmaster with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a beastmaster already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Calm animals (Ex):** A beastmaster of at least 2<sup>nd</sup> level can calm animals through her wild spirit. The effect is as per the spell calm animals, except the DC is  $10 + \frac{1}{2}$  the beastmaster's level + the beastmaster's Cha modifier. If the animal is under some other effect, the beastmaster's effective caster level for contesting control is her character level. The beastmaster can use this ability a number of times equal to 3 + the beastmaster's Cha modifier (minimum once).

**Endurance:** At 3<sup>rd</sup> level, the beastmaster gains Endurance as a bonus feat.

**Trap sense (Ex):** At 3<sup>rd</sup> level, a beastmaster gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus against attacks made by traps. These bonuses increase by +1 every three beastmaster levels. Trap sense bonuses gained from multiple classes stack.

**Animal instincts:** At 4<sup>th</sup> level the beastmaster gains a +2 bonus on Escape Artist, Intimidate, Perception, Stealth and Survival checks.

**Low-light vision:** At 4<sup>th</sup> level, the beastmaster gains low-light vision. If she already has low-light vision, she gains a +2 bonus to Perception checks in adverse lighting conditions.

**Improved uncanny dodge (Ex):** At 5th level and higher, a beastmaster can no longer be flanked. This defense denies a rogue the ability to sneak attack the beastmaster by flanking him, unless the attacker has at least four more rogue levels than the target has beastmaster levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Battle roar (Ex):** Starting at 5<sup>th</sup> level, the

beastmaster can unleash a powerful cry as a standard action. Any allied animals within 60 feet who can see or hear the beastmaster gains a +1 morale save to attack rolls and saves versus fear, while non-allied animals become frightened. Animals may make a Will Save with a DC of  $10 + \frac{1}{2}$  the beastmaster's level + the beastmaster's Cha modifier to avoid being frightened. If they succeed, they are instead shaken. Battle roar has a duration of one minute. The beastmaster can use battle roar a number of times equal to 1 + the beastmaster's Cha modifier (minimum once per day). This is a mind-affecting ability. Against non-allied animals, it is a fear effect.

**Damage reduction (Ex):** At 7<sup>th</sup> level, a beastmaster gains damage reduction. Subtract 1 from the damage the beastmaster takes each time she is dealt damage from a weapon or natural attack. At 10<sup>th</sup> level, and every three beastmaster levels thereafter, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

**Evasion:** At 8<sup>th</sup> level and higher, a beastmaster can avoid even magical and unusual attacks with great agility. If she makes a successful Reflexes saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the beastmaster is wearing light armor, medium armor, or no armor. A helpless beastmaster does not gain the benefit of evasion.

**Greater battle roar (Ex):** At 11<sup>th</sup> level or higher, battle roar grants a +2 morale bonus to attack rolls, saves, and skill checks to allied animals.

**Opportunist (Ex):** Once per round, a beastmaster of 12<sup>th</sup> level or higher can make an attack of opportunity against an opponent who has just been struck for damage by another character. This attack counts as an attack of opportunity for that round. Even a beastmaster with Combat Reflexes can't use the opportunist ability more than once per round.

**Dominance (Su):** A beastmaster of at least 13<sup>th</sup> level can dominate animals with the force of her personality. This is as per the spell dominate animal. The DC is  $13 + \frac{1}{2}$  the beastmaster's level + the beastmaster's Cha modifier. The beastmaster can use this ability a number of times equal to 3 + the beastmaster's Cha modifier (minimum once).

**Animal Scrying (Sp):** Starting at 14<sup>th</sup> level, at will, the beastmaster can use scrying, as the spell, on her animal companion. The caster level is her level.

**Bond of blood (Sp):** Starting at 17<sup>th</sup> level, once per day, the beastmaster can use shield other on her

companion. Alternatively, she can gain the effects of shield other as though the companion were the caster. The caster level is her level.

**Animal majesty (Ex):** At 20<sup>th</sup> level, the beastmaster inspires awe in animals. Animals must succeed on a Will save with a DC of 20 + the beastmaster's Cha modifier to directly attack the beastmaster. If the creature fails, its action is wasted. This ability may also affect magical beasts with an Int of 1 or 2, although they get +4 on their saving throw. Once a creature succeeds it is immune to the effect of that beastmaster for 24 hours. This is a mind-affecting ability.

In addition, the beastmaster acquires a loyal following of animals. She acquires a second animal companion with an effective beastmaster level of her

level -2, plus a group of auxiliary companions. The group of auxiliary companions consists of 3 + her Charisma modifier companions with an effective beastmaster level of 5<sup>th</sup>. Although vulnerable in combat against high level foes, such companions can perform a number of helpful functions, such as spying, providing transportation, carrying things, and so forth. If an animal companion dies or is dismissed, she can promote an existing companion to a higher level at the same time she replaces a missing companion. For instance, if her highest level companion dies, she can promote the second companion to a higher level, then promote one of her weaker companions to the second companion slot and and acquire a new auxiliary companion.

# Table: Beastmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Animal companion, wild empathy, fast movement, animal agility, speak with animals
2nd	+2	+3	+3	+0	uncanny dodge, calm animals
3rd	+3	+3	+3	+1	trap sense +1, endurance
4th	+4	+4	+4	+1	animal instincts, low-light vision
5th	+5	+4	+4	+1	improved uncanny dodge, battle roar
6th	+6/+1	+5	+5	+2	trap sense +2
7th	+7/+2	+5	+5	+2	woodland stride, damage reduction 1/-
8th	+8/+3	+6	+6	+2	evasion
9th	+9/+4	+6	+6	+3	trap sense +3
10th	+10/+5	+7	+7	+3	scent, damage reduction 2/-
11th	+11/+6/+1	+7	+7	+3	greater battle roar
12th	+12/+7/+2	+8	+8	+4	trap sense +4, opportunist
13th	+13/+8/+3	+8	+8	+4	dominance, damage reduction 3/-
14th	+14/+9/+4	+9	+9	+4	animal scrying
15th	+15/+10/+5	+9	+9	+5	trap sense +5
16th	+16/+11/+6/+1	+10	+10	+5	damage reduction 4/-
17th	+17/+12/+7/+2	+10	+10	+5	bond of blood
18th	+18/+13/+8/+3	+11	+11	+6	trap sense +6
19th	+19/+14/+9/+4	+11	+11	+6	damage reduction 5/-
20th	+20/+15/+10/+5	+12	+12	+6	animal majesty



# Bounty Hunter

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The bounty hunter is a specialized tracker and hunter who hunts down criminals. Many are essentially mercenaries, while others, often called bailiffs or constables, are officers of the local government. Unlike a simple guardsman, the bounty hunter is a relentless pursuer, whether his quarry takes cover in the wilderness or hides among friends and sympathizers. Some bounty hunters are deeply concerned with justice, but most view their work as a practical matter. They leave justice to be judged by their employers. Bounty hunters sometimes dabble in hunting monsters, while the less scrupulous are little more than assassins operating under the thin pretenses of their noble employers. Few bounty hunters will willingly take on a spell-caster, but if the price is right, the most daring bounty hunters sometimes attempt it.

**Role:** The bounty hunter is a master of ambush and maneuvers, much like a rogue, but can attack a cornered foe with the same ferocity as a fighter or ranger. Bounty hunters excel at taking out individual targets. Bounty hunters rely more on grit, a strong arm, and good equipment than on magic, although they commonly work for or alongside clerics and arcane casters against powerful targets. Bounty hunters are capable trackers.

**Alignment:** Any.

**Hit Die:** d10

**Class Skills:** The bounty hunter's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str). Skill Ranks per Level: 6 + Int modifier.

## Class Features

The following are class features of the bounty hunter class.

**Weapon and Armor Proficiency:** Bounty hunters are proficient with all simple weapons plus the bolas, hand crossbow, long sword, net, rapier, sap, shortbow, and short sword. They are proficient with light armor,

but not with shields.

**Track (Ex):** A bounty hunter adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

**Sneak attack (Ex):** If a bounty hunter can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.



The bounty hunter's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the bounty hunter flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two bounty hunter levels thereafter. Should the bounty hunter score a critical hit with a sneak attack, this extra damage is not

multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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

The bounty hunter must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A bounty hunter cannot sneak attack while striking a creature with concealment. This is the same as the rogue ability.

**Worth More Alive (Ex):** At 2<sup>nd</sup> level, a bounty hunter learns how to bring them in alive. If he so chooses, his sneak attack damage counts as nonlethal damage, even if delivered with a lethal weapon.

**Uncanny dodge (Ex):** Starting at 2<sup>nd</sup> level, a bounty hunter can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A bounty hunter with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

**Endurance:** At 3<sup>rd</sup> level, a bounty hunter gains Endurance as a bonus feat.

**Bonus feat:** At 4<sup>th</sup> level, and every four levels thereafter, the bounty hunter may choose a bonus feat from the following list: Alertness, Animal Affinity, Blind-Fight, Catch Off-Guard, Combat Reflexes, Exotic Weapon Proficiency, Fleet, Improved Disarm, Improved Trip, Disruptive, Spellbreaker, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Self-Sufficient, Stand Still. The bounty hunter need not meet the usual prerequisites.

**People watcher (Ex):** At 5<sup>th</sup> level, the bounty hunter gains a +2 bonus on Knowledge (local) and Sense Motive checks.

**Surprise attack (Ex):** A bounty hunter of at least 6<sup>th</sup> level gains the ability to strike with total surprise. During the surprise round, opponents are always considered flat-footed to a bounty hunter with this ability, even if they have already acted.

**Swift tracker:** Beginning at 8<sup>th</sup> level, a bounty hunter can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the

normal -20) when moving at up to twice his normal speed while tracking.

**Dangerous Game (Ex):** At 10<sup>th</sup> level, a bounty hunter can, as a standard action, denote one target within his line of sight as his collar. Whenever he is following the tracks of his collar, a bounty hunter can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his collar. Additionally, he receives a +2 bonus to AC and saves against attacks from the collar. The bounty hunter can have no more than one collar at a time, and the collar's creature type must be humanoid, monstrous humanoid, outsider, or undead. He can dismiss this effect at any time as a free action, but he cannot select a new collar for 24 hours. If the bounty hunter sees proof his collar is dead or unconscious, he can select a new collar after waiting 1 hour.

**Crippling strike (Ex):** At 14<sup>th</sup> level, a bounty hunter can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. This is as the rogue advanced talent.

**Slippery mind (Ex):** If a bounty hunter of at least 18<sup>th</sup> level is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

**Relentless Pursuit (Ex):** At 19<sup>th</sup> level, the bounty hunter's ability to take down his collar improves. He can now select a collar as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his collar increases to +4. If his collar is killed, knocked unconscious, or dismissed, he can select a new one after ten minutes have passed.

**Locate creature (Sp):** At 20<sup>th</sup> level, a bounty hunter's ability to find a creature becomes uncanny. Once per day, he can use locate creature as a spell-like ability.

**No rest (Ex):** A 20<sup>th</sup> level bounty hunter is ceaseless in his pursuit. As long as he has a designated collar, he is immune to fear, fatigue, exhaustion, and unconsciousness up to a number of rounds equal to his level. He also gains the benefit of the Diehard feat while using this ability. These rounds need not be consecutive.

# Table: Bounty Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	track, sneak attack +1d6
2nd	+2	+3	+3	+0	uncanny dodge, worth more alive
3rd	+3	+3	+3	+1	sneak attack +2d6, endurance
4th	+4	+4	+4	+1	bonus feat
5th	+5	+4	+4	+1	sneak attack +3d6, people watcher
6th	+6/+1	+5	+5	+2	surprise attack
7th	+7/+2	+5	+5	+2	sneak attack +4d6
8th	+8/+3	+6	+6	+2	bonus feat, swift tracker
9th	+9/+4	+6	+6	+3	sneak attack +5d6
10th	+10/+5	+7	+7	+3	dangerous game
11th	+11/+6/+1	+7	+7	+3	sneak attack +6d6
12th	+12/+7/+2	+8	+8	+4	bonus feat
13th	+13/+8/+3	+8	+8	+4	sneak attack +7d6
14th	+14/+9/+4	+9	+9	+4	crippling strike
15th	+15/+10/+5	+9	+9	+5	sneak attack +8d6
16th	+16/+11/+6/+1	+10	+10	+5	bonus feat
17th	+17/+12/+7/+2	+10	+10	+5	sneak attack +9d6
18th	+18/+13/+8/+3	+11	+11	+6	slippery mind
19th	+19/+14/+9/+4	+11	+11	+6	sneak attack +10d6, relentless pursuit
20th	+20/+15/+10/+5	+12	+12	+6	bonus feat, locate creature, no rest

# Corbie

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Corbies take their name from the carrion birds that follow battles. Like their avian namesakes, corbies follow the winds of war, and can often be seen after a great battle picking over the dead. A corbie is a warrior and an adventurer, often a mercenary. Many come from the ranks of yeomen militia, while others are younger sons of nobles or burghers seeking their fortunes. While not as artful as the fighter, the corbie makes up for it with wordliness and cunning. In the city, corbies are notorious for boisterous drinking, foolery, larceny, and violent altercations. In the field, corbies are reputed for their cowardice and lack of discipline, yet few would take up the life of a wandering swordsman without a daring spirit and more than a little confidence. In fairness, it might be offered that corbies have more than a passing knowledge of sound tactics, having seen both defeat and victory. If their military advice goes unheeded by their masters or employers, it is only natural that a corbie would balk at suicidal commands.

**Role:** Corbies, like fighters, are veterans of many battles and brawls. Corbies learned their skills not from academies or training camps but in the school of life. They have a practical bent, and often turn their improvisational spirit to the pursuit of coin by subtle means. Often choosing discretion over valor, a corbie's instinct for survival seems almost supernatural at times.

**Alignment:** Any.

**Hit Die:** d10

**Class Skills:** The corbie's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Des), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

The following are class features of the corbie class.

**Weapon and Armor Proficiency:** Corbies are proficient with all simple and martial weapons and with light and medium armor and all shields (including tower shields).

**Luck favors the bold (Ex):** Once per day, the corbie can apply a luck bonus equal to half his level (minimum 1) to any skill check, ability check, attack roll, or save.

**Honest day's work:** A corbie gains a +2 bonus on Profession checks. In addition, once per month, he can treat any one Profession check to earn money as a natural 20.

**Scrounger:** A corbie may add half his level (minimum 1) to Appraise checks as well as to Craft checks made to repair items.



**Bonus feat:** Starting at 2<sup>nd</sup> level and every four levels thereafter, the corbie gains a bonus combat feat.

**Surprise scrape (Ex):** Starting at 3<sup>rd</sup> level, the corbie gains a +1 luck bonus to all saving throws and AC during surprise rounds and when otherwise unaware of an attack. This bonus increases by +1 every four levels to a maximum of +5 at level 19.

**Uncanny dodge (Ex):** Starting at 2<sup>nd</sup> level, a corbie can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A corbie with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a corbie already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Trick of the trade:** At 5<sup>th</sup> level, and every four levels thereafter, the corbie may choose one of the following abilities:

*Sneak attack:* The corbie gains +1d6 sneak attack, as a rogue. This trick may be taken more than once.

*Clever feint:* The corbie gains Improved Feint as a bonus feat.

*Combat trick:* The corbie gains a bonus combat feat.

*Resiliency (Ex):* Once per day, a corbie with this ability can gain a number of temporary hit points equal to the corbie's level. Activating this ability is an immediate action that can only be performed when he is brought below 0 hit points. This ability can be used to prevent him from dying. These temporary hit points last for 1 minute. If the corbie's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

*Rogue crawl (Ex):* While prone, a corbie with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A corbie with this talent can take a 5-foot step while crawling.

*Bleeding attack:* As the rogue talent.  
Prerequisite: *sneak attack*.

*Slow reactions:* As the rogue talent.  
Prerequisite: *sneak attack*.

*Crippling strike:* As the rogue talent.  
Prerequisite: *sneak attack*.

*Evasion:* The corbie gains *evasion*, as a

ranger. This trick may be taken a second time, gaining *improved evasion*.

*Defensive Roll:* As the rogue talent.

Prerequisite: *evasion*.

*Animal friend:* The corbie gains an animal companion, as the druid ability *nature bond*. The corbie's effective druid level for the purposes of this ability is his corbie level -2. Corbies often choose work animals, such as horses, ponies, or dogs.  
Prerequisite: Handle Animal 1+ ranks, Survival 1+ ranks.

*Opportunist:* As the rogue advanced talent.  
Prerequisite: Corbie level 9+.

*Band of followers:* The corbie gains Leadership as a bonus feat. Prerequisite: Corbie level 9+.

**Improved Uncanny Dodge (Ex):** At 8<sup>th</sup> level and higher, a corbie can no longer be flanked. This defense denies a rogue the ability to sneak attack the corbie by flanking him, unless the attacker has at least four more rogue levels than the target has corbie levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Jack of all trades (Ex):** At 10<sup>th</sup> level, the corbie can use any skill, even if the skill normally requires him to be trained. At 16<sup>th</sup> level, the corbie considers all skills to be class skills. At 19<sup>th</sup> level, the corbie can take 10 on any skill check, even if it is not normally allowed.

**Graceful save (Ex):** A corbie of at least 12<sup>th</sup> level can reroll any failed saving throw once per day, taking the second result even if it is worse. At 16<sup>th</sup> level this becomes 2/day, and at 20<sup>th</sup>, 3/day.

**Step ahead of death (Su):** At 20<sup>th</sup> level, the corbie's days may be numbered, but that number is long. Any critical threats made against the corbie can only confirm if the second roll results in a natural 20 on the die. The corbie gains SR 30 against necromancy and death effects. The corbie always stabilizes when dying, and can make a Heal check once per round as a free action that does not provoke an attack of opportunity to halt his own bleeding. If bleeding damage would kill him, whenever he would take bleeding damage he gets a DC 10 Con check to take no damage and end that bleeding condition.

# Table: Corbie

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	luck favors the bold, scrounger, honest day's work
2nd	+2	+3	+0	+0	bonus feat
3rd	+3	+3	+1	+1	surprise scrape +1
4th	+4	+4	+1	+1	uncanny dodge
5th	+5	+4	+1	+1	trick of the trade
6th	+6/+1	+5	+2	+2	bonus feat
7th	+7/+2	+5	+2	+2	surprise scrape +2
8th	+8/+3	+6	+2	+2	improved uncanny dodge
9th	+9/+4	+6	+3	+3	trick of the trade
10th	+10/+5	+7	+3	+3	bonus feat, jack-of-all-trades
11th	+11/+6/+1	+7	+3	+3	surprise scrape +3
12th	+12/+7/+2	+8	+4	+4	graceful save 1/day
13th	+13/+8/+3	+8	+4	+4	trick of the trade
14th	+14/+9/+4	+9	+4	+4	bonus feat
15th	+15/+10/+5	+9	+5	+5	surprise scrape +4
16th	+16/+11/+6/+1	+10	+5	+5	graceful save 2/day
17th	+17/+12/+7/+2	+10	+5	+5	trick of the trade
18th	+18/+13/+8/+3	+11	+6	+6	bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	surprise scrape +5
20th	+20/+15/+10/+5	+12	+6	+6	graceful save 3/day, step ahead of death

# Corsair

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The corsair is a fierce rover of the seas, attacking ships and coastal communities for treasure. Most corsairs prefer ships loaded with coin, jewels, exotic goods, or other portable wealth, but many will make do with trade goods, weapons, or passengers. Some corsairs operate as slavers as a sideline, while others dabble in kidnapping and information brokering. Rowdy, tough, and rather ruthless, corsairs are used to living outside society. Although not all corsairs are evil, they tend toward a very pragmatic viewpoint. At best, those who face them can expect a reasonable chance to surrender. While most corsairs are pirates, through and through, some may be described more precisely as privateers, if they are members of a government's irregular military forces, or marines, if they are concerned with military objectives rather than lucre.

**Role:** Corsairs are much like barbarians, relying on their might and athletic prowess to defeat foes. However, their combat skills are a blend between the fighter and the rogue. Although tough enough for hand-to-hand combat, the relatively unarmored corsair prefers to strike with surprise. He excels at singling out tough opponents and delivering grievous wounds to them. After the battle, a corsair's various talents come in handy when appraising treasure, surviving in remote wilderness camps, or, naturally, sailing ships.

**Alignment:** Any non-lawful. A corsair who becomes lawful retains his abilities but cannot advance as a corsair.

**Hit Die:** d10.

**Class Skills:** The corsair's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (geography) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

The following are class features of the corsair class.

**Weapon and Armor Proficiency:** Corsairs are proficient with all simple and martial weapons. They

are proficient with light and medium armor, but not with shields.



**Rugged sailor (Ex):** A corsair adds half his corsair level (minimum 1) to Climb and Swim checks and to Acrobatics checks to move on narrow surfaces and uneven ground.

**Sneak attack (Ex):** If a corsair can catch an

opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

The corsair's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the corsair flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two corsair levels thereafter. Should the corsair score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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

The corsair must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A corsair cannot sneak attack while striking a creature with concealment. This is the same as the rogue ability.

**Sea Hunter (Ex):** The corsair gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive and Survival checks against creatures with the aquatic subtype. He also receives a +2 bonus on attack and damage rolls against them. A corsair may make Knowledge skill checks untrained when attempting to identify aquatic creatures.

**Throw the bones (Ex):** Once per day, a corsair of at least 2<sup>nd</sup> level may add his Wisdom bonus (minimum 1) as a luck bonus to one skill check, attack roll, or saving throw.

**Uncanny dodge (Ex):** Starting at 2nd level, a corsair can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A corsair with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a corsair already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Blind-Fight:** Adept at taking advantage of foggy conditions or twilight, the corsair receives Blind-Fight as a bonus feat at 3<sup>rd</sup> level. If he already has this feat, he may select another feat for which he qualifies.

**Surprise attack (Ex):** During the surprise round, opponents are always considered flat-footed to a corsair of at least 4<sup>th</sup> level, even if they have already acted.

**Vital strike:** The corsair receives Vital Strike as a bonus feat at 6<sup>th</sup> level. If he already has this feat, he may select another feat for which he qualifies.

**Damage reduction (Ex):** At 7<sup>th</sup> level, a corsair gains damage reduction. Subtract 1 from the damage the corsair takes each time he is dealt damage from a weapon or natural attack. At 10<sup>th</sup> level, and every three corsair levels thereafter, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

**Improved Uncanny Dodge (Ex):** At 8th level and higher, a corsair can no longer be flanked. This defense denies a rogue the ability to sneak attack the corsair by flanking him, unless the attacker has at least four more rogue levels than the target has corsair levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Improved Vital Strike:** The corsair receives Improved Vital Strike as a bonus feat at 12<sup>th</sup> level. If he already has this feat, he may select another feat for which he qualifies.

**Greater Vital Strike:** The corsair receives Greater Vital Strike as a bonus feat at 18<sup>th</sup> level. If he already has this feat, he may select another feat for which he qualifies.

**Unchained spirit (Ex):** The corsair receives a +2 bonus to save versus any enchantment.

**Crippling strike (Ex):** A corsair with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. This is equivalent to the rogue talent and follows the same general rules.

**Dread pirate (Ex):** As a free action once per round, a corsair of 20<sup>th</sup> level can attempt to frighten enemy creatures with 30 feet who can see or hear him. Each creature must make a Will with a DC of  $10 + \frac{1}{2}$  the corsair's level + the corsair's Cha modifier or become shaken for one minute. A character who makes their save is immune to that particular corsair's dread pirate ability for 24 hours. Foes with more HD than the corsair's level are unaffected.

Additionally, the corsair no longer takes



penalties to his Leadership score for cruelty, moving followers.  
around a lot, or causing the death of other cohorts and

## Table: Corsair

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	rugged sailor, sneak attack +1d6, sea hunter
2nd	+2	+3	+0	+0	uncanny dodge, throw the bones
3rd	+3	+3	+1	+1	sneak attack +2d6, blind-fight
4th	+4	+4	+1	+1	surprise attack
5th	+5	+4	+1	+1	sneak attack +3d6
6th	+6/+1	+5	+2	+2	vital strike
7th	+7/+2	+5	+2	+2	sneak attack +4d6, Damage reduction 1/-
8th	+8/+3	+6	+2	+2	improved uncanny dodge
9th	+9/+4	+6	+3	+3	sneak attack +5d6
10th	+10/+5	+7	+3	+3	Damage reduction 2/-
11th	+11/+6/+1	+7	+3	+3	sneak attack +6d6
12th	+12/+7/+2	+8	+4	+4	improved vital strike
13th	+13/+8/+3	+8	+4	+4	sneak attack +7d6, Damage reduction 3/-
14th	+14/+9/+4	+9	+4	+4	unchained spirit
15th	+15/+10/+5	+9	+5	+5	sneak attack +8d6
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-
17th	+17/+12/+7/+2	+10	+5	+5	sneak attack +9d6
18th	+18/+13/+8/+3	+11	+6	+6	greater vital strike
19th	+19/+14/+9/+4	+11	+6	+6	sneak attack +10d6, Damage reduction 5/-
20th	+20/+15/+10/+5	+12	+6	+6	crippling strike, dread pirate

# Gladiator

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The gladiator is a professional duelist. Many are born slaves and reared in gladiatorial schools, until such time as they earn their freedom in battle, escape, or rebel. Some join dueling academies voluntarily, seeking fame or fortune in prize fights and honor matches. Some gladiators began as warriors from far-off lands, captured in battle and forced to fight to the death, while others are condemned criminals, paying their debt to society by participating in ritual combat for the public. Whatever their station or background, the gladiator has been hardened by combat and has learned to anticipate a wily foe. While gladiatorial matches often follow a prescribed, even ritual format, the gladiator must always be ready for the possibility that the event editor will prescribe unusual weapons, conditions, or opponents. Some arena fighters specialize in fighting exotic animals and monsters.

**Role:** Much like the fighter, the gladiator excels at pitched combat. The gladiator, though, does not depend on heavy armor and headstrong assaults but on agility, timing, and expertise in a subset of weaponry. Gladiators fight lightly armored, allowing them a great degree of mobility. Many depend on the classic sword and shield, but others specialize in the use of the net or other unusual weapons.

**Alignment:** Any.

**Hit Die:** d12

**Class Skills:** The gladiator's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Perform (act) (Cha), Ride (Dex), and Swim (Str).

**Skill Ranks per level:** 2 + Int modifier (minimum 1).

## Class Features

The following are class features of the gladiator.

**Weapon and Armor Proficiency:** Gladiators are proficient with all simple weapons, plus all martial melee and thrown weapons. They are proficient with light armor and medium armor and shields, including tower shields.

**Combat Expertise:** The gladiator receives Combat Expertise as a bonus feat.

**Exotic Armor Proficiency (partial):** The gladiator receives [Exotic Armor Proficiency \(partial\)](#) as a bonus

feat.

**Gladiator style:** The gladiator selects one of the following styles, representing his formal style. The gladiator may ignore prerequisites when selecting a bonus feat from his style, whether through this ability or chosen as a general bonus feat.



**Net and trident:** The gladiator gains Exotic Weapon Proficiency (net). Additionally, he can treat the trident and shortspear as light weapons.

**Blade and shield:** The gladiator gains Improved Shield Bash or Two-Weapon Fighting as a bonus feat.

**Dual blade:** The gladiator gains Two Weapon Fighting as a bonus feat.

**Executioner:** The gladiator gains Weapon Focus as a bonus feat.

**Beast-Fighter:** The gladiator gains the Power Attack feat. In addition, he gains a +2 bonus on attack rolls against animals and magical beasts.

**Exotic:** The gladiator gains Exotic Weapon

Proficiency as a bonus feat.

*Armored:* The gladiator reduces the armor check penalty of any armor worn by 1 and increases the max Dex bonus to AC by 1.

**Gladiator training:** A gladiator counts as a fighter of his level -2 for the purpose of qualifying for combat feats. Additionally, a gladiator can ignore the usual prerequisites for the following feats: Improved Disarm, Improved Feint, Improved Trip, Improved Grapple, Stunning Fist.

**Improved gladiator style:** At 2<sup>nd</sup> level, the gladiator gains an additional ability, based on his style. The gladiator may ignore prerequisites when selecting a bonus feat from his style, whether through this ability or chosen as a general bonus feat.

*Net and trident:* The gladiator gains Lunge, Two-Weapon Fighting, or Weapon Focus (net or any one melee weapon) as a bonus feat.

*Blade and shield:* The gladiator gains Improved Shield Bash, Two-Weapon Fighting, Shield Focus, or Weapon Focus (any melee weapon) as a bonus feat.

*Dual blade:* The gladiator gains Double Slice, Improved Two-Weapon Fighting, or Weapon Focus (any melee weapon) as a bonus feat.

*Executioner:* The gladiator gains Dazzling Display or Power Attack as a bonus feat.

*Beast-Fighter:* The gladiator gains Lunge, Stand Still, or Weapon Focus (any melee weapon) as a bonus feat. He also gains the ability of wild empathy, as a ranger.

*Exotic:* The gladiator gains Power Attack or Weapon Focus (any melee weapon) as a bonus feat.

*Armored:* The gladiator may move at normal speed in medium armor.

**Uncanny dodge (Ex):** Starting at 2<sup>nd</sup> level, a gladiator can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A gladiator with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a gladiator already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Physical development:** At 2<sup>nd</sup> level, the gladiator receives one of the following feats as a bonus feat: Acrobatic, Agile Maneuvers, Endurance, Fleet, Intimidating Prowess, Toughness, or Weapon Finesse.

**Bravery (Ex):** Starting at 2<sup>nd</sup> level, a gladiator

gains a +1 bonus on Will saves against fear. This bonus increases by +1 every four levels beyond 2<sup>nd</sup>.

**Gladiator Defense:** At 2<sup>nd</sup> level, the gladiator gains, as a bonus feat, Dodge, Two-Weapon Defense, or Shield Focus.

**Shake it off:** A gladiator of at least 2<sup>nd</sup> level gains a +2 bonus to save versus any condition transmitted by an attack. This ability has no effect on afflictions, spell-like abilities, or supernatural abilities.

**Bonus feat:** At 4<sup>th</sup> level and every four levels, thereafter, the gladiator gains a bonus combat feat. He must meet the usual prerequisites, unless exempted because of gladiator training.

**Improved uncanny dodge (Ex):** At 5<sup>th</sup> level and higher, a gladiator can no longer be flanked. This defense denies a rogue the ability to sneak attack the gladiator by flanking him, unless the attacker has at least four more rogue levels than the target has gladiator levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Careful stance (Ex):** A gladiator of at least 5<sup>th</sup> level gains a +2 bonus to Combat Maneuver Defense.

**Melee smash (Ex):** A gladiator gains +1 to damage with melee attacks at 5<sup>th</sup> level. This bonus increases by +1 every five levels, to a maximum of +4 at 20<sup>th</sup> level.

**Fleet:** At 9<sup>th</sup> and 17<sup>th</sup> level, the gladiator gains Fleet as a bonus feat.

**Bleeding critical:** At 11<sup>th</sup> level, a gladiator gains Bleeding Critical as a bonus feat. If he already has this feat, he can select another feat for which he qualifies.

**Defensive roll (Ex):** A gladiator of at least 15<sup>th</sup> level can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the gladiator can attempt to roll with the damage. To use this ability, the gladiator must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the evasion ability does not apply to the defensive roll.

**Arena King/Queen (Ex):** At 20<sup>th</sup> level, the gladiator becomes a champion of death and glory. Any

time he is affected by a morale bonus of any kind, he gains +4 insight bonus on Will saves. Whenever he threatens an opponent with a melee weapon, he gains a +4 dodge bonus to AC.

## Gladiator Types

The Roman gladiator tradition emphasized traditional weapon combinations, with the occasional variation to draw interest. Often, matches pitted fighters using different weapons against each other to make a bout more interesting. These gladiator types may provide inspiration for your own campaigns.

*Retiarius*: This style used a trident, dagger, and net. They fought without helmet or shield.

*Murmillio*: This gladiator fought with a short sword and shield and wore a broad-brimmed metal helmet.

*Thraex*: The thraex was similar to the murmillio, but used a curved short sword.

*Gallus*: This variation wielded a small spear or lance instead of a sword.

*Secutor*: This variation of the murmillio wore a special helm to protect against the retiarius's trident.

*Hoplomachus*: The hoplomachus was armed with a sword, helmet, and a small round shield, in imitation of the Greek infantry.

*Provocator*: This sword-wielding, helmeted gladiator benefited from a breastplate and a large, infantry-style shield.

*Gladiatrix*: A female gladiator. Less common than other gladiators, they were usually trained separately and fought primarily other female gladiators.

*Rudarius*: A former gladiator, granted his freedom, symbolized by a wooden sword (the rudis). Many became gladiator trainers, while others re-entered the arena as free gladiators or retired to other pursuits. Despite the popularity of gladiators, participation in gladiatorial combat made it impossible for a Roman or former slave to participate in government.

*Bestiarius*: Early bestiarii were given a dagger or spear and placed and faced likely death against deadly animals, but eventually this became a popular spectacle and featured trained beast-fighters.

*Dimachaerus*: Dimachaeri were a variant on other sword-wielding gladiator types that wielded two swords.

## Gladiatorial Matches

In the Roman style, gladiatorial matches typically pitted two gladiators against each other, or two pairs of gladiators. The lightly armored retiarius typically

paired off against a swordsman, while different swordsman types were often opposed. For instance, a provocator might fight a hoplomachus. Fights against animals were not considered part of the gladiatorial games. Indeed, sending a prisoner or sacrifice up against a lion or other beast armed with only a dagger or spear was a common format. However, skilled animal handlers, called bestiarii, and skilled animal slayers, or venatores, fought and killed animals in settings which, while favorable to the human, provided some element of danger. While many gladiators died young, those who survived a few matches, anywhere from a half dozen to several dozen, might expect to retire. A slave might achieve freedom in this way, while a free gladiator might use his fame for personal influence or to secure a teaching position at a gladiator school, or even to start his own school. Prize-fighting or fighting between captives has been practiced at various other times and places. For instance, in the medieval era, individuals sometimes fought for prizes on top of small platforms, armed with bucklers and batons.

Except in the cases of prisoners or sacrifices, arena fights of any sort are rarely fought to the death. Roman gladiator slaves were expensive, while prize-fighters obviously would not wish to face a likely death just for a cash prize. In some cases, blood is enough to conclude the duel, while in others cases a disabling blow is required. Usually, an opponent is allowed to yield with honor if he put up a good fight, whereas cowardice is often rewarded with execution. Fights to the death typically involve very large prizes and very powerful patrons to the gladiators.

Often, exotic opponents are used to spice up proceedings. For instance, captive warriors might be allowed to use weapons resembling their native arms. In fact, several gladiatorial styles may have originated in this fashion. In a fantasy setting, matches might pit humans against dwarves or orcs, or a pair of gladiators against an ogre warrior.

# Table: Gladiator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Combat Expertise, Exotic Armor Proficiency (partial), gladiator style, gladiator training
2nd	+2	+3	+0	+0	uncanny dodge, physical development, bravery +1, improved gladiator style
3rd	+3	+3	+1	+1	gladiator defense, shake it off
4th	+4	+4	+1	+1	bonus feat
5th	+5	+4	+1	+1	improved uncanny dodge, careful stance, melee smash +1
6th	+6/+1	+5	+2	+2	bravery +2
7th	+7/+2	+5	+2	+2	damage reduction 1/-
8th	+8/+3	+6	+2	+2	bonus feat
9th	+9/+4	+6	+3	+3	fleet
10th	+10/+5	+7	+3	+3	bravery +3, damage reduction 2/-, melee smash +2
11th	+11/+6/+1	+7	+3	+3	bleeding critical
12th	+12/+7/+2	+8	+4	+4	bonus feat
13th	+13/+8/+3	+8	+4	+4	damage reduction 3/-
14th	+14/+9/+4	+9	+4	+4	bravery +4
15th	+15/+10/+5	+9	+5	+5	defensive roll, melee smash +3
16th	+16/+11/+6/+1	+10	+5	+5	bonus feat, damage reduction 4/-
17th	+17/+12/+7/+2	+10	+5	+5	fleet
18th	+18/+13/+8/+3	+11	+6	+6	bravery +5
19th	+19/+14/+9/+4	+11	+6	+6	damage reduction 5/-
20th	+20/+15/+10/+5	+12	+6	+6	bonus feat, melee smash +4, arena king/queen

# Hunter

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A hunter studies his foe and then aims to bring it down with a single, well-placed strike. Hunters are experts of tracking, stealth, and accuracy. They are adept at surviving in the wilds, much like a ranger, but do not possess the same spiritual bond. To the hunter, the wilderness is simply home. In addition to catching game, hunters often use their skills to take down dangerous beasts, to act as guides or scouts, or even as bounty hunters. Some hunters, alas, are essentially bandits who turn their exceptional skills primarily to the hunting of wealthy wayfarers.

**Role:** Less armored than most warriors, the hunter combines might in battle with mobility, surprise, and deadly accuracy. Hunters are deadly attackers, frequently masters of the bow, although many prefer an ax, spear, or sword versus a physically formidable foe. They are well-schooled in wilderness skills, adept at tracking prey as well as covering their own tracks.

**Hit Die:** d10

**Class Skills:** The hunter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per level:** 4+ Int modifier (minimum 1)

## Class Features

**Weapon and Armor Proficiency:** Hunters are proficient with all simple weapons and martial weapons plus the bolas and net. They are proficient with light and medium armor, but not with shields.

**Track:** A hunter adds half her level (minimum 1) to Survival skill checks made to follow or identify tracks.

**Favored Enemy (Ex):** At 1st level, a hunter selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A hunter may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the hunter may select an

additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the hunter chooses humanoids or outsiders as a favored enemy, she must also choose an associated subtype, as indicated on the ranger favored enemy table. If a specific creature falls into more than one category of favored enemy, the hunter's bonuses do not stack; she simply uses whichever bonus is higher.



**Sneak attack:** If a hunter can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The hunter's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the hunter flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every three hunter levels thereafter. Should the hunter score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a

sap, whip, or an unarmed strike), a hunter can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The hunter must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A hunter cannot sneak attack while striking a creature with concealment. This is the same as the rogue ability.

**Trapper:** At 2<sup>nd</sup> level, a hunter gains a +2 bonus to locate traps and to Disable Device skill checks, as well as to Craft checks to create traps.

**Improved Sniping:** A hunter of 2<sup>nd</sup> level gains [Improved Sniping](#) as a bonus feat.

**Surprise Attack (Ex):** During the surprise round, opponents are always considered flat-footed to a hunter of at least 2<sup>nd</sup> level, even if they have already acted.

**Endurance:** At 3<sup>rd</sup> level, a hunter gains Endurance as a bonus feat.

**Favored Terrain (Ex):** At 3<sup>rd</sup> level, a hunter may select a type of terrain from the ranger's Favored Terrains table. The hunter gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when she is in this terrain. A hunter traveling through her favored terrain normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses).

At 8<sup>th</sup> level and every five levels thereafter, the hunter may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the hunter's bonuses do not stack; she simply uses whichever bonus is higher.

This is the same as the ranger ability.

**Fast movement:** A hunter of at least 4<sup>th</sup> level is faster than the norm for her race by +10 feet. This benefit only applies when is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the hunter's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the hunter's land speed. This is the same as the barbarian ability.

**Vital strike:** At 6<sup>th</sup> level, the hunter receives Vital Strike as a bonus feat. If the hunter already has Vital strike, she may select any other feat for which she qualifies.

**Woodland stride (Ex):** Starting at 7<sup>th</sup> level, a hunter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect her.

**Swift tracker (Ex):** Beginning at 8<sup>th</sup> level, a hunter can move at her normal speed while using Survival to follow tracks without taking the normal -5 penalty. She takes only the -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

**Evasion (Ex):** When she reaches 9<sup>th</sup> level, a hunter can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage with a successful save, she instead takes no damage. Evasion can only be used if the the hunter is wearing light armor, medium armor, or no armor. A helpless hunter does not gain the benefits of evasion.

**Bleeding attack (Ex):** A hunter of at least 10<sup>th</sup> level can cause living opponents to bleed by hitting with an ambush attack. This attack causes the target to take 1 additional point of damage each round for each die of the hunter's ambush attack or sneak attack (so 4d6 yields 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess. This ability is equivalent to the rogue talent and obeys the same general rules.

**Quarry (Ex):** At 11<sup>th</sup> level, a hunter can, as a standard action, denote one target within her line of sight as his quarry. Whenever she is following the tracks of her quarry, a ranger can take 10 on her Survival skill checks while moving at normal speed, without penalty. In addition, she receives a +2 insight bonus on attack rolls made against her quarry, and all critical threats are automatically confirmed. A hunter can have no more than one quarry at a time and the creature's type must correspond to one of her favored enemy types. She can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the hunter sees proof that her quarry is dead, she can select a new quarry after waiting 1 hour.

**Improved Vital Strike:** At 11<sup>th</sup> level, a hunter

gains Improved Vital Strike as a bonus feat. If she already has the feat, she may instead select any feat for which she qualifies.

**Camouflage (Ex):** A hunter of at least 12th level or higher can use the Stealth skill to hide in any of her favored terrains, even if the terrain doesn't grant cover or concealment.

**Fast stealth:** Beginning at 14<sup>th</sup> level, a hunter can move at full speed using the Stealth skill without penalty.

**Greater Vital Strike:** At 16<sup>th</sup> level, a hunter gains Greater Vital Strike as a bonus feat. If she already has the feat, she may instead select any feat for which she qualifies.

**Senses of the Hunter (Ex):** At 16<sup>th</sup> level, the hunter gains a +2 bonus on Perception checks.

**Hide in plain sight (Ex):** While in any of her favored terrains, a hunter of at least 17<sup>th</sup> level or higher can use the Stealth skill even while being observed.

**Improved quarry (Ex):** At 19th level, the hunter's

ability to hunt her quarry improves. She can now select a quarry as a free action, and can now take 20 while using Survival to track her quarry, while moving at normal speed without penalty. Her insight bonus to attack his quarry increases to +4. If her quarry is killed or dismissed, she can select a new one after 10 minutes have passed.

**Relentless hunter (Ex):** A hunter of 20th level becomes a master of stalking all manner of creatures. She can always move at full speed while using Survival to follow tracks without penalty. Any time she deals sneak attack damage to a favored enemy, she may force the target to make a Fortitude save or die. The DC of this save is 10 +1/2 the hunter's level + the hunter's Wisdom modifier. Once a creature has been the target of this attack, regardless of whether or not the save is made, the creature is immune to that hunter's special attack for 24 hours. Creatures that are immune to sneak attack are also immune to this ability.



# Table: Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	track, 1 <sup>st</sup> favored enemy, sneak attack +1d6
2nd	+2	+3	+3	+0	improved sniping, surprise attack, trapper
3rd	+3	+3	+3	+1	endurance, 1 <sup>st</sup> favored terrain
4th	+4	+4	+4	+1	fast movement, sneak attack +2d6
5th	+5	+4	+4	+1	2 <sup>nd</sup> favored enemy
6th	+6/+1	+5	+5	+2	vital strike
7th	+7/+2	+5	+5	+2	woodland stride, sneak attack +3d6
8th	+8/+3	+6	+6	+2	swift tracker, 2 <sup>nd</sup> favored terrain
9th	+9/+4	+6	+6	+3	evasion
10th	+10/+5	+7	+7	+3	3 <sup>rd</sup> favored enemy, bleeding attack, sneak attack +4d6
11th	+11/+6/+1	+7	+7	+3	quarry, improved vital strike
12th	+12/+7/+2	+8	+8	+4	camouflage
13th	+13/+8/+3	+8	+8	+4	sneak attack +5d6, third favored terrain
14th	+14/+9/+4	+9	+9	+4	fast stealth
15th	+15/+10/+5	+9	+9	+5	4 <sup>th</sup> favored enemy
16th	+16/+11/+6/+1	+10	+10	+5	greater vital strike, senses of the hunter, sneak attack +6d6
17th	+17/+12/+7/+2	+10	+10	+5	hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	improved evasion, 4 <sup>th</sup> favored terrain
19th	+19/+14/+9/+4	+11	+11	+6	improved quarry, ambush attack +7d6
20th	+20/+15/+10/+5	+12	+12	+6	5 <sup>th</sup> favored enemy, relentless hunter

# Knight

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The knight is a warrior aristocrat, skilled in war and steeped in social grace. Most come from powerful noble families, while others are minor nobles or even commoners who evince some skill at arms. The iconic knight's arms are the lance, sword, and hand weapons, but other knights may favor the katana and bow or the lance and spatha. A knight is distinguished from the fighter by his embrace of a code of honor that embodies the traditions of his society, order, or school. Emboldened and exalted by these principles, the knight exists as an inspiration to others, a match of valor and elegance who rises above his frailties to achieve great glory.

**Role:** A knight, much like a fighter or barbarian, excels at melee. They are also capable mounted warriors. A knight's special strength, though, is in using their resplendent powers to protect themselves and their allies against the attacks of their foes. Because of their sense of of personal honor, knights operate under some restrictions relative to fighters or rogues, although a knight does not necessarily apply this code rigidly to the behavior to others, particularly to less chivalric friends and servants.

**Alignment:** Any.

**Hit Die:** d10

**Class Skills:** The knight's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Perform (Cha), Profession (Wis), Ride (Dex), and Swim (Str).

**Skill Ranks per level:** 4 + Int modifier

## Class Features

The following are class features of the knight.

**Weapon and Armor Proficiency:** knights are proficient with all simple weapon and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Quality:** A knight gains a +2 bonus on Knowledge (nobility) and Diplomacy checks.

**Resplendent Power:** A knight is able to harness his powerful resolve to strengthen himself, inspire his allies, and dismay his foes. A knight initially has access to one resplendent power and gains an additional power every odd level. A knight can use his

resplendent powers for a number of rounds per day equal to 4 + his Cha modifier. At each level after 1<sup>st</sup> a knight can use his qualities for an additional 2 rounds per day. The knight can have only one resplendent power active at a time. Once each round the knight can initiate the use of a resplendent power as a free action. Resplendent powers end automatically if the knight is killed or knocked unconscious.



A knight cannot use a resplendent power in the same round he makes a dishonorable attack. If he makes a dishonorable attack, his resplendent power automatically ends. A dishonorable attacks is defined as an attack against an opponent who is surprised or helpless, who cannot see the attacker due to total concealment, involves poison, is a ranged attack against a foe who has no ranged weapon or special abilities, or uses lethal force against an opponent who cannot respond in kind (lacking a weapon, natural weapon, or other credible ability such as spellcasting or a monk's unarmed abilities).

All resplendent powers that grant a morale bonus or cause fear are mind-affecting.

*Honorable might (Ex):* The knight gains a +4 bonus to Strength.

*Noble splendor (EX):* The knight gains a +4

bonus to Charisma.

*Rallying cry (Ex):* The knight and all allies within 30 feet who can see or hear the knight gain a +1 morale bonus on attack rolls and saving throws against fear effects.

*Valorous smite (Ex):* The knight gains ½ his level as a morale bonus on damage rolls.

*Aura of courage (Su):* The knight becomes immune to fear and all allies within 10 feet receive a +4 morale bonus on saving throws against fear effects.

*Aura of Resolve (Su):* The knight is immune to charm spells and spell-like abilities. Each ally within 10 feet of the knight gains a +4 morale bonus on saving throws against charm effects.

*Heroic action (Ex):* The knight gains a +2 morale bonus on attack rolls, saves, and skill checks. Prerequisite: knight level 5<sup>th</sup>.

*Inspire heroism (Ex):* The knight and all allies within 30 feet who can see or hear the knight gain a +2 morale bonus on attacks rolls, saves, and skill checks. Prerequisites: *Rallying cry* and *heroic action*.

*Cause fear (Ex):* The knight causes all foes within 30 feet to become frightened. They may make a save versus Will with a DC of 10 + ½ the knight's level + the knight's Cha modifier. If they make the save, they are shaken instead of frightened. This ability has no effect on frightened creatures. Foes with more HD than the knight's level are unaffected.

*Deathless Resolve (Su):* The knight does not die or fall unconscious while this ability is active, however low his hit point total becomes. While this ability is active, the knight is staggered. This power can be activated immediately if the knight's hit points drop to below 0, consuming one round of use. If this effect ends, the knight has the option of activating the feat Diehard if it would normally apply. Prerequisite: 11<sup>th</sup> level.

*Scorn cowardice (Ex):* The knight gains DR X/honorable equal to half his level, maximum 10. An honorable attack is any attack that is not dishonorable. Thus, the knight takes less damage from sneak attacks, ranged attacks when not similarly armed, and so forth. This ability may be activated as an immediate action in response to an attack, consuming one round of use.

*Inspiring words (Ex):* The knight can grant vigor to one ally within 30 feet who can see or hear him. As a standard action, the knight can grant the ally 1d8 + ½ the knight's level (maximum 10) temporary hit points. The effect ends if the recipient makes a dishonorable attack.

*Only blood (Ex):* As a standard action, the

knight can heal 1 hit point to every ally within 30 feet who can see or hear him. This ability has no effect on anyone who has a bleeding condition or has less than 0 hit points.

*Swift victory (Ex):* The knight and allies within 30 feet who can see or hear him gain a +10 feet enhancement bonus to the base land speed.

*Stay death (Ex):* The knight gains a +10 circumstance bonus on Heal checks to perform first aid. Additionally, if an ally has been killed by damage within the last round, the knight may attempt to perform first aid with a DC of 15 + (the number of hit points below 0) in order to revive them to -10 hit points and stable. Prerequisite: 7<sup>th</sup> level.

*Holy blow (Su):* The knight's attacks count as good-aligned. Prerequisite: Non-evil alignment, 11<sup>th</sup> level.

*Unholy blow (Su):* The knight's attacks count as evil-aligned. Prerequisite: Non-good alignment, 11<sup>th</sup> level.

*Axiomatic blow (Su):* The knight's attacks count as lawful-aligned. Prerequisite: Non-chaotic alignment, 11<sup>th</sup> level.

*Anarchic blow (Su):* The knight's attacks count as chaotic-aligned. Prerequisite: Non-lawful alignment, 11<sup>th</sup> level.

*Spiritual crusader (Su):* The knight chooses one of the following powers, which he must have as a power: holy blow, unholy blow, axiomatic blow, anarchic blow. The effects apply to allies within 30 feet who can see or hear the knight and meet the alignment prerequisites. Prerequisite: 13<sup>th</sup> level.

**Mounted Combat:** At 2<sup>nd</sup> level, the knight gains Mounted Combat as a bonus feat. If the knight already has the feat, he may select another feat for which he qualifies.

**Glory (Ex):** A knight of at least 2<sup>nd</sup> level can, once per day as a free action, grant himself a number of temporary hit points equal to his level. These hit points fade after one minute, if he kills or knocks unconscious an opponent, or if he makes a dishonorable attack.

**Lionhearted:** A knight gains [Lionhearted](#) as a bonus feat at 3<sup>rd</sup> level.

**Weapon Focus:** At 4<sup>th</sup> and again at 6<sup>th</sup> level, the knight gains Weapon Focus as a bonus feat.

**Expert rider:** Starting at 4<sup>th</sup> level, a knight gains a +1 bonus on Ride checks. This bonus increases by +1 every four additional levels to a maximum of +5 at level 20.

**Chivalric Bond:** At 5<sup>th</sup> level, a knight gains either

Signature Mount or Signature Weapon as a bonus feat.

**Iron Will:** At 8<sup>th</sup> level, the knight gains Iron Will as a bonus feat.

**Diehard:** At 10<sup>th</sup> level, the knight gains Diehard as a bonus feat.

**Greater Weapon Focus:** At 14<sup>th</sup> and 18<sup>th</sup> level, the knight gains Greater Weapon Focus with a weapon for which he already has Weapon Focus.

**Immunity to fear:** A knight of at least 19<sup>th</sup> level is

immune to fear.

**Compleat knight (Ex):** At 20<sup>th</sup> level, the knight is an embodiment of grace and martial valor. He gains a +1 competence bonus to all Cha checks and Cha-based skill checks. If he has the Leadership feat, he gains a permanent +1 to his Leadership score. He may use his glory ability twice per day and it grants 2x his level in temporary hit points.

## Table: Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Quality, 1 <sup>st</sup> resplendent power
2nd	+2	+3	+0	+0	Mounted combat, coat of glory
3rd	+3	+3	+1	+1	2 <sup>nd</sup> resplendent power, lionhearted
4th	+4	+4	+1	+1	Weapon Focus, expert rider +1
5th	+5	+4	+1	+1	3 <sup>rd</sup> resplendent power, chivalric bond
6th	+6/+1	+5	+2	+2	Weapon Focus
7th	+7/+2	+5	+2	+2	4 <sup>th</sup> resplendent power
8th	+8/+3	+6	+2	+2	Iron Will, expert rider +2
9th	+9/+4	+6	+3	+3	5 <sup>th</sup> resplendent power
10th	+10/+5	+7	+3	+3	Diehard
11th	+11/+6/+1	+7	+3	+3	6 <sup>th</sup> resplendent power
12th	+12/+7/+2	+8	+4	+4	expert rider +3
13th	+13/+8/+3	+8	+4	+4	7 <sup>th</sup> resplendent power
14th	+14/+9/+4	+9	+4	+4	Greater Weapon Focus
15th	+15/+10/+5	+9	+5	+5	8 <sup>th</sup> resplendent power
16th	+16/+11/+6/+1	+10	+5	+5	expert rider +4
17th	+17/+12/+7/+2	+10	+5	+5	9 <sup>th</sup> resplendent power
18th	+18/+13/+8/+3	+11	+6	+6	Greater Weapon Focus
19th	+19/+14/+9/+4	+11	+6	+6	10 <sup>th</sup> resplendent power, immunity to fear
20th	+20/+15/+10/+5	+12	+6	+6	expert rider +5, compleat knight

# Martial Artist

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Martial artists, like monks, are practitioners of demanding meditative arts and advanced fighting techniques. Martial artists typically come from monasteries or fighting academies, although some learn their arts from family mentors or private tutors. Rather than focusing on esoteric powers and spiritual attainment, the martial artist seeks perfection through rigorous training and constant challenge. Although martial artists may be peaceful artists or vicious bandits, depending on their personal inclination, virtually any martial artist will be eager for the opportunity to test their abilities against opponents, especially other martial artists, monks, and weapon masters.

**Role:** The martial artist depends on mobility and powerful attacks to quickly take down foes. Although not as well armored as the fighter, they are tough opponents with fairly strong defenses. Depending on their chosen combat style, martial artists may be unarmed strikers, experts of the blade, or masters of the humble staff.

**Alignment:** Any.

**Hit Die:** d10

**Class Skills:** The martial artist's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nobility), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

## Class Features

The following are class features of the martial artist class.

**Weapon and Armor Proficiency:** Martial artists are proficient with all simple and martial weapons, plus the kama, nunchaku, sai, shuriken, and siangham. Martial artists are not proficient with any armor or shields.

**Improved unarmed strike:** Martial artists received Improved Unarmed Strike as a bonus feat.

**Dodge:** The martial artist gains Dodge as a bonus feat.

**Agile Defense:** The martial artist gains [Agile Defense](#) as a bonus feat.

**Chosen Weapon (Ex):** The martial artist selects one type of weapon or unarmed strikes as his chosen weapon. When striking with his chosen weapon, he gains a bonus to damage equal to half his level (minimum 1).



**Uncanny dodge (Ex):** Starting at 2nd level, a martial artist can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A martial artist with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

**Intimidating stare (Ex):** At 2<sup>nd</sup> level, the martial artist gains a +2 bonus on Intimidate checks.

**Bonus feat:** At 2<sup>nd</sup> level and every even level thereafter, the martial artist gains a bonus combat feat.

**Immunity to fear (Ex):** A martial artist of at least 3<sup>rd</sup> level is immune to fear, magical or otherwise.

**Fast movement:** At 3<sup>rd</sup> level, a martial artist's land speed becomes faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the martial artist's land speed. However, it does not stack with the identical barbarian ability.

**Ki pool (Su):** At 5<sup>th</sup> level, a martial artist gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a martial artist's ki pool is equal to ½ his martial artist level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike. At 5<sup>th</sup> level, ki strike allows strikes with his chosen weapon to be treated as magic weapons for the purpose of overcoming damage reduction. At 10<sup>th</sup> level, attacks with his chosen weapon are also treated as cold iron or silver weapons for the purpose of overcoming damage reduction. At 15<sup>th</sup> level, his strikes are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his ki pool, a martial artist can make one additional attack at his highest attack bonus when making a full attack with his chosen weapon. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a martial artist can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours need not be consecutive.

**Increased initiative (Ex):** At 3<sup>rd</sup> level, the martial artist receives a +1 to initiative checks. This bonus increases by +1 every four levels.

**Improved Uncanny Dodge (Ex):** At 4<sup>th</sup> level and higher, a martial artist can no longer be flanked. This defense denies a rogue the ability to sneak attack the martial artist by flanking him, unless the attacker has at least four more rogue levels than the target has martial artist levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank

the character.

**Excellent weapon strike (Ex):** A martial artist of at least 5<sup>th</sup> level gains a +1 on attack rolls with his chosen weapon. This bonus increases by +1 every four levels to a maximum of +4 at 17<sup>th</sup> level.

**Increased initiative (Ex):** At 3<sup>rd</sup> level, the martial artist gains a +1 to initiative checks. This bonus increases by +1 every four levels.

**Evasion (Ex):** At 7<sup>th</sup> level and higher, a martial artist can avoid damage from many area-effect attacks. If a martial artist makes a Reflex saving throw against an attack that normally does half damage on a successful save, he instead takes no damage. Evasion can only be used if a martial artist is wearing light armor or no armor. A helpless martial artist does not gain the benefit of evasion.

**High jump (Ex):** At 11<sup>th</sup> level, a martial artist adds his level to all Acrobatics checks to make a jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool, as a swift action, the martial artist gains a +20 bonus on Acrobatics checks made to jump for 1 round.

**Improved evasion (Ex):** At 13<sup>th</sup> level, a martial artist's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage damage on a failed save. A helpless martial artist does not gain the benefit of improved evasion.

**Devastating ki (Su):** At 17<sup>th</sup> level, when attacking with his chosen weapon, the martial artist can spend 1 ki point as a swift action to add his weapon's base damage dice to his next attack. If he misses, the use is wasted. This damage is not multiplied on a critical hit.

**Skill mastery (Ex):** The martial artist's calm and precision extend to non-combat activities. Choose a number of skills equal to 3 + the martial artist's Int modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

**Chosen weapon mastery (Ex):** At 20<sup>th</sup> level, a martial artist achieves mastery of his chosen weapon. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, his chosen weapon cannot be disarmed. If his chosen weapon is an unarmed strike, he can ignore the abilities of opponents that affect those who attack them with an unarmed strike or natural weapon (but gains no special protection when

grappling or against effects that affect armed opponents).

## Table: Martial Artist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	improved unarmed strike, chosen weapon, dodge, agile defense
2nd	+2	+3	+3	+0	bonus feat, uncanny dodge, intimidating stare
3rd	+3	+3	+3	+1	immunity to fear, increased initiative +1, fast movement
4th	+4	+4	+4	+1	bonus feat, improved uncanny dodge
5th	+5	+4	+4	+1	ki pool (magic), excellent weapon strike +1
6th	+6/+1	+5	+5	+2	bonus feat
7th	+7/+2	+5	+5	+2	increased initiative +2, evasion
8th	+8/+3	+6	+6	+2	bonus feat
9th	+9/+4	+6	+6	+3	excellent weapon strike +2
10th	+10/+5	+7	+7	+3	bonus feat, ki pool (cold iron or silver)
11th	+11/+6/+1	+7	+7	+3	increased initiative +3, high jump
12th	+12/+7/+2	+8	+8	+4	bonus feat
13th	+13/+8/+3	+8	+8	+4	excellent weapon strike +3, improved evasion
14th	+14/+9/+4	+9	+9	+4	bonus feat
15th	+15/+10/+5	+9	+9	+5	ki pool (adamantine), increased initiative +4
16th	+16/+11/+6/+1	+10	+10	+5	bonus feat
17th	+17/+12/+7/+2	+10	+10	+5	excellent weapon strike +4, devastating ki
18th	+18/+13/+8/+3	+11	+11	+6	bonus feat
19th	+19/+14/+9/+4	+11	+11	+6	increased initiative +5, skill mastery
20th	+20/+15/+10/+5	+12	+12	+6	bonus feat, chosen weapon mastery

# Scholar

The scholar believes that the solution to any problem can be studied. The scholar bristles at the term “dabbler,” as the scholar is nothing if not serious. Nonetheless, the scholar's breadth of knowledge is just as impressive as its depth. Rarely at a loss for a theory, anecdote, or words of counsel, the scholar is a constant inspiration and occasional frustration to her companions. While ordinary sages and experts remain in their libraries and workshops, the adventuring scholar is a questing soul, as daring, resolute, and curious as any knight, wizard, or treasure-hunter. The scholar is a learner of the world as much as a student of words, and never hesitates to borrow a few tricks learned from her companions and foes. While a scholar is an expert at locating and retrieving wealth, magic, and information, the scholar's greatest treasure is experience.

**Role:** The scholar is an explorer and sage, identifying dangerous hazards and neutralizing them through knowledge. Her logic, learning, and perceptions aid and protect her party members. While not much of a straight-up combatant, a scholar can bring to bear a number of impressive tactics in a tight spot. Additionally, with the right preparation, the scholar is capable of substituting for a number of different roles, whether sniper, spell-caster, or negotiator.

**Hit Die:** d8

**Class Skills:** Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (all) (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.

## Class Features

The following are class features of the scholar class.

**Weapon and Armor Proficiency:** Scholars are proficient with simple weapons, plus the hand crossbow. They are not proficient with any armor or shields.

**Lore:** A scholar adds half her class level (minimum 1) to all Knowledge checks and may make all Knowledge checks untrained.

**Smart Defense (Ex):** A scholar adds her Intelligence bonus to Armor Class. Any time she would lose her Dex bonus to AC, she loses her Int bonus, as well.

**Knowledge Focus (Ex):** The scholar gains Skill Focus in any one Knowledge skill of her choice.

**Bonus languages:** A scholar may choose any non-secret languages as bonus languages.



**Scholar Secrets:** Starting at 2<sup>nd</sup> level, and every even level thereafter, the scholar may select one of the following secrets. Unless otherwise stated, each secret may be selected only once.

**Exploit Weakness (Ex):** Once per day, the scholar may designate one opponent, and gain an insight bonus equal to her Int bonus (minimum +1) on attack rolls against that opponent.

**Mental Resolve (Ex):** One per day, the scholar may designate one opponent, and gain an insight bonus equal to her Wis bonus (minimum +1) to her saves against all abilities by that opponent.

**Mind Trick (Ex):** The scholar may add her Intelligence modifier to Bluff checks.



*Coordinate (Ex):* When the scholar spends a full round directing her allies, she provides her allies within 30 feet a +1 morale bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the scholar's Charisma modifier.

*Inspiration (Ex):* The scholar can inspire her allies, bolstering them and improving their chances of success. An ally must listen to and observe the scholar for a full round for the inspiration to take hold. The effect lasts for a number of rounds equal to the scholar's Charisma modifier and affects allies within 30 feet. An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A scholar can't inspire him or herself. Prerequisite: *coordinate*.

*Greater Inspiration (Ex):* The benefits of inspiration increase by +1, to a total of +3. Prerequisite: *inspiration*.

*Wise Counsel (Ex):* As a full round action, the scholar can aid an ally and grant an insight bonus equal to the scholar's Wis bonus on the check.

*Improvise Tools (Ex):* Choose one skill. The scholar can perform a skill check without proper tools with that skill, without penalty, taking a minimum of a full round action.

*Smart Weapon (Ex):* The scholar can use her Int bonus instead of her Str or Dex bonus to hit with any light or one-handed weapon or any crossbow.

*Defensive Training (Ex):* The scholar selects one category of foe (from the ranger's favored enemy list). The scholar gains a +2 dodge bonus against opponents of that type. If the scholar has 10 or more ranks in the Knowledge skill that pertains to that creature type, the bonus is doubled, to +4. This talent may be selected more than once, each time choosing a different type of foe. If more than one category applies, the scholar gains only the highest bonus.

*Medical Knowledge:* The scholar gains [First Aid](#) or [Medical Expert](#) as a bonus feat.

*Intuition (Ex):* Once per day, the scholar can gain an insight bonus equal to his Int bonus (minimum +1) to any Int-, Wis-, or Cha-based ability check or skill check.

*Sneak Attack:* The scholar gains +1d6 sneak attack, as a rogue.

*Combat Trick:* The scholar gains a bonus combat feat. She must meet the prerequisites normally.

*Creature Focus (Ex):* The scholar selects one type of creature from the ranger's Favored Enemy list. The scholar gains a +3 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against

creatures of her selected type. Likewise, she gets a +3 bonus on weapon attack and damage rolls against them. If the scholar has 10 or more ranks in the applicable Knowledge skill for the type of creature, these bonuses increase to +6. The scholar may select this secret more than once, each time selecting a different type of creature. If a creature fits more than one category, only the best bonus applies.

*Trapfinding (Ex):* A scholar with this secret adds half her class level (minimum 1) to Perception skill checks made to locate traps and to Disable Device skill checks. A scholar can use Disable Device to disarm magic traps.

*Minor Magic (Sp):* A scholar with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times per day as a spell-like ability. The caster level for this ability is 10 + the scholar's level. The save DC for this spell is 10 + the scholar's Intelligence modifier. The scholar must have an Intelligence of at least 10 to select this talent.

*Major Magic (Sp):* A scholar with this talent gains the ability to cast a 1st-level spell from the sorcerer/wizard spell list two times a day as a spell-like ability. The caster level of this ability is equal to the scholar's level. The save DC for this spell is 11 + the scholar's Intelligence modifier. The scholar must have an Intelligence of at least 11 to select this secret. A scholar may select this secret more than once, choosing a different spell each time. Prerequisite: *minor magic*.

*Cantrips (Sp):* The scholar may select two additional 0-level spells from the sorcerer/wizard spell list for her *minor magic* ability. The scholar may use her *minor magic* an unlimited number of times per day. The scholar may take this secret multiple times, adding two more 0-level spells each time. Prerequisite: *minor magic*.

*Turn undead:* The scholar gains Command Undead or Turn Undead as a bonus feat. She gains channel energy a number of times per day equal to 3 + her Intelligence modifier, but only to use the selected feat. She can take other feats that add to this ability, such as Extra Channeling and Improved Channeling, as well as feats that alter this ability, such as Elemental Channeling and Outsider Channeling. The DC to save against these feats is equal to 10 + ½ her scholar level + her Charisma modifier. At 20<sup>th</sup> level, undead cannot add their channel resistance to the save against this ability.

*Minor mysticism (Sp):* A scholar with this talent

gains the ability to cast a 0-level spell from the cleric spell list. This spell can be cast three times per day as a spell-like ability. The caster level for this ability is 10 + the scholar's level. The save DC for this spell is 10 + the scholar's Wisdom modifier. The scholar must have a Wisdom of at least 10 to select this talent.

*Major mysticism (Sp):* A scholar with this talent gains the ability to cast a 1st-level spell from the cleric spell list two times a day as a spell-like ability. The caster level of this ability is equal to the scholar's level. The save DC for this spell is 11 + the scholar's Wisdom modifier. The scholar must have a Wisdom of at least 11 to select this secret. A scholar may select this secret more than once, choosing a different spell each time. Prerequisite: *minor mysticism*.

*Orisons:* The scholar may select two additional 0-level spells from the cleric spell list for her minor mysticism ability. The scholar may use her minor mysticism an unlimited number of times per day. The scholar may take this secret multiple times, adding two more 0-level spells each time. Prerequisite: *minor mysticism*.

*Animal companion:* The scholar gains an animal companion, as the druid ability, *nature bond*. The scholar's effective druid level for this purpose is her level -2.

*Disruptive:* The scholar gains Disruptive as a bonus feat.

*Detect magic (Sp):* The scholar may use detect magic, as the spell, at will. Prerequisite: minor magic or minor mysticism.

*Trap spotter (Ex):* Whenever a scholar with this secret comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM. Prerequisite: *trapfinding*.

*Student of war (Ex):* The scholar gains proficiency in all martial weapons.

*Lightly armored:* The scholar becomes proficient in light armor.

*Magic circle (Sp):* The scholar may cast *magic circle versus good, evil, chaos, or law*, as the spell, once per day. Prerequisite: *major magic* or *major mysticism*.

*Weapon training:* The scholar gains Weapon Focus as a bonus feat.

*Quick disable:* A scholar who selects this secret can disable a trap in half the normal amount of time using the Disable Device skill (minimum 1 round).

Prerequisite: *trapfinding*.

*Augury (Sp):* The scholar may cast augury, as the

spell, once per day. Prerequisite: intuition, minor mysticism.

*Skill Focus:* The scholar gains Skill Focus as a bonus feat.

*Track (Ex):* The scholar may add half her level (minimum 1) to Survival checks to find or follow tracks.

*Extracurricular study (Ex):* The scholar selects one skill. That skill is considered a class skill for the scholar and gains a +1 bonus on skill checks.

*Look out (Ex):* All allies within 30 feet gain the benefits of the scholar's evasion. This only applies to allies who are aware of her presence.

*Twice ready (Ex):* When the scholar readies an action, she can specify two triggers with a separate action for each trigger. Whichever action triggers first cancels the other.

*Call it out (Ex):* One per day as a standard action, a scholar can identify the weaknesses of one creature she can perceive. She must succeed at a Knowledge check to identify the creature. If successful, she and all allies within 30 feet who can hear her gain a knowledge of any special vulnerabilities and weaknesses a creature may have, including what forms of attack defeat its DR and regeneration, and gain a +1 bonus to attack rolls and the DCs of their spells and abilities against that opponent for one minute. If she has 10 or more ranks in the relevant Knowledge skill for that creature's type, the bonus is doubled to +2.

*Creature Mythology (Ex):* When she uses her call it out ability, she and her affected allies also gain +2 to overcome SR against that creature for one minute. The bonus is doubled if she has at least 10 ranks of the relevant Knowledge skill for that creature's type. Prerequisite: *call it out*.

*Coax Magical Item (Ex):* The scholar gains a bonus equal to half her level (minimum 1) on Use Magic Device checks.

*Fast Movement (Ex):* The scholar gains fast movement, as the barbarian ability.

*Spell-casting Dilettante (Ex):* The scholar casts all spells and spell-like abilities at +1 caster level, to a maximum of her Hit Dice.

*Deliberate Accuracy (Ex):* When the scholar takes the attack action, she gains +1 on attack rolls.

*Careful Search (Ex):* The scholar may take 10 on Perception checks, even if it would not normally be allowed. She also gains a +1 on Perception checks to search an area.

**Evasion (Ex):** At 2<sup>nd</sup> level and higher, a scholar can

avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the scholar is wearing light armor or no armor. A helpless scholar does not gain the benefits of evasion.

**Tough-minded (Ex):** At 2<sup>nd</sup> level and above, the scholar heals one point of Intelligence, Wisdom, and Charisma damage every 24 hours.

**Identify magic items (Ex):** At 3<sup>rd</sup> level, the scholar may use her knowledge to identify magical items. She may examine the item as with the spell *detect magic*, and may add her level to the Spellcraft check to determine its properties.

**In the Bag (Ex):** A scholar of 4<sup>th</sup> level and higher can retrieve needed items very quickly. Once per round, she may ready an item as a standard action if it would normally be a full round action, a move action if it would normally be a standard action, and a swift action if it would normally be a move action.

**Decipher script (Ex):** At 5<sup>th</sup> level, the scholar gains +2 on Linguistics checks to decipher writing.

**Lore Master (Ex):** At 5<sup>th</sup> level, the scholar becomes a master of lore and can take 10 on any Knowledge check that she has ranks in. A scholar can choose not to take 10 and can instead roll normally. In addition, once per day, the scholar can take 20 on any Knowledge check as a standard action. She can use this ability one additional time per day for every six levels she possesses beyond 5<sup>th</sup>.

**Erudition (Ex):** At 7<sup>th</sup> level, the scholar's logical mind becomes a powerful tool of persuasion. Add her modifier to Intelligence to Bluff, Diplomacy, and Intimidate checks, in addition to her Charisma bonus.

**Advanced Scholar Secrets:** A scholar of 10<sup>th</sup> level and higher can select from the following additional secrets whenever she gains a scholar secret.

**Vital Strike:** The scholar receives Vital Strike as a bonus feat.

**Slippery Mind (Ex):** If a scholar with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on this saving throw.

**Spellbreaker:** The scholar gains Spellbreaker as a bonus feat.

**Feat:** The scholar can select any one feat for which she qualifies.

**Jack of all trades (use untrained) (Ex):** A scholar who selects this secret can use any skill, even if the

skill normally requires her to be trained.

**Jack of all trades (class skills) (Ex):** A scholar with this secret treats all skills as class skills. Prerequisite: *jack of all trades (use untrained)*.

**Jack of all trades (mastery) (Ex):** A scholar with this secret can take 10 on any skill check, even if it is not normally allowed. Prerequisite: *jack of all trades (class skills)*.

**Improved Evasion:** This works like *evasion*, except that while the scholar still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless scholar does not gain the benefits of *improved evasion*.

**Improved Spell Resistance:** The scholar's SR improves to 10 + her level. Prerequisite: *spell resistance*.

**Dispelling Touch (Sp):** Once per day, the scholar can use a targeted dispel magic effect as a touch attack. Her caster level equals her level. Prerequisite: *detect magic*.

**Share Spell Resistance (Su):** With a touch, the scholar can grant SR equal to her own granted by the scholar class to an ally for 1 round. Prerequisite: *spell resistance*.

**Miracle-Worker (Ex):** The scholar gains [Minor Medical Miracle](#) or [Major Medical Miracle](#) as a bonus feat. She must meet the usual prerequisites.

**Only Mostly Dead (Sp):** The scholar may cast *resurrection*, as the spell, once per day. She must supply the usual material components and focus. Her caster level, for the purposes of this ability, is equal to her ranks in Heal. Prerequisites: Major Medical Miracle, Medical Expert, *major mysticism*.

**Rummage (Ex):** As a full round action, the scholar can treat the result of a Perception check to search an area as though she rolled a twenty. The scholar may use this ability a number of times per day equal to her Int bonus (minimum 1). Prerequisite: *careful search*.

**Just the Thing (Ex):** The scholar may use *in the bag* twice per round. Prerequisite: *in the bag*.

**Spell resistance (Su):** At 13<sup>th</sup> level, the scholar gains SR equal to her scholar level +5. She may activate or deactivate this ability as a standard action.

**True Lore (Ex):** At 19<sup>th</sup> level, a scholar's knowledge becomes vast indeed. Once per day a scholar can use her knowledge to gain the effects of a *legend lore* spell or an *analyze dweomer* spell. If used to create a *legend lore* effect, this ability has a casting time of 1 minute, regardless of how much information is already known about the subject in question.

**Sagacity:** At 20<sup>th</sup> level, the scholar's powerful mind leads her to enlightenment. Her Intelligence, Wisdom,

and Charisma all increase by 2 points. She becomes immune to fear and confusion.

## Table: Scholar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Lore, smart defense, knowledge focus, bonus languages
2nd	+1	+0	+3	+3	scholar secret, evasion, tough-minded
3rd	+2	+1	+3	+3	identify magic items, trap sense +1
4th	+3	+1	+4	+4	scholar secret, in the bag
5th	+3	+1	+4	+4	decipher script, lore master
6th	+4	+2	+5	+5	scholar secret, trap sense +2
7th	+5	+2	+5	+5	erudition
8th	+6/+1	+2	+6	+6	scholar secret
9th	+6/+1	+3	+6	+6	trap sense +3
10th	+7/+2	+3	+7	+7	advanced secrets, scholar secret
11th	+8/+3	+3	+7	+7	lore master 2/day
12th	+9/+4	+4	+8	+8	scholar secret, trap sense +4
13th	+9/+4	+4	+8	+8	spell resistance
14th	+10/+5	+4	+9	+9	scholar secret
15th	+11/+6/+1	+5	+9	+9	trap sense +5
16th	+12/+7/+2	+5	+10	+10	scholar secret
17th	+12/+7/+2	+5	+10	+10	lore master 3/day
18th	+13/+8/+3	+6	+11	+11	scholar secret, trap sense +6
19th	+14/+9/+4	+6	+11	+11	true lore
20th	+15/+10/+5	+6	+12	+12	scholar secret, sagacity

# Scout

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The scout is a master of stealth and detection. Much like the rogue, the scout depends on wits, agility, and a little bravado to go places other people do not go and do things other people do not do. While the rogue is a denizen of the city, the scout excels at moving through wilderness, sparsely populated zones, and enemy pickets. Some are nimble hunters, while others are attached to a military force. Scouts might describe themselves as explorers, messengers, trackers, delvers, spelunkers, or agents. Few scouts would permit themselves to be tarnished with the label of spy, but many a scout wearing a stolen uniform has gained valuable insights into the enemy's schemes.

**Role:** The scout is a skirmisher. While competent as a fighter, the scout prefers to avoid the front lines of battle and instead make use of his superior precision and mobility to harass and destroy. The scout is a skillful character, adept at springing traps, scaling rough terrain, or traveling incognito deep into enemy territory.

**Hit Die:** d8

**Class Skills:** The scout's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

## Class Features

The following are class features of the scout class.

**Weapon and Armor Proficiency:** Scouts are proficient with all simple weapons, plus the shortbow, short sword, throwing axe, and handaxe. They are proficient with light armor, but not with shields.

**Trapfinding (Ex):** A scout adds  $\frac{1}{2}$  his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A scout can use Disable Device to disarm magical traps.

**Targeted Strike (Ex):** By aiming his attacks precisely, a scout can deal extra damage to his target.

When the scout uses the attack action, he deals an

extra 1d6 damage. This extra damage increases by 1d6 every two scout levels thereafter. Should the scout score a critical hit with a targeted strike, this extra damage is not multiplied. Ranged attacks can count as targeted strikes only if the target is within 30 feet.

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

The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A scout cannot use targeted strike against a creature with concealment.



**Uncanny dodge (Ex):** Starting at 2nd level, a scout can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A scout with



this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

**Scout Talents:** As a scout gains experience, he learns additional abilities that make him a consummate stalker. Starting at 2<sup>nd</sup> level, a scout gains one scout talent, and he gains one additional scout talent for every 2 levels of scout attained thereafter. A scout can select each talent only once.

Talents identified as targeted strike talents add to a scout's targeted attack. Only one of these talents can be used with each attack and the decision must be made before the attack roll is made. Targeting strike talents are marked with an asterisk (\*).

**Combat Scout:** The scout receives as a bonus feat any one combat feat for which he qualifies.

**Finesse Scout:** The scout receives Weapon Finesse as a bonus feat.

**Resiliency (Ex):** Once per day, a scout with this ability can gain a number of temporary hit points equal to the scout's level. Activating this ability is an immediate action that can only be performed when he is brought below 0 hit points. This ability can be used to prevent him from dying. These temporary hit points last for 1 minute. If the scout's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

**Prone Crawl (Ex):** While prone, a scout with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A scout with this talent can take a 5-foot step while crawling.

**Trap Spotter (Ex):** Whenever a scout with this talent comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

**Weapon Training:** A scout that selects this talent gains Weapon Focus as a bonus feat.

**Endurance:** The scout receives Endurance as a bonus feat.

**Nimble moves:** The scout gains Nimble Moves as a bonus feat.

**Acrobatic steps:** The scout gains Acrobatic Steps as a bonus feat. Prerequisite: Nimble Moves.

**Favored Terrain (Ex):** A scout may select a type of terrain from the ranger's Favored Terrains table. The scout gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A scout traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). The scout may take this ability

multiple times, each time selecting either a new terrain or increasing the skill and initiative bonus for a previously chosen terrain by +2.

**Swift Tracker (Ex):** A scout who chooses this ability can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

**Camouflage (Ex):** A scout who selects this ability can use the stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment. Prerequisite: favored terrain.

**Fast Stealth (Ex):** This ability allows a scout to move at full speed using the Stealth skill without penalty.

**Dazzling strike\* (Ex):** Opponents damaged by a targeted strike are dazzled for one round.

**Silencing strike\* (Ex):** Opponents damaged by a targeted strike cannot speak or vocalize for one round.

**Hit and Run (Ex):** The scout gains the benefits of targeted strike when using the feats Shot on the Run or Spring Attack.

**Predatory Lunge (Ex):** The scout gains the benefits of targeted strike when making a single attack at the end of a charge.

**Precise Shot:** The scout receives Precise Shot as a bonus feat.

**Improved Sniping:** The scout receives [Improved Sniping](#) as a bonus feat.

**Fast climbing (Ex):** The scout may climb at half his speed without penalty, instead of taking a -5 penalty to move at half speed and no penalty to move at one-quarter speed.

**Trap Sense (Ex):** At 3<sup>rd</sup> level, a scout gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus against attacks made by traps. These bonuses increase by +1 every three scout levels. Trap sense bonuses gained from multiple classes stack.

**Evasion (Ex):** At 4<sup>th</sup> level and higher, a scout can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the scout is wearing light armor or no armor. A helpless scout does not gain the benefits of evasion.

**Fleet:** At 3<sup>rd</sup> level and every five levels thereafter, the scout receives Fleet as a bonus feat.

**Advanced Talents:** Beginning at 10<sup>th</sup> level, a scout

can select an advanced talent instead of a scout talent.

*Improved Evasion (Ex):* This works like *evasion*, except that while the scout still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless scout does not gain the benefits of *improved evasion*.

*Improved Uncanny Dodge (Ex):* A scout that selects this talent can no longer be flanked. This defense denies a rogue the ability to sneak attack the scout by flanking him, unless the attacker has at least four more rogue levels than the target has scout levels. If a character already has *uncanny dodge* (see above) from another class, the levels from the classes that grant *uncanny dodge* stack to determine the minimum rogue level required to flank the character.

*Improved Precise Shot:* The scout receives Improved Precise Shot as a bonus feat.

*Pinpoint Targeting:* The scout gains Pinpoint Targeting as a bonus feat.

*Hindering Strike\* (Ex):* Opponents damaged by a targeted strike have their movement reduced to half. The movement penalty remains until the target receives magical healing or completely heals naturally.

*Long shot:* The scout gains the benefits of targeted strike at a range of up to 60 feet, rather than

30 feet.

*Feat:* A scout may gain any feat that he qualifies for in place of a scout talent.

*Crippling Strike\*:* A scout with this ability can strike opponents with such precision that his blows weaken and hamper them. An opponent damaged by a targeted strike also takes 2 points of Strength damage.

*Blindsense (Ex):* The scout gains blindsense with a range of 30 feet.

*Blindsight (Ex):* The scout gains blindsight with a range of 30 feet. To select this ability, the scout must already have blindsense and the feat Blind-Fight.

*Rapid Hunter Strike:* The scout gains the benefits of targeted strike when making multiple attacks, but the bonus to damage only applies to the first attack, whether hit or miss.

*Slippery Mind (Ex):* If a scout with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

**Freedom of Movement (Ex):** The scout may act as though under the effects of the freedom of movement spell. The scout may use this ability each day for a number of rounds equal to his scout level. The rounds need not be consecutive.

## Table: Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	trapfinding, targeted strike +1d6
2nd	+1	+0	+3	+0	uncanny dodge, scout talent
3rd	+2	+1	+3	+1	targeted strike +2d6, trap sense +1, fleet
4th	+3	+1	+4	+1	evasion, scout talent
5th	+3	+1	+4	+1	targeted strike +3d6
6th	+4	+2	+5	+2	scout talent, trap sense +2
7th	+5	+2	+5	+2	targeted strike +4d6
8th	+6/+1	+2	+6	+2	scout talent, fleet
9th	+6/+1	+3	+6	+3	targeted strike +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	advanced talents, scout talent
11th	+8/+3	+3	+7	+3	targeted strike +6d6
12th	+9/+4	+4	+8	+4	scout talent, trap sense +4
13th	+9/+4	+4	+8	+4	targeted strike +7d6, fleet
14th	+10/+5	+4	+9	+4	scout talent
15th	+11/+6/+1	+5	+9	+5	targeted strike +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	scout talent
17th	+12/+7/+2	+5	+10	+5	targeted strike +9d6
18th	+13/+8/+3	+6	+11	+6	scout talent, trap sense +6, fleet
19th	+14/+9/+4	+6	+11	+6	targeted strike +10d6
20th	+15/+10/+5	+6	+12	+6	scout talent, freedom of movement



# Spy

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Spying is not a glorious profession, although the most successful spies attract a measure of glamor and respect in certain quarters. Most of the time, skilled spies go unnoticed and unsuspected until their mission is already completed. They may travel as simple tradesman or vagabonds, while other times, they may develop elaborate cover identities as soldiers, members of the court, or even intimates of those in power. Spies may find employ with powerful nobles, military leaders, guild masters, or even spell-casters or intelligent monsters. Some spies are basically mercenary, while others are more like house retainers or military officers. Spying is a dangerous job, for those that are caught are frequently executed or worse, and their patrons are frequently unable to take steps to protect their agents when doing so would expose their involvement. A spy might join an adventuring group under cover, pretending to be a common vagabond, rogue, or warrior. In other cases, they may be part of an entourage that serves a common cause, with the spy playing the part of negotiator, infiltrator, and if need be, assassin.

**Role:** Spies are expert face characters. Like the bard, their silver tongue can win friends and bewilder foes. The spy lacks major spell-casting ability, although some spies develop arcane talents that complement their natural abilities. Spies are able to sneak attack, like a rogue, and in pitched battles may fulfill a similar role as a skirmisher. They possess a versatile array of skills and talents that befit their role as the ultimate deceiver.

**Alignment:** Any.

**Hit Die:** d8

**Class Skills:** The spy's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 8 + Int modifier



## Class Features

The following are class features of the spy class.

**Weapon and Armor Proficiency:** Spies are proficient with all simple weapons, plus the hand

crossbow, rapier, sap, shortbow and short sword. They are proficient with light armor, but not with shields.

**Duplicity (Ex):** The spy may add one half her level (minimum 1) to Disguise and Sense Motive checks and to Bluff checks to fool someone or to deliver a secret message.

**Cover Identity (Ex):** Spies rarely advertise the nature of their work. A spy may select one Craft, Perform, or Profession skill and gain a +1 competence bonus on checks. Additionally, the spy may make checks as though trained in that skill, even if she has no ranks in it. Alternatively, instead of a skill, the spy can choose one weapon or one type of armor and suffer only half the usual penalties for non-proficiency. The spy can decide to adopt a new cover identity at any time. When she changes cover identities, the benefits switch over to the new skill or proficiency after 24 hours.

**Sneak attack (Ex):** If a spy can catch an opponent when she is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The spy's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the spy flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two spy levels thereafter. Should the spy score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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

The spy must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A spy cannot sneak attack while striking a creature with concealment. This is the same as the rogue ability.

**Uncanny dodge (Ex):** Starting at 2nd level, a spy can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A spy with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a spy has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Spy Talents:** Starting at 2<sup>nd</sup> level and every even level thereafter, the spy may select one of the following special abilities.

*Infiltrator (Ex):* The spy chooses one group to oppose. The spy gains a +2 bonus on Bluff, Diplomacy, Knowledge, Perception, and Sense Motive checks against members of the enemy group. Additionally, she gains a +2 bonus on weapon attack and damage rolls against them. A group is one medium-sized faction, such as an army, the members of a particular noble house and their retainers, a city guild, or the local chapter of a religion.

*Loyal Spy (Ex):* The spy gains a +4 morale bonus to resist any charm or compulsion effect that would cause him to act against members of one group. A group has the same meaning as group for the *infiltrator* talent.

*Combat Trick:* A spy that selects this talent gains a bonus combat feat.

*Fast Stealth (Ex):* This ability allows a spy to move at full speed using the Stealth skill without penalty.

*Minor Magic (Sp):* A spy with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the spy's level. The save DC for this spell is 10 + the spy's Charisma modifier. The scout must have an Charisma of at least 10 to select this talent.

*Magical Sleep (Sp):* A spy with this talent may cast sleep as a spell-like ability with a caster level equal to her level. The DC to save is 11 + the spy's Charisma modifier. The spy may choose to center the spell on a single target, in which case it will affect one target of any number of HD. To select this talent, the spy must already have *minor magic*.

*Magical Disguise (Sp):* Once per day, the spy may cast *disguise self* as a spell-like ability with a caster level equal to her level. To select this talent, the spy must already have minor magic.

*Trapfinding (Ex):* A spy with this talent adds ½ her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). Additionally, she can use Disable Device to disarm magic traps.

*Trap Spotter (Ex):* Whenever a spy with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM. Prerequisite: trapfinding.

**Expert Forger (Ex):** A spy with this talent can add half her level (minimum 1) to checks to create a forgery or fake document.

**Weapon Proficiency:** The spy can select one Exotic or Martial Weapon Proficiency.

**Evasion (Ex):** A spy who selects this talent can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the spy is wearing light armor or no armor. A helpless spy does not gain the benefits of evasion.

**Careful search (Ex):** The spy may take 10 on Perception checks, even when she would not normally be allowed to. In addition, she gains a +1 bonus on Perception checks to search an area.

**Secret keeper (Ex):** At 3<sup>rd</sup> level, a spy receives a +1 bonus to saves against any effect that would force her to speak the truth or that would detect her thoughts. In addition, if asked or commanded to speak the truth or reveal a piece of information while under a charm or compulsion, she gets a new save immediately with this bonus. This bonus increases by +1 every four levels to a maximum of +5 at level 19.

**Improved Uncanny Dodge (Ex):** At 5<sup>th</sup> level, a spy can no longer be flanked. This defense denies a rogue the ability to sneak attack the spy by flanking her, unless the attacker has at least four more rogue levels than the target has spy levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Nondetection (Ex):** A spy of 8<sup>th</sup> level or above gains the benefits of nondetection, as the spell. This is a non-magical effect which is constantly active with a caster level of the spy's level. Lowering or raising the effect is a standard action.

**Advanced Talents:** Starting at 10<sup>th</sup> level, the spy may select one of the following talents instead of a spy talent.

**Improved Evasion (Ex):** This works like evasion, except that while the spy still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless spy does not gain the benefits of improved evasion. Prerequisite: evasion.

**Slippery mind (Ex):** If a spy with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round

later at the same DC. She gets only this one extra chance to succeed on is saving throw.

**Jack of All Trades (use untrained) (Ex):** A spy who selects this talent can use any skill, even if the skill normally requires her to be trained.

**Jack of All Trades (class skills) (Ex):** A spy with this talent treats all skills as class skills.

Prerequisite: *jack of all trades (use untrained)*.

**Jack of All Trades (mastery) (Ex):** A spy with this talent can take 10 on any skill check, even if it is not normally allowed. Prerequisite: *jack of all trades (class skills)*.

**Skill mastery (Ex):** The spy becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. Choose a number of skills equal to 3 + the spy's Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A spy can gain this special ability multiple times, selecting additional skills for skill mastery each time.

**Perfect cover (Ex):** When making use of the cover identity ability, the spy may select two of the listed skills or proficiencies in any combination. Additionally, the penalty for non-proficiency with a weapon or armor chosen by this ability is reduced to 0.

**Misdirection (Sp):** Once per day, the spy may use *misdirection*, as the spell, with a caster level of her level. The spell must be placed on herself. Prerequisite: *minor magic*.

**Improved Magical Disguise:** A spy who selects this talent can use her magical disguise ability a number of times per day equal to 3 + the spy's Charisma modifier. Prerequisite: *magical disguise*.

**Rummage (Ex):** Once per day, the spy can treat a Perception check to search an area as though she rolled a natural 20. Prerequisite: *Careful Search*.

**Feat:** Instead of a talent, the spy can select any feat for which she qualifies.

**Master spy (Ex):** At 20<sup>th</sup> level, the master spy is a master at foiling detection, both magical and mundane. Any time the spy successfully saves versus a mind-affecting ability, she continues to be aware of the creature's commands and messages for the duration of the effect, although she need not obey. Whenever a creature takes 10 on a Perception check to penetrate the spy's disguise, the spy gains a +5 circumstance bonus to her Disguise check. The spy can treat a Bluff, Diplomacy, Intimidate, or Sense Motive check as though she rolled a natural 20 a number of times a day equal to 3 + the spy's Charisma

modifier.

## Table: Spy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	duplicity, sneak attack +1d6, cover identity
2nd	+1	+0	+3	+3	spy talent, uncanny dodge
3rd	+2	+1	+3	+3	sneak attack +2d6, secret keeper +1
4th	+3	+1	+4	+4	spy talent
5th	+3	+1	+4	+4	sneak attack +3d6, improved uncanny dodge
6th	+4	+2	+5	+5	spy talent
7th	+5	+2	+5	+5	sneak attack +4d6, secret keeper +2
8th	+6/+1	+2	+6	+6	spy talent, nondetection
9th	+6/+1	+3	+6	+6	sneak attack +5d6
10th	+7/+2	+3	+7	+7	spy talent, advanced talents
11th	+8/+3	+3	+7	+7	sneak attack +6d6, secret keeper +3
12th	+9/+4	+4	+8	+8	spy talent
13th	+9/+4	+4	+8	+8	sneak attack +7d6
14th	+10/+5	+4	+9	+9	spy talent
15th	+11/+6/+1	+5	+9	+9	sneak attack +8d6, secret keeper +4
16th	+12/+7/+2	+5	+10	+10	spy talent
17th	+12/+7/+2	+5	+10	+10	sneak attack +9d6
18th	+13/+8/+3	+6	+11	+11	spy talent
19th	+14/+9/+4	+6	+11	+11	sneak attack +10d6, secret keeper +5
20th	+15/+10/+5	+6	+12	+12	spy talent, master spy

# New Feats

## Additional Animal Companion [General]

**Prerequisites:** Cha 13+, ability to have an animal companion, effective druid level 4+ for purposes of having an animal companion

**Benefit:** You gain an additional animal companion. Your effective druid level for the purposes of the second animal companion is your normal level -3.

**Special:** You can take this feat multiple times, each time gaining an additional animal companion.

## Agile Defense [Combat, General]

**Prerequisites:** Dodge

**Benefits:** You gain a dodge bonus to AC, based on your Base Attack Bonus.

Base Attack Bonus	AC Bonus
+0 to +3	+1
+4 to +7	+2
+8 to +11	+3
+12 to +15	+4
+16 to +19	+5
+20 or higher	+6

**Special:** This ability is reduced by worn armor. Subtract 1 point of dodge bonus for light armor, 2 for medium armor, and 3 for heavy armor (to a minimum of +0 bonus).

## Catch Me If You Can [General]

**Prerequisites:** Int 13+, any one skill 3+ ranks

**Benefit:** Once per day, you receive a +10 competence bonus to any Acrobatics, Bluff, Climb, Escape Artist, or Stealth check that directly relates to escaping or eluding capture.

## Combat Archery [General, Combat]

**Prerequisite:** Impassive Aim

**Benefit:** You do not draw any attacks of opportunity for firing a bow when threatened.

**Normal:** Firing a bow incurs an attack of opportunity when threatened.

## Courageous Shout [General, Combat]

**Prerequisites:** Cha 13+, Diplomacy 1+ ranks

**Benefit:** As a standard action, you can grant yourself and all your allies within 50 feet of you who can hear or see you gain a +1 morale bonus to attack rolls and saving throws against fear for one minute. You can perform this ability a number of times per day equal to your Cha bonus (minimum 1).

## Critical Precision [General]

**Prerequisites:** ability that deals dice of precision damage (such as *sneak attack* or *targeted strike*)

**Benefit:** You gain your precision dice of damage when you confirm a critical hit. If you would already gain the benefit of the extra damage, this feat has no additional benefit. The normal rules for your extra damage apply, such as range, creatures that are immune, and so forth.

## Deadly Teamwork [General, Combat]

**Benefit:** When you threaten an opponent threatened by one of your allies, or when you attack an opponent who has been attacked by an ally in the last round, you gain +1 to hit. For each of your allies granting this bonus who has this feat, the bonus increases by +1, to a maximum bonus of +3.

## Exotic Armor Proficiency (Partial) [General, Combat]

**Prerequisites:** Armor Proficiency (light)

**Benefits:** You are proficient in wearing armor that does not cover all vulnerable portions of the body. When you wear partial armor, the armor bonus to AC is increased by 1. You lose this bonus if you are helpless or paralyzed.

## Extra Chosen Weapon [General]

**Prerequisites:** Martial artist level 1+, Weapon

Focus with the desired chosen weapon.

**Benefit:** You may choose a second chosen weapon. You may take this feat multiple times, each time choosing a different weapon.

### Feral Strike [General]

**Prerequisites:** Improved Unarmed Strike, Dex 13+, Con 13+, Survival 1 rank, and special

**Benefits:** You have developed a savage fighting style that turns fingernails and fingers into claws, your teeth into a savage bite, or your fists into mauling paws. Choose either a bite, claw, or slam attack. You may take this feat more than once, each time for a different natural weapon, and you may choose claw or slam twice for two claw or slam attacks. However, slams and claws are mutually exclusive in the same attack, and any of these natural weapons precludes a normal unarmed strike. Damage is standard for a creature of your size.

**Special:** To qualify for this feat, you must already have an innate level of animal savagery. Traits that qualify include *rage*, *wild empathy*, the Animal domain, having an inherent ability to shift into an animal or beast form, or already having a natural attack.

### First Aid [General]

**Prerequisite:** Wis 13+, Heal 1+ ranks

**Benefit:** When you perform First Aid on a patient with less than 0 hit points, they gain enough temporary hit points to raise their total to 0. These temporary hit points last for one minute. If the loss of these temporary hit points brings the patient below 0 hit points, they are automatically stable. In addition, you gain a +2 competence bonus on Heal checks.

### Halt the Charge [General, Combat]

**Benefit:** When you make an attack of opportunity with a weapon that can be set against a charge, you do extra damage as though it were a readied attack. Any time you make an attack against a charging opponent, you gain +1 to hit and AC.

### Impassive Aim [General, Combat]

**Prerequisites:** Point Blank Shot, Dodge, Mobility

**Benefit:** You may take the attack action with a bow without incurring an attack of opportunity.

**Normal:** Attacking with a bow draws an attack of opportunity, regardless of the action used.

### Improved Martial Strike [General, Combat]

**Prerequisites:** Improved Unarmed Strike, Martial Strike, Wis 15+, Dex 15+

**Benefits:** Your unarmed strike damage matches that of a monk of the level of your character level.

### Improved Sniping [General]

**Prerequisites:** Dex 13+, Stealth 1 rank

**Benefit:** You take only a -10 penalty to your Stealth skill instead of -20 when sniping.

### Light Sleeper [General]

**Benefits:** Your Perception DCs while asleep are increased by only +5 instead of +10. In addition, if you awake, you can act normally, though you awake in whatever position you went to sleep in. You can hold readied items in your sleep.

**Special:** You lose the benefits of this feat while you are fatigued or exhausted.

### Lionhearted [General]

**Benefit:** You gain a +4 bonus on Will saves versus fear.

### Long Shadow [General, Combat]

**Prerequisites:** Cha 13+, Intimidate 1+ ranks

**Benefit:** Once per round, as an immediate action, you can attempt to demoralize a foe who attacks someone other than you or casts a targeted spell that does not target you. The normal rules for a demoralize attempt apply.

### Major Medical Miracle [General]

**Prerequisite:** Minor Medical Miracle

**Benefit:** You can use Minor Medical Miracle to save a character who has died within 3 minutes. However, if more than 3 rounds has passed, the DC increases to 40 and the patient, if revived, suffers negative levels or Constitution drain, as if the target of a *raise dead* spell.

### Martial Strike [General, Combat]

**Prerequisites:** Improved Unarmed Strike, Wis 13+, Dex 13+, BAB +4 or higher

**Benefits:** Your unarmed strike damage equals that of a monk of the level of your character level -3.

## Master Sniper [General]

**Prerequisites:** Improved Sniping, Dex 15+, BAB +4 or higher, Stealth 6 ranks

**Benefit:** You take only a -5 penalty to your Stealth skill instead of -20 when sniping.

## Medical Expert [General]

**Prerequisite:** Wis 13+, Heal 1+ ranks

**Benefit:** When you use the Heal skill to treat deadly wounds, you may add ½ your ranks in Heal to the amount of damage healed. Patients who rest fully gain the benefits of two days of treatment for every day spent under your care.

## Mighty Draw [General, Combat]

**Prerequisites:** Proficiency with the shortbow and longbow

**Benefit:** When using a composite bow, your Strength is treated as two points higher. For instance, if your Str is 15 with a bonus of +2, with this feat, you can wield a bow up to +3 Str bonus without penalty and gain up to +3 damage from Str.

## Minor Medical Miracle [General]

**Prerequisite:** Wis 13+, First Aid, Heal 7+ ranks

**Benefit:** You can save a character reduced to their negative hit points or lower, when they would normally be dead. If you are able to administer aid within 3 rounds of the character's death, you can make a Heal check. The DC for this check is 30, and you can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

## Nonlethal Force [General, Combat]

**Benefit:** You become adept at using nonlethal force to subdue an opponent. From this point on, you can deal nonlethal damage with a weapon that normally deals lethal damage (if you so choose) without taking the normal -4 penalty on the attack roll.

## Perfect Parry [General, Combat]

**Benefit:** When you are threatened by exactly one opponent in melee, you gain a +1 dodge bonus to AC against melee attacks.

## Ropes and Chains [General]

**Benefit:** You gain a +4 bonus on Escape Artist checks to escape from ropes, bindings, or manacles,

and the DC to escape from ropes, bindings, or manacles you apply is increased by +4.

## Shoulder to Shoulder [General, Combat]

**Benefit:** On your turn, designate one adjacent ally whose square you threaten. As long as you are adjacent to that ally, you threaten squares adjacent to that ally.

## Signature Mount [General]

**Prerequisites:** Handle Animal 3 ranks, Ride 3 ranks

**Benefit:** You gain an animal companion, as per the druid ability, nature bond, in addition to any other animal companions you may have. The animal companion must be an animal that can be ridden. Your effective druid level for the purposes of this feat is the higher of your ranks in Handle Animal and Ride, -2. You gain a +3 competence bonus to Ride checks when riding an animal companion. If you must replace your signature mount, you must acquire a trained riding animal and spend 24 hours becoming accustomed to it.

## Signature Weapon [General]

**Benefit:** Choose one weapon you own. You gain a competence bonus to hit with the weapon, based on your level.

Character level	Bonus to hit
1 <sup>st</sup> to 4 <sup>th</sup>	+1
5 <sup>th</sup> to 8 <sup>th</sup>	+2
9 <sup>th</sup> to 12 <sup>th</sup>	+3
13 <sup>th</sup> to 16 <sup>th</sup>	+4
17 <sup>th</sup> and up	+5

**Special:** If the weapon is ever destroyed or you wish to choose a new signature weapon, the benefits of this feat apply to a new weapon after 24 hours. You may select this feat multiple times, each time granting the bonus with one additional weapon.

## Surprise Initiative [General]

**Benefit:** When you are allowed to act during a surprise round, you get +6 on your next initiative check.

## Vengeful [General, Combat]

**Benefit:** You gain +1 to hit opponents who have

done damage to you this combat.

### **Vitality Reserve [General]**

**Prerequisite:** Con 13+

**Benefit:** Each night when you sleep for 8 hours, you gain a vitality reserve equal to your level + Con bonus. As a swift action, you can spend one or more vitality points to heal an equal amount of hit point of damage on yourself.

### **Wealth [General]**

**Benefit:** You gain 500 gp. In addition, you gain +1 on Perform of Profession checks to make money.

**Special:** You may take this feat multiple times. Multiply the amount of gp you gain by the number of times you have this feat in total. The bonus to checks to earn money increases by 1 each time you take this feat.



# New Equipment

## New Armor

**Munica:** The munica is a padded, flexible arm covering of linen or leather, typically worn with padded shin guards. Although scant protection, lightly armored gladiators learn to make the most of it. The munica counts as light armor and partial armor.

**Gladiator armor:** Standard gladiator armor

includes a broad-brimmed helmet, often with a grill or visor, a padded or mail munica, and knee covers or shin guards. Gladiator armor counts as light armor and partial armor.

**Provocator armor:** Provocator armor is similar to standard gladiator armor, but adds a breastplate, after the military style. Secutor armor counts as medium armor and partial armor.

Armor	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft	Speed 20 ft	Weight
Munica	2 gp	+0	-	0	0%	30 ft	20 ft	5 lbs
Gladiator armor	15 gp	+2	+6	0	10%	30 ft	20 ft	15 lbs
Provocator armor	75 gp	+5	+4	-3	20%	20 ft	15 ft	30 lbs

## New Weapons

**Boar spear:** The boar spear is an exotic stabbing polearm with a small shield or target mounted halfway down its length. The stabbing portion of the spear may also have a number of barbs or spikes. The purpose of the boar spear is protect the wielder from the charge of a massive boar or other beast which, in its fury, might be undeterred by the piercing wound. The boar spear can be set versus a charge.

If a proficient wielder attacks only one opponent in a round, they gain a +1 shield bonus and +1 CMB and CMD against that opponent. A proficient character wielding a boar spear gets a +2 bonus when using the Stand Still feat. The boar spear is a two-handed weapon.

**Dread maul:** A dread maul is even more massive than a maul. As an exotic weapon requiring great strength to use effectively, it is a weapon found mainly in the hands of brutish gladiators, siege-breakers, and towering mercenaries. The dread maul is a two-handed

weapon.

**Maul:** A maul resembles a mace or warhammer with a slightly elongated handle and a larger, more powerful striking head, making it a two-handed weapon. The maul is a martial weapon.

**Mighty axe:** A mighty axe is a weapon similar to the greataxe, but impressively sized. Though most often used as an executioner's axe, it sometimes finds itself into the hands of particularly powerful warriors. The might axe is exotic and two-handed.

**Mighty sword:** A mighty sword is even more massive than a greatsword, so large it counts as an exotic weapon. Ceremonial versions are known as "bearing swords."

**Warbow:** A warbow is essentially a very powerful composite longbow. Because of its length and power, it is considered an exotic weapon. Like a composite bow, a warbow has a particular Str rating. Each point of Str bonus adds 125 gp to its cost. The warbow is a two-handed weapon.

<b>Weapon</b>	<b>Cost</b>	<b>Dmg (S)</b>	<b>Dmg (M)</b>	<b>Critical</b>	<b>Range</b>	<b>Weight</b>	<b>Type</b>	<b>Special</b>
Boar spear	12 gp	1d6	1d8	x3	-	13 lbs	P	Brace, reach
Dread maul	80 gp	2d6	2d8	x3	-	15 lbs	B	
Maul	45 gp	1d10	2d6	x3	-	10 lbs	B	
Mighty axe	40 gp	2d6	2d8	x3	-	18 lbs	S	
Mighty sword	100 gp	2d6	2d8	19-20/x2	-	12 lbs	S	
Warbow	150 gp	1d8	2d6	x3	120 ft	5 lbs	P	

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