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SHATTERED SKIES

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CAMPAIGN SETTING



DIMENSIONIST

Hybrid Class

Aaron Hollingsworth



PUBLISHING



PATHFINDER®

ROLEPLAYING GAME COMPATIBLE



3.5 SYSTEM COMPATIBLE

DIMENSIONIST

Hybrid Class

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CONTENTS	
DIMENSIONIST	2
DIMENSIONIST SPELLS	8
ARCHETYPES	9
OGL	10

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DIMENSIONIST

There are those who find fonts of power scribbled upon pages of faith and academia. Others are bred with natural springs of influence spouting from their blood or minds. The dimensionist gains her mastery over reality in the pursuits of forbidden mathematics and heretical geometry. Discovering hidden angles in space and substance, the unknown becomes familiar. Combining the covert arcana of witches with the psychic concentration of keneticists, she becomes an actuary of spells and tamer of wild talents.

Role: A dimensionist's role is to think and operate outside the realm of the mundane. When working with others, she always endeavors to find a hidden method to solve a problem. If problems arise that are too wearisome to solve (such as stubborn enemies), she eliminates them with vicious and horrific magic.

Parent Classes: Keneticist and Witch

Alignment: Any.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS Skills

The dimensionist's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge(dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: $4 + \text{Int modifier}$.

CLASS FEATURES

The following are the class features of the dimensionist.

Weapon and Armor Proficiency: Dimensionists are proficient with all simple weapons and with light armor. A dimensionist can cast dimensionist spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a dimensionist wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass dimensionist still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A dimensionist casts arcane spells drawn from the dimensionist spell list. A dimensionist must choose and prepare her spells ahead of time.

To learn or cast a spell, a dimensionist must have an Intelligence score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a dimensionist's spell is $10 + \text{the spell level} + \text{the}$





TABLE: DIMENSIONIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day						
						0	1	2	3	4	5	6
1st	+0	+2	+0	+2	Cantrips, Dimensionist's Familiar, Distortions, Patron Spells	3	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Distortion	4	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Non-Euclidian Intrusion 2d6	4	3	-	-	-	-	-
4th	+3	+4	+1	+4	Distortion	4	3	1	-	-	-	-
5th	+3	+4	+1	+4	Non-Euclidian Intrusion 3d6	4	4	2	-	-	-	-
6th	+4	+5	+2	+5	Disortion	5	4	3	-	-	-	-
7th	+5	+5	+2	+5	Non-Euclidian Intrusion 4d6	5	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Distortion	5	4	4	2	-	-	-
9th	+6/+1	+6	+3	+6	Non-Euclidian Intrusion 5d6	5	5	4	3	-	-	-
10th	+7/+2	+7	+3	+7	Distortion	5	5	4	3	1	-	-
11th	+8/+3	+7	+3	+7	Non-Euclidian Intrusion 6d6	5	5	4	4	2	-	-
12th	+9/+4	+8	+4	+8	Distortion	5	5	5	4	3	-	-
13th	+9/+4	+8	+4	+8	Non-Euclidian Intrusion 7d6	5	5	5	4	3	1	-
14th	+10/+5	+9	+4	+9	Distortion	5	5	5	4	4	2	-
15th	+11/+6/+1	+9	+5	+9	Non-Euclidian Intrusion 8d6	5	5	5	5	4	3	-
16th	+12/+7/+2	+10	+5	+10	Distortion	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Non-Euclidian Intrusion 9d6	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Distortion	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Non-Euclidian Intrusion 10d6	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Distortion, Ominous Distortion	5	5	5	5	5	5	5

dimensionist's Intelligence modifier.

A dimensionist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Dimensionist Spells Per Day. In addition, she receives bonus spells per day if she has a high Intelligence score.

A dimensionist may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with her familiar. While communing, the dimensionist decides which spells to prepare.

Cantrips: The dimensionist can prepare a number of cantrips, or 0-level spells, each day, as noted on Table under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.

Distortions: Combining nonconformist mathematical equations, demented applications of physics, and her own psychic cerebration, the dimensionist develops strange techniques called distortions to achieve her mysterious ends. These distortions resemble and function as the traditional hexes of witches, the various wild talents of keneticists, and the reality-eschewing spells of other spellcasters. If the distortion is a hex or a wild talent, she must meet the usual level requirement to select it. At 5th, 10th, 15th, and 20th level, she may trade one distortion she has previously learned for a new one. The Following distortions are available to the dimensionist:

Hex Distortions

As an initiate of the witch tradition, the dimensionist can select any of the common hexes.



KINETIC DISTORTIONS

The dimensionist specializes in the manipulation of space and solid matter. She can select any utility wild talent of any element. The dimensionist cannot use the Burn ability. Instead, she can, as a free action, expend an unused spell slot to activate a wild talent that requires Burn. To do this, the level of the spell slot used must be equal to or more than the amount of Burn required. To qualify for a utility wild talent the dimensionist's level must be at least twice the level of the wild talent.

SPELL DISTORTIONS

The dimensionist adds any spell from the witch's spell list to his list of spells known and adds them to his familiar. The spells must be of a spell level he can cast.

SINGULAR DISTORTIONS

The dimensionist can devise unique modes of operation with her abnormal equations. Unless otherwise noted, using a distortion is a standard action that does not provoke an attack of opportunity. The save to resist a distortion is equal to $10 + 1/2$ the dimensionist's level + the dimensionist's Intelligence modifier.

Distortions marked with an asterisk (*) add an effect to the dimensionist's non-euclidian intrusion. Only one of these distortions can be applied to an individual attack and the decision must be made before the attack roll is made.

These singular distortions include the following:

Abacus of Knuckle Bones (Ex): The dimensionist acquires numerical insight with her business ventures. She gains Skill Focus (Profession) as a bonus feat and can add her intelligence bonus to the skill in place of wisdom.

Acute Magic (Su): When casting a "cone" spell such as burning hands, the cone becomes a 10ft line, and the DC of the spell increases by 2. Modifying the spell in this way increases its casting time by one grade (from move to standard, from standard to full-round, etc.)

Bleeding Intrusion*(Su): Whenever the dimensionist succeeds at a non-euclidian intrusion attack against a living target, he can make the target take a number of bleed damage equal to half his dimensionist level. 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 effect that heals hit point damage. Bleeding damage from this ability does not stack with itself.

Confounding Intrusion*(Su): A target hit by a dimensionist's non-euclidian intrusion must succeed at a Will save, or be

confused for a number of rounds equal to the dimensionist's Intelligence modifier.

Deadly Angles (Su): As a standard action, the dimensionist can grant the "deadly" special weapon quality to any slashing or piercing melee weapon she wields. At 10th level, such weapons the dimensionist's wields also double their threat range. This ability does not stack with other threat increasing abilities or effects.

Dimensional Harness (Su): As a standard action the dimensionist can create an extra-dimensional pocket which functions like a bag of holding with a bag weight of 0, contents limit of 50lbs, and contents volume limit of 5 cubic feet. This ability lasts for 1 hour per class level. Any contents still inside the bag when this ability ends are lost forever into the 4th dimension.

Elemental Intrusion*(Su): Whenever the dimensionist uses his non-euclidian intrusion ability he may choose acid, cold, electricity or fire. The additional dice of damage dealt by non-euclidian intrusion becomes one of those energy types, instead of precision damage (this additional damage is still not multiplied on a critical hit).

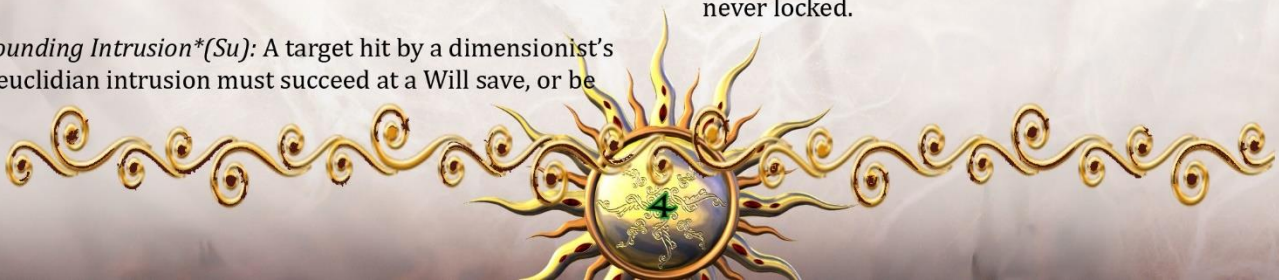
Ethereal Projection (Su): This functions exactly as the astral projection spell, only your physical body becomes ethereal for up to 20 minutes while your astral body is traveling. This effect begins as soon as your astral body departs your physical body. A dimensionist must be at least 18th level before choosing this distortion.

Familiar's Feast (Su): As a one-minute ritual, the dimensionist can feed his familiar a portion of his own blood. In doing so, the dimensionist takes 2 points of constitution damage. This does not negatively affect the familiar's hit points. Instead, the familiar gains a +2 bonus to constitution, as well as +1 temporary hit point per level of the dimensionist. These effects last 24 hours for both master and familiar.

Frightful Intrusion*(Su): A target hit by a dimensionist's non-euclidian intrusion must succeed at a Will save, or be shaken for a number of rounds equal to the dimensionist's Intelligence modifier.

Mason's Maleficent Mansion (Su): This functions just like mage's magnificent mansion, with the following changes:

- The entry point resembles a normal door.
- Anyone may enter or leave the mansion. The door is never locked.





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CAMPAIGN SETTING

-The portal remains visible when the dimensionist enters.

-The atmosphere is squalid, dank, and chilly.

-The place contains no foodstuffs, only dusty shelves laden with old books inked with indecipherable scribbles.

-There is no staff of unseen servants to wait upon guests.

-While within the mansion, the dimensionist can cast phantasmal killer, at will as a spell-like ability. The dimensionist must be at least 18th level before choosing this distortion.

Maze of Madness (Su): This functions exactly as the maze spell, only the affected creature suffers from a continuous confusion effect while within the maze. A creature that successfully saves against this ability is immune to it for 24 hours (even if the target succeeds in his save). The dimensionist must be at least 16th level before picking this distortion.

Numeric Riddle (Su): As a standard action, the dimensionist can ask a target a mathematical question as if casting confusion as a spell-like ability. If the target is able to use the knowledge (engineering) skill, it can instead attempt to solve the problem by making a knowledge (engineering) check each round at the same DC of this ability. A successful check ends the confusion effect. A dimensionist must be at least 10th level before selecting this distortion. A creature targeted with this distortion cannot be targeted by it again for 24 hours (even if the target succeeds in his save).

Obtuse Magic (Su): When casting a "cone" spell such as burning hands, the cone doubles in width, but not length. Modifying the spell in this way increases its casting time by one grade (from move to standard, from standard to full-round, etc.)

Parallel Plane Affinity (Ex): The dimensionist gains a +6 bonus to diplomacy checks when trying to influence creatures from the ethereal or shadow planes.

Prisoner in Dreams (Su): This functions exactly as the imprisonment spell, only the affected creature is buried in a 4th dimensional outcropping instead of deep within the earth and suffers from a nightmare effect on a nightly basis. The subject can be located with a successful knowledge (engineering) check DC 30. A creature may attempt a new save versus this ability every 24 hours to escape. A creature that successfully saves against this ability is immune to it for 24 hours. A dimensionist must be at least 18th level before choosing this distortion.

Sickening Intrusion* (Su): A target hit by a dimensionist's non-euclidian intrusion must succeed at a Fortitude save (DC 10 + half the dimensionist's level + his Intelligence modifier), or be sickened for a number of rounds equal to the dimensionist's Intelligence modifier.

Strange Geometry (Su): The dimensionist can write and draw in three dimensions, allowing her to create markings in midair as though it were a solid wall. These markings cannot be used as an obstruction of any kind, and can be erased as normal. With a sufficient writing tool (such as chalk or quill and ink), the dimensionist can write on 10ft of empty space per day in separate selections as small as a 1ft square.

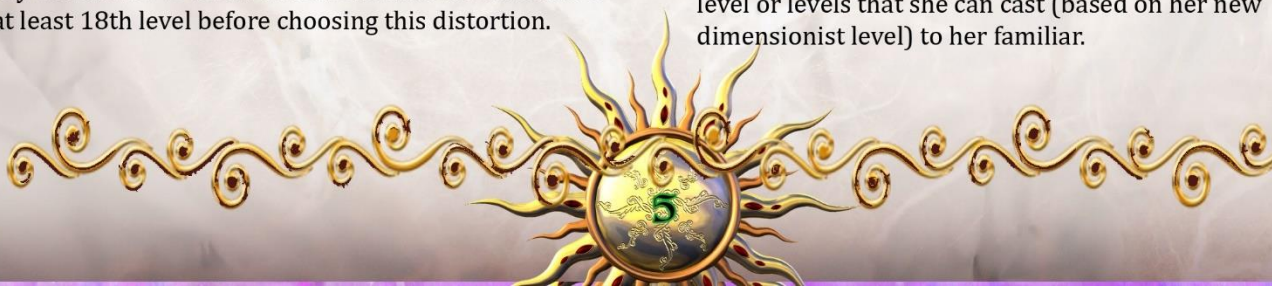
Subliminal Haunting (Su): The dimensionist can attempt intimidate checks to targets that are not aware of her presence, without revealing her presence. This includes unconscious targets. If the target is not aware of her presence, the dimensionist does not take any penalties for size category deference between her and the creature she's trying to intimidate.

True Number (Su): By making a successful knowledge (engineering) check concerning a known individual (DC 10 + creature's HD), the dimensionist can learn the individual's highest and lowest ability scores, CR, and age. Making this check requires 1d10 minutes of uninterrupted calculation.

Wink Out (Su): When making the withdraw action, the dimensionist is under a blink effect. The dimensionist must be at least 5th level before selecting this distortion.

Dimensionist's Familiar: At 1st level, a dimensionist forms a close bond with a familiar; a creature that teaches her magic and helps to guide her along her path. Familiars also aid a dimensionist by granting her skill bonuses, additional spells, and help with some types of magic. This functions like the wizard's arcane bond class feature, except as noted in the Dimensionist's Familiar section.

A dimensionist must commune with her familiar each day to prepare her spells. Familiars store all of the spells that a dimensionist knows, and a dimensionist cannot prepare a spell that is not stored by her familiar. A dimensionist's familiar begins play storing three of the 0-level dimensionist spells plus one 1st level spell of the dimensionist's choice. The dimensionist also selects a number of additional 1st-level spells equal to her Intelligence modifier to store in her familiar. At each new dimensionist level, she adds two new spells of any spell level or levels that she can cast (based on her new dimensionist level) to her familiar.



Non-Euclidian Intrusion (Su): At 3rd level, the dimensionist obtains his most dreaded weapon. With a ranged touch attack, the dimensionist can send his familiar through a dimensional wormhole, making his familiar erupt violently from a target's body.

Non-euclidian intrusion deals damage equal to the familiar's primary natural attack, plus an additional +2d6 precision damage (+1d6 for every two levels above 3rd, maximum 10d6 at 19th level). This bonus damage is not multiplied on a critical hit. If the dimensionist cast a touch spell and gave it to his familiar during a previous turn, the familiar may deliver the touch spell to the target of the non-euclidian intrusion.

Once the familiar exits the target, the dimensionist may attempt a caster level check (DC equal to 10 + the target's CR) to instantly teleport the familiar to his side. Failure means the familiar remains next to the target of its attack (placing the familiar and the dimensionist's spells at risk). Non-Euclidian Intrusion may be used a number of times per day equal to 3 + half the dimensionist's class level.

Ominous Distortion (Su): At 20th level, the dimensionist becomes a master of the 4th dimensional realms. She is always under a constant blur effect (which can be suppressed and activated again as a standard action). In addition, whenever the dimensionist uses her non-euclidian intrusion ability she automatically succeeds at the caster level check to instantly teleport the familiar to her side. Also, the dimensionist can teleport herself when she uses her non-euclidian intrusion ability. If she does so, she deals damage as if she would have succeeded in a melee attack against her

target plus the 10d6 precision damage from the non-euclidian intrusion ability.

DIMENSIONIST'S FAMILIAR

By calculating singular equations with coseismal numbers, dimensionists gain the service of a demented adviser; a familiar to both serve her and reveal to her secrets unknown to most mortals. A dimensionist's familiar is an animal-like aberration chosen by a dimensionist to aid her in her spellcasting and grant her special powers. This uses the same rules as the wizard's arcane bond class feature, except as noted below. A dimensionist uses her level as her effective wizard level when determining the abilities of her familiar. A dimensionist can choose any of the familiars available to a wizard in addition to the new familiars presented here. Regardless of the animal or creature selected, the familiar is strange and unnatural, and counts as an aberration.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the witch's level. If a dimensionist possesses such levels, her familiar always uses the witch rules for familiars, not those provided by other classes, such as wizards or sorcerers with the arcane bloodline. A dimensionist's familiar only stores witch spells. All other spells are stored normally, as noted in their class features. If a familiar is lost or dies, it can be replaced 1 day later through a special ritual that costs 500 gp per dimensionist level. The ritual takes 8 hours to complete. A new familiar begins knowing all of the 0-level spells plus two spells of every level the dimensionist is able to cast.

TABLE: FAMILIAR ABILITIES BY LEVEL

Master Class Level	Nat Armor Adj.	Int	Special
1st-2nd	+1	+6	Skill Focus, horrific link, share spells and wild talents, store spells
3rd-4th	+2	+7	Deliver touch spells
5th-6th	+3	+8	Blurred, Speak with master
7th-8th	+4	+9	
9th-10th	+5	+10	
11th-12th	+6	+11	Plane Shift 3/day
13th-14th	+7	+12	Scry on familiar
15th-16th	+8	+13	Displaced
17th-18th	+9	+14	
19th-20th	+10	+15	



FAMILIAR BASICS

Use the basic statistics for a creature of the familiar's kind, but with the following changes.

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all her classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to calculate the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +0, Reflex +0, Will +2) or the master's (as calculated from all her classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

Store Spells Starting at 1st level, a dimensionist's familiar stores all of the spells that the dimensionist knows. This does not allow the familiar to cast these spells or use spell-trigger or spell completion magic items.

Deliver Touch Spells (Su) If a dimensionist is 3rd level or higher, her familiar can deliver touch spells or hexes for her. If the dimensionist and the familiar are in contact at the time the dimensionist casts a touch spell, she can designate her familiar as the "toucher." The familiar can then deliver the touch spell just as the dimensionist would. As usual, if the dimensionist casts another spell before the touch is delivered, the touch spell dissipates. If the dimensionist activates a hex or wild talent, her familiar can be used to make the touch. She does not have to be in contact with the familiar to use this ability.

Blurred (Su) Starting at 5th level, the familiar is under a constant blur effect.

Speak with Master (Ex) If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Scry on Familiar (Sp) If the master is 13th level or higher, she may scry on her familiar (as if casting the scrying spell) once per day.

Displaced (Su) Starting at 15th level, the familiar is under a constant displacement effect. This replaces Blurred.

FAMILIAR ABILITY DESCRIPTIONS

All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities are cumulative.

Natural Armor Adj. The number noted here is in addition to the familiar's existing natural armor bonus.

Int The familiar's Intelligence score.

Skill Focus (Ex) The master gains the Skill Focus: Knowledge (Engineering) feat while the familiar is within arms reach.

Horrific Link (Ex) As long the master and familiar are within one mile of each other, they both share a +4 morale bonus to Intimidate checks. Due to its unsettling appearance, the familiar takes no penalties to intimate checks due to its size.

Share Spells The dimensionist may cast a spell or wild talent with a target of "You" on her familiar (as a touch spell) instead of on herself. A dimensionist may cast spells on her familiar even if the spells do not normally affect creatures of the familiar's type (abberation).



ADDING SPELLS TO A DIMENSIONIST'S FAMILIAR

Dimensionists can add new spells to their familiars through several methods. A dimensionist can only add spells to her familiar if those spells belong to the dimensionist's spell list.

Spells Gained at a New Level: A dimensionist's familiar learns a certain amount of lore and magic as the dimensionist adventures. Whenever a dimensionist gains a level, she may add two spells from the dimensionist spell list to her familiar. The two free spells must be of spell levels she can cast.

Familiar Teaching Familiar: A dimensionist's familiar can learn spells from another dimensionist's familiar. To accomplish this, the familiars must spend one hour per level of the spell being taught in communion with one another. At the end of this time, the dimensionist whose familiar is learning a spell must make a Spellcraft check (DC 15 + spell level). If the check succeeds, the familiar has learned the spell and the dimensionist may utilize it the next time she prepares spells. If the check fails, the familiar has failed to learn the spell and cannot try to learn that spell again until the dimensionist has gained another rank in Spellcraft. Most dimensionists require a spell of equal or greater level in return for this service. If a familiar belongs to a dimensionist that has died, it only retains its knowledge of spells for 24 hours, during which time it is possible to coerce or bribe the familiar into teaching its spells to another, subject to GM discretion.

Learn from a Scroll: A dimensionist can use a scroll to teach her familiar a new spell. This process takes 1 hour per level of the spell to be learned, during which time the scroll is burned and its ashes used to create a special brew or powder that is consumed by the familiar. This process destroys the scroll. At the end of this time, the dimensionist must make a Spellcraft check (DC 15 + spell level). If the check fails, the process went awry in some way and the spell is not learned, although the scroll is still consumed.

PATRON SPELLS

At 1st level, when a dimensionist gains her familiar, she must also select a patron (chosen from the list of witch patrons). This patron is a vague and mysterious force, granting the dimensionist power for reasons that she might not entirely understand. While these forces need not be named, they typically hold influence over one of the following forces.

At 2nd level, and every two levels thereafter, a dimensionist's patron adds new spells to a dimensionist's list of spells known. These spells are also automatically added to the list

of spells stored by the familiar. The spells gained depend upon the patron chosen. Each patron is listed by its theme. Its actual name is up to the GM and the dimensionist to decide.

DIMENSIONIST SPELLS

Dimensionists gain access to the following spells:

0-level Dimensionist Spells: *arcane mark, dancing lights, daze, detect magic, flare, ghost sound, light, mage hand, message, open/close, read magic.*

1st-level Dimensionist Spells: *alarm, burning hands, cause fear, color spray, comprehend languages, detect secret doors, endure elements, erase, expeditious retreat, feather fall, floating disk, grease, hold portal, hypnotism, magic aura, obscuring mist, protection from chaos/evil/good/law, shield, silent image, sleep, unseen servant, ventriloquism.*

2nd-level Dimensionist Spells: *arcane lock, blur, darkness, daze monster, detect thoughts, fog cloud, glitterdust, hypnotic pattern, invisibility, knock, locate object, levitate, magic mouth, mirror image, misdirection, obscure object, phantom trap, scare, see invisibility, spectral hand, spider climb, summon swarm, touch of idiocy, web, whispering wind.*

3rd-level Dimensionist Spells: *arcane sight, blink, clairvoyance, daylight, deep slumber, dispel magic, displacement, fly, gaseous form, illusory script, invisibility sphere, magic circle against chaos/evil/good/law, nondetection, secret page, sleet storm, stinking cloud, tiny hut, tongues, water breathing wind wall.*

4th-level Dimensionist Spells: *arcane sight, black tentacles, bestow curse, confusion, crushing despair, detect scrying, dimension door, dimensional anchor, fear, hallucinatory terrain, lesser globe of invulnerability, locate creature, phantasmal killer, rainbow pattern, remove curse, scrying, secure shelter, shadow conjuration, solid fog.*

5th-level Dimensionist Spells: *break enchantment, cone of cold, contact other plane, cloudkill, dismissal, dream, false vision, feeblemind, lesser planar binding, mage's private sanctum, mindfog, mirage arcana, nightmare, passwall, prying eyes, secret chest, sending, shadow evocation, telepathic bond, telekinesis, teleport.*

6th-level Dimensionist Spells: *acid fog, banishment, dimensional lock, disintegrate, ethereal jaunt, gate, greater dispel magic, globe of invulnerability, greater shadow conjuration, greater teleport, insanity, legend lore, mislead, phase door, planar binding, plane shift, prismatic spray, repulsion, reverse gravity, shadow walk, true seeing.*





ARCHETYPES: DIMENSIONIST

BLACK BOOK DEVOTEE

While many dimensionists have little use for the gods, others discover that their complex calculations point to sources of power residing within the shapeless forms of the outer gods. Forging a crude alliance with these forces, her arcane studies reveal a warped path to the divine.

Devout Conversion (Su) — As the black book devotee grows in power and understanding, her arcane witch spells become divine spells. At 1st level, all her cantrips become divine spells. At 3rd level, her 1st level witch spells become divine. At 6th level, her 2nd level witch spells become divine. At 9th level, her 3rd level witch spells become divine. At 12th level, her 4th level witch spells become divine. At 15th level, her 5th level witch spells become divine. At 18th level, her 6th level witch spells become divine. This alters cantrips and spellcasting.

Reclusive Adherent — In place of a distortion, a black book devotee can select 2 divination spells from her spell list that she can cast, and gain immunity to these spells. Once these 2 spells are selected, they cannot be changed.

Distorted Familiar (Su) — The black book devotee's familiar gains the chaotic subtype and the entropic creature subtype, treating its master's HD as its own. This replaces the distortions gained at 1st, 6th, and 12th level. Rebuild Rules: Senses gains darkvision 60 ft.; Defensive Abilities gains DR and energy resistance as noted on the table; SR gains spell resistance equal to new CR +5; Special Attacks smite law 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against lawful foes; smite persists until the target is dead or the entropic creature rests).

Hit Dice	Resist Acid and Fire	DR
1-4	5	-
5-10	10	5/ Lawful
11-20	15	10/ Lawful

HIDDEN EDGE

The hidden edges are a loose knit society of extra-dimensional killers. Some form sinister cabals of assassins that maintain the secrets of ulterior gentry. Others become lone adventurers in search of meaning in a mad universe. Regardless of their ends, their means are the same; to brutally kill without spilling a single drop of blood.

Weapon and Armor Proficiencies — Hidden edges are proficient with all simple and martial weapons. They are not proficient with any type of armor or shield. Armor interferes with a hidden edge's gestures, which can cause her spells with somatic components to fail.

Concealed Cuts (Ex) — The hidden edge has learned to send her attacks through folds in space around her enemies, wounding them internally without rending skin. At 1st level, when wielding a slashing or piercing weapon to deliver melee attacks or ranged attacks within 30ft, the hidden edge can ignore 1 point of worn armor or natural armor bonus. The hidden edge can ignore 1 additional point of worn or natural armor bonus at 5th, 10th, and 15th level. At 20th level, any slashing or piercing melee she wields is treated as having the brilliant energy weapon enhancement. If a creature dies as from a concealed cut, the Heal DC for determining the cause of death is 15 + hidden edge level. This replaces non-euclidean intrusion.

Disciplined Lurking (Ex) — At 1st level, the hidden edge gains the fast stealth rogue talent. This replaces the distortion gained at 1st level.

At 4th level, gains the trackless step druid class feature, yet the ability works in unnatural environments (such as urban terrain and man-made structures) instead of natural environments. This replaces the distortion gained at 4th level.

At 18th level, the hidden edge gains the hide in plain sight ranger class feature. This replaces the distortion gained at 18th level.

NEW FEAT

Extra Distortion

You have dismantled the puzzle of a once elusive distortion.

Prerequisite: Distortion Class Feature.

Benefit: You gain one additional distortion. You must meet the prerequisites for this distortion.

Special: You can take this feat multiple times. Each time you do, you gain another distortion.



SHATTERED SKIES

CAMPAIN SETTING

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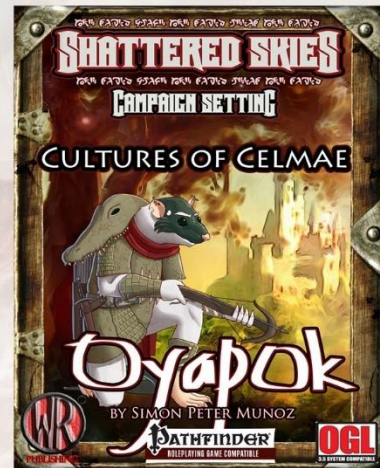
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