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SHATTERED SKIES

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Hybrid Classes Vol. II

Six Horror Themed Hybrid Classes for use with the
World's Most Popular Ruleset.





HYBRID CLASSES VOL. 2: HORROR HEROES

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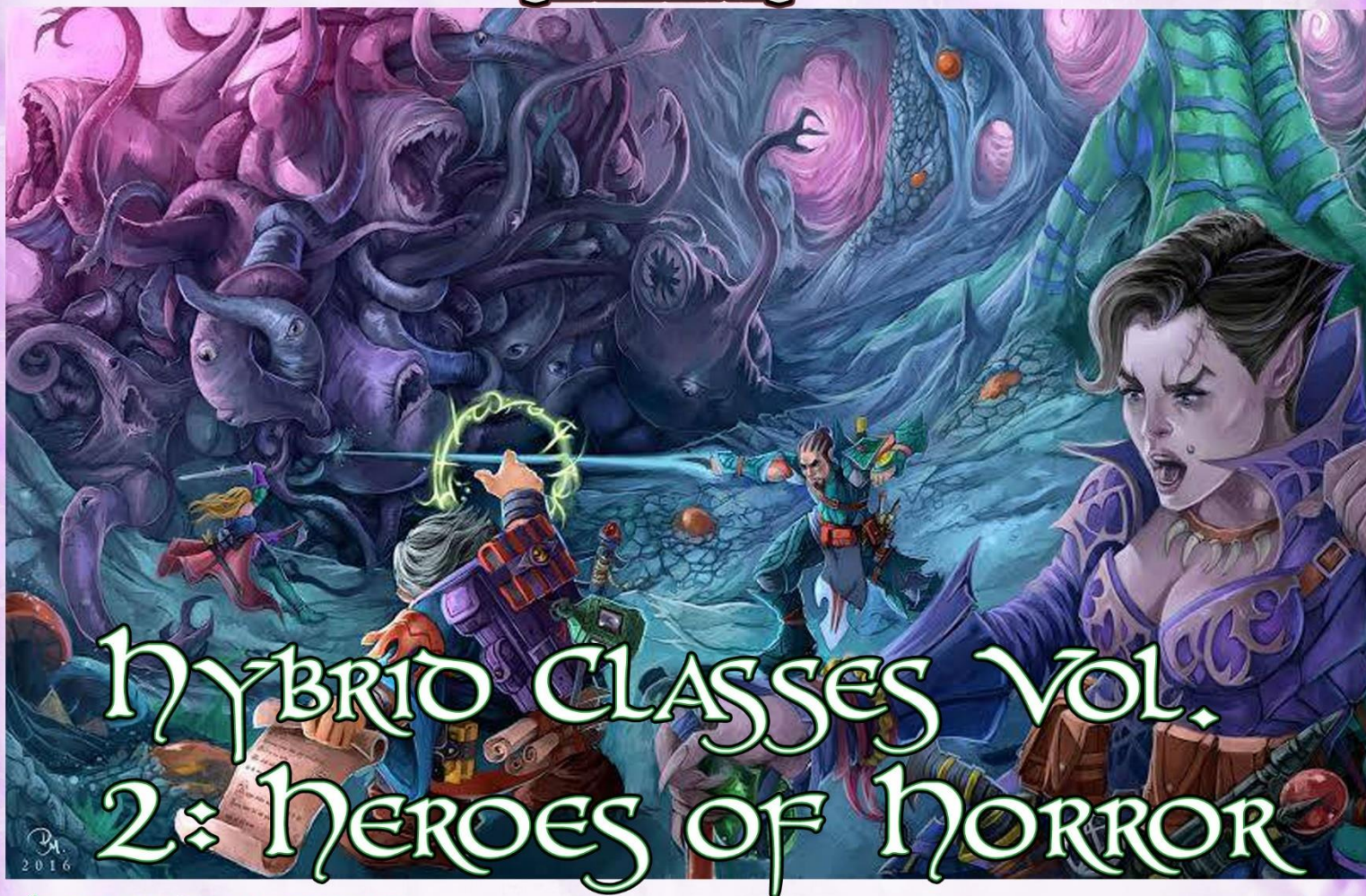
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HYBRID CLASSES VOL. 2: HEROES OF HORROR

INTRODUCTION

In the dark, there are horrors that slither and skulk, waiting for their chance to go bump in the night. They prey upon the defenseless and innocent, but hope is not lost. Herein are the heroes who bump back. The following six hybrid classes add an element of fear and dread to both characters and villains for your table top game.

Chapter One of this book details the powers and abilities of six hybrid classes, each encapsulating an atmosphere of horror.

Chapter Two introduces new archetypes for the new classes.

Chapter Three presents new feats, spells, and traits for further customization of horror hybrid characters.

Bullet Disciple- This gunslinger-monk follows the spiritual way of the gun. Students of the Sights of Enlightenment, they believe the gun is a metaphor for life, and seek to emulate it's brutal, sleek efficiency.

Dimensionist- The Dimensionist refolds reality with arcane spells, tamed wild talents, and sinister distortions. With the aid of an aberrant familiar, she invokes strange geometry to warp space and matter in horrific ways.

Incarnate- Living cursed lives as the avatar of a sinister, otherworldly entity, incarnates are Infused with terrible powers of their dark benefactor, becoming brutal forces in combat.

Librarian- Bureaucratic emissaries of esoteric and occult lore, this hybrid bard occultist uses psychic magic to boost his abilities and those of his allies.

Revanchist- Sometimes, when someone has been deeply wronged, they become consumed with the need for revenge. The revanchist, a hybrid cavalier-inquisitor, travels the world dispensing justice in a never ending quest of vengeance.

Vivisectionist- This alchemist necromancer uses foul extracts from forbidden formulas to create and augment undead. She takes on aspects of the grave with her heinous mutagens.



Bullet Disciple

Gunpowder. Paper. Lead. Steel. Heat. A flash. Thunder. Dedication. This formula, applied mixed with a dogma, philosophy and mastery create a bullet disciple. Her mental fortitude keeps the mind and spirit as cool as a gun barrel in the heat of battle. Her ferocity is only matched by the bellowing cry of a gun. Her proficiency only matched by the aim of a gun.

The bullet disciple walks a long road filled by indoctrination, theory, and use of metaphor. The handle of the gun, a method of taking fate by the hands. The loading of a round inside of a barrel, the discipline of changing destiny. The pulling of the trigger... changing things forever. It's this doctrine that guides and moves the bullet disciple in all things. Guiding her along her desired path like the sights of a rifle would guide a bullet.

The bullet disciple adventures to change something in her world. When she sees an injustice, she sets forth to right it. When she sees a matter that needs solving, it happens. The powerful force she breaks past barriers, to attain her goal at any cost.

Role: The role of the bullet disciple is to be the center of any given combat. Being a powerful ranged combatant naturally, they find themselves close to their foes to attempt to spread shots to as many enemies as possible.

Alignment: Any lawful.

Hit Die: D10

Parent Classes: Monk and Gunslinger

Starting Wealth: 4d6 x 10 gp. In addition, each character begins play with a single outfit worth 10 gp or less, and a single firearm.

CLASS SKILLS

The Bullet Disciple's class skills are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (Int)(geography), Knowledge (Int)(history), Knowledge(Int)(local), Knowledge(Int)(nature), Knowledge(Int)(religion), Perception(Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skills Per Level: 4 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency

The bullet disciple is proficient with simple weapons, firearms, and light armor.

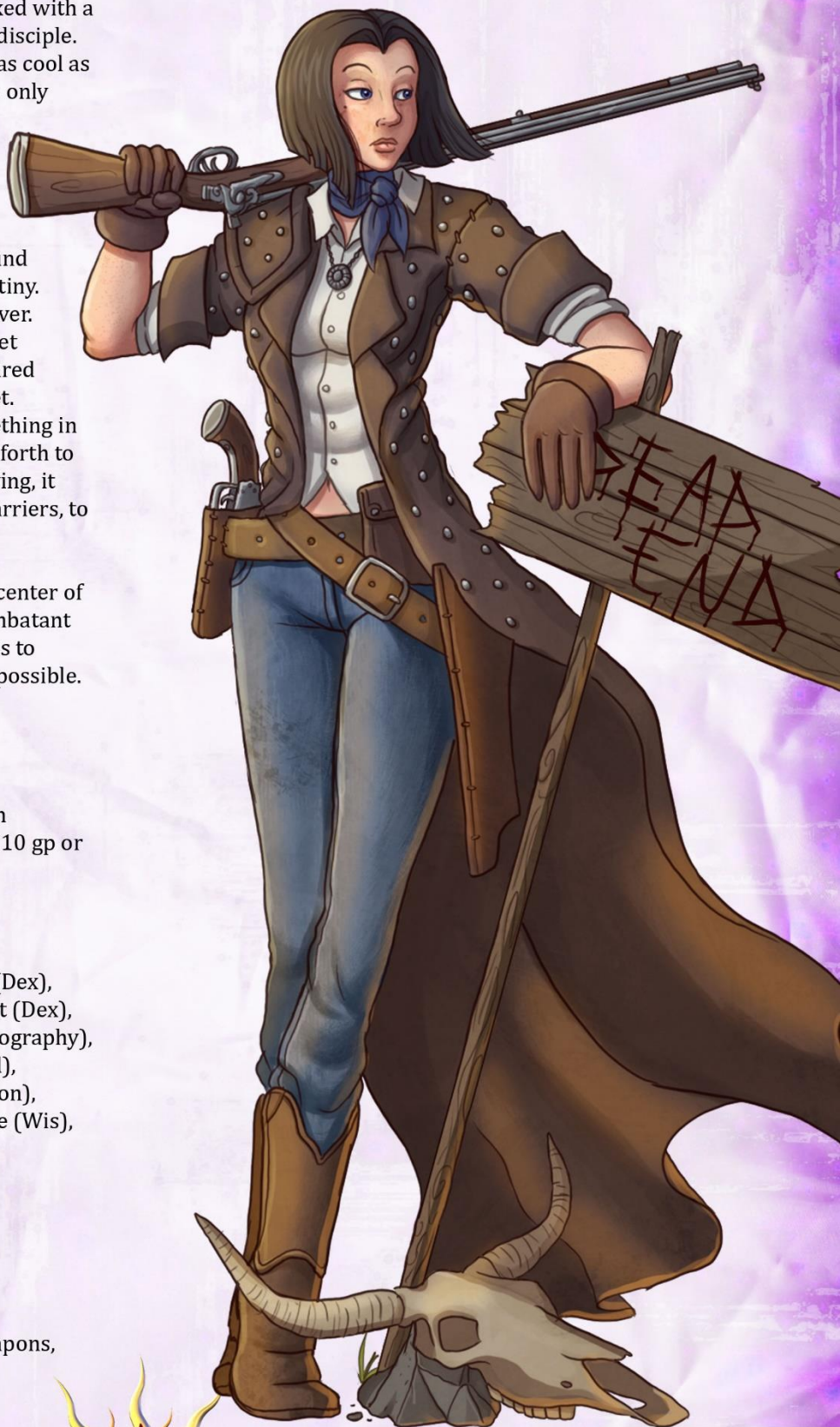




TABLE: BULLET DISCIPLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Gun Damage
1st	+1	+0	+2	+2	Ancestral Arms, Bullet Fury, Rapid Reload, Gun Damage	1d4
2nd	+2	+0	+3	+3	Doctrine	1d4
3rd	+3	+1	+3	+3	Crack Shot	1d4
4th	+4	+1	+4	+4	Doctrine	1d6
5th	+5	+1	+4	+4	Nimble +2	1d6
6th	+6/+1	+2	+5	+5	Doctrine	1d6
7th	+7/+2	+2	+5	+5	Shot on the Run	1d6
8th	+8/+3	+2	+6	+6	Doctrine	1d8
9th	+9/+4	+3	+6	+6	Nimble +3	1d8
10th	+10/+5	+3	+7	+7	Doctrine	1d8
11th	+11/+6/+1	+3	+7	+7	One with the Gun	1d8
12th	+12/+7/+2	+4	+8	+8	Doctrine	1d10
13th	+13/+8/+3	+4	+8	+8	Nimble +4	1d10
14th	+14/+9/+4	+4	+9	+9	Doctrine	1d10
15th	+15/+10/+5	+5	+9	+9	Magic Bullet	1d10
16th	+16/+11/+6/+1	+5	+10	+10	Doctrine	2d6
17th	+17/+12/+7/+2	+5	+10	+10	Nimble +5	2d6
18th	+18/+13/+8/+3	+6	+11	+11	Doctrine	2d6
19th	+19/+14/+9/+4	+6	+11	+11	Improved Magic Bullet	2d6
20th	+20/+15/+10/+5	+6	+12	+12	Kill Shot	2d8

Ancestral Arms (Ex) — At first level, the bullet disciple gains a single firearm at no cost to starting wealth: a blunderbuss, musket, or pistol. This weapon is given to her by her teacher or mentor. This weapon is hard to wield without the years of doctrine and training and it has been modified by generations of disciples modifying it to it's current state. This gun can be upgraded like any weapon.

Bullet Flurry (Ex) — At 1st level, the bullet disciple learns a specific method of reloading his firearm to incorporate many attacks into a short period of time. This method involves fluidly moving the body and manipulating the firearm in wide arcs minimizing impact on aim. As a full-attack action, the bullet disciple may perform a bullet fury. Due to the discipline involved, and the specific movements she suffers a -2 circumstance penalty to all attack rolls made during a bullet fury. Each attack must include a target different than any

previous target during this full-attack action. The gun she is using is reloaded as a free action between each attack, and at the end of her round. This extra attack stacks with the haste spell and other sources that grant the bullet disciple an extra attack. At 11th level the bullet disciple gains an additional optional attack using the highest base attack bonus.

Gun Damage (Ex) — At 1st level the bullet disciple has learned to use a gun as a weapon to maximize damage. With an hour of work the bullet disciple can treat her guns with a special regimen designed to push her guns to the absolute limit. The guns of the bullet disciple deal an extra die of precision damage equivalent to the Table: Bullet Disciple per her level to enemies within the first range increment. Enemies in the second range increment deal this precision damage as if the bullet disciple were four levels lower (minimum 0).





Rapid Reload (Ex) — At 1st level the bullet disciple gains the rapid reload feat as a bonus feat.

Doctrine — The bullet disciple works constantly on technique and improving her forms. At 2nd level, the bullet disciple begins to follow the path before her. She may choose one of the following abilities to choose from at 2nd level, and each even level thereafter. Powers marked with a star are a modification to the weapons the bullet disciple is using. Each weapon may only have a single modification at a time.

Armor-Piercing Rounds* (Ex) — With ten minutes of work the bullet disciple can hone a special tip into her bullets. Her next attack roll ignores a 1 point of Damage Reduction for every 5 levels she attains.

Blunt the Charge (Ex) — As a move action, you can ready a single shot against a charging opponent as long as your firearm is loaded.

Burning Barrels (Ex) — As an attack action, the bullet disciple can melee attack with her gun. The gun deals damage as the gun damage listed on Table: Bullet Disciple. This pistol whip attack may replace any attack in a full attack and it does not provoke an attack of opportunity. Additionally, upon learning this doctrine, she threatens adjacent squares as if she had a melee weapon equipped.

Combat Feat (Ex) — The bullet disciple gains a single combat feat as a bonus.

Counterweight modification* (Ex) — The bullet disciple may choose a specific two-handed firearm and modify it so that it may be fired in one hand without penalty. This modification takes 10 minutes to apply.

Covering Fire (Ex) — The bullet disciple may choose a single ally to watch during the flow of combat. As a swift action, she may choose an ally whom she does not want attacked until the start of her next turn. If an enemy would attack her before the start of the bullet disciple's next turn, she may fire a single attack at the enemy making the attack. Hitting the attacking foe does no damage, but it does cause the attack to miss the ally.

Explosive Kick (Ex) — The bullet disciple may make a single kick as a melee attack that does not provoke an attack of opportunity. This kick allows the bullet disciple to discharge a single paper cartridge on her person to move backwards 10 feet. The kick does 1d6 + the bullet disciple's wisdom modifier in damage.

Explosive Dash (Ex) — As a standard action, the bullet disciple can discharge her firearms backwards with a specially designed explosive payload meant to throw her forward. She gains a +10 circumstance bonus to her speed, as well as a +5 circumstance bonus to her acrobatics skill checks for jumping. She is always considered to have a running start for the purposes of any jump attempt she would perform while using this ability

Full-Auto modification* (Ex) — With twenty minutes of work the bullet disciple on modifying her firearm and adding a number of barrels to the weapon. She gains the benefits of the rapid shot feat. The gun increases it's misfire rate by 1 for the duration of this modification. If the bullet disciple already has the rapid shot feat, the firearm treats all rounds as if they had paper-cases for the day.

Gritty Training (Ex) — The bullet disciple learns a single deed from the gunslinger deeds class feature list. The Bullet disciple gains grit as if she were a gunslinger. She may learn this Doctrine more than once, each time she does, she may choose an additional deed to learn.

Gun Training (Ex) — The bullet disciple may choose a single firearm type. She may add her wisdom modifier to damage rolls with that specific firearm. This bonus is precision damage and is not multiplied on a critical hit.

Hydrophobic Powder (Su) — The bullet disciple learns how to keep her powder dry in the most unusual places. By taking a five minutes, the bullet disciple may re-pack her ammunition in such a way that it keeps her powder dry. The bullet disciple may re-roll a save to keep her powder from getting wet. The bullet disciple must take this re-roll even if it is lower than her initial roll.

Knuckle of Brimstone (Ex) — Any feats the bullet disciple has that apply to unarmed attacks may be used with a firearm as if she were a monk of the same level.

Monastic Training (Ex) — The bullet disciple learns a single ki power from the monk Ki power class feature list. She in addition gains a ki pool equal to 2 + her wisdom modifier. The bullet disciple may take this Doctrine more than once, each time she takes this Doctrine, she learns an additional ki-power.

Penetrating Shot(Ex) — The bullet disciple can determine in a short instant where the best place to place a bullet would be to have as much of a chance to penetrate a



SHATTERED SKIES

CAMPAIN SETTING

creature and go right through them. As a standard action the bullet disciple can turn a single firearm attack into a 20 foot line. The attack roll suffers a -2 circumstance penalty against each creature in the line.

Marked for Death (Su) — By infusing a single bullet with a portion of her own ki, the bullet disciple can render a single foe more vulnerable to attacks. Foes hit by this bullet suffer an additional 2 circumstance bonus damage from the bullet disciple's allies. This extra damage is maintained for one round per the bullet disciple's wisdom modifier.

Modify Firearm* (Ex) — With an hour's worth of labor the bullet disciple may modify the way her firearm operates. She may increase it's range by 10 feet, increase the damage die a single step, increase the critical threat range by 1, grant it a +1 circumstance bonus to attack rolls, or add the scatter quality to the firearm. Doing this increases the misfire chance by 2. As a full-round action, the bullet disciple may break the modification to clear any jams the firearm may have, and reduce the misfire chance to normal.

Named Bullet (Sp) — Once per day, the bullet disciple may scribe a name on a single bullet in her possession. The name must be of a single creature the bullet disciple knows. This bullet acts as a bane weapon against that single creature. The bullet disciple may only have one Named bullet in her possession at any given time. An attempt to create another one causes any previous ones to lose this power.

Power Modification* (Ex) — With ten minutes of work with modification, the bullet disciple can gain the benefits of the Vital Strike feat. The firearm's misfire rate increases by 1 for the duration of this modification. If the bullet disciple already has the Vital Strike feat, the firearm gains the benefits of the Improved Vital Strike Feat instead.

Scatter Weapon Focus (Ex) — The bullet disciple learns the intricacies of a weapons choke, and she learns how to manipulate the choke of scatter weapons to modify range. The bullet disciple extends the range of scatter weapons by 10 feet when fired as a cone.

Shock and Awe (Ex) — The bullet disciple is unfettered by masses of enemies. The bullet disciple may throw a keg of black-powder infused with ki at a target within 30 feet and explode it with a single shot. The keg deals 2d6 points of fire damage to everything within 10 feet of the explosion, unless they succeed a DC 10 + the bullet disciple's wisdom modifier + ½ the bullet disciple's level. This power may be selected multiple times, each time increases the damage by 1d6.

Step and Fire (Ex) — When you take a full-attack action with a firearm, between any two shots, you may take a 5 foot step. When your base attack bonus becomes 11, you may take an additional 5 foot step.

Snap-up (Ex) — As a free action the bullet disciple can pick up a firearm or any ammunition for a firearm.

Smoking Barrels (Ex) — The bullet disciple gains a +2 cover bonus to her AC when she takes a full-attack action. The smoke generated by the barrels swirls around the bullet disciple, and makes her harder to target with incoming attacks.

Trick shot (Ex) — As an attack action, you may perform a combat maneuver with a firearm. You choose a single combat maneuver when you select this Doctrine . That is the combat maneuver you may perform with any firearm you wield.

Thundering Rhythm (Ex) — As a standard action, the bullet disciple may choose a number of allies as she has as her wisdom modifier. These allies do not provide soft cover when she attacks with a firearm. She can switch which allies that do not provide cover as a standard action.

Two-Fisted Shooting(Ex) — The bullet disciple gains the two-weapon fighting feat, that applies only when wielding firearms. While wielding two one-handed fire arms, the bullet disciple does not need a free hand reloading as long as her ammunition is held in bandoliers on her person.

Unarmed Combat (Ex) — The bullet disciple deals unarmed damage as if she were a monk of her level. She gains the Improved Unarmed combat feat for free when she gains this Doctrine .

Weightless Ammo (Su) — The bullet disciple wears specially crafted bandoliers across her whole body. At her feet, ankles, knees, elbows, forehead, back and waist, each bandolier distributes the weight of ammo and gunpowder so that she is never hampered by having them on her person. The bullet disciple is never encumbered by having ammunition. Ammunition and gunpowder the bullet disciple owns and is carrying on herself has an effective weight of 0.

Crack Shot (Su) — At third level the bullet disciple can ignore one source of cover between her and her target as a move action. She may not ignore total cover. She





ignores this cover as long as she does not move, or spend another move action to ignore a different source of cover.

Nimble (Su) — At 5th level the bullet disciple learns how to move to prevent incoming missile weapons from landing on her person. She adds a +2 dodge bonus against any incoming ranged attacks that target her. This bonus increases by 1 every four levels, ending at level seventeen.

Shot on the Run (Ex) — The bullet disciple earns the Shot on the Run feat at seventh level. If she already has the shot on the run feat, or attains it later, the bullet disciple may take a second shot while using the shot on the run feat.

One With The Gun (Ex) – At 11th level the bullet disciple is now one with her firearm. So disciplined with her selected weapon that she can call upon it as if it were part of her own body. The bullet disciple does not provoke attacks of opportunity when firing her gun, and she cannot be disarmed of any firearm in her hands.

Attempts to steal her ammunition provoke an attack of opportunity from her as if she were armed with a melee weapon. She may attack the target with an unarmed attack that deals damage as if it was the pistol whip Doctrine power.

Magic Bullet (Su) —At 15th level the bullet disciple can take a single round of ammunition and channel her inner spirit into it. As a full round action, once per day, the bullet disciple concentrates on this single round of ammunition and loads it into her weapon of choice. This bullet ignores Damage Reduction, Hardness, Cover and Concealment. The bullet retains this benefit all day until fired. Should a day pass and the bullet is not fired, the imbued ki fades.

Improved Magic Bullet (Sp) —At 19th level the bullet disciple's ability to make magic bullets is enhanced. Once per day as a full-round action, she can enhance 10 rounds of ammunition as magic bullets. The bullet disciple may only activate a single magic bullet per round. At the end of the day, any unused bullets return to normal.

Kill Shot (Su) — As a Full-round action the bullet disciple may make a full-attack action against a single target. If any of the attack rolls would successfully hit, the bullet disciple places a shot close to the most vital location to the creature, forcing the target creature to attempt to succeed a Fortitude Save DC: 20 or be reduced to 0 hit points. Each additional hit beyond the first increases the save DC of this attack by 3. Creatures that are not subject to precision damage are not subject to the effects of this ability.

The Sights of Enlightenment

The spiritual essence of the path that is laid before her by looking down the barrel of a fire arm. The gun is a metaphor for life. It is quick, it is brutal, and it is without mercy. But through tempering and through understanding, it can be a boon companion. These tenants requires immense determination and dedication; as they are life shaping as the gun that the disciple uses.

- **Grip Firmly.** Each trigger pull pushes back upon the user. This can send one off target, and like life; reactions can push back.
- **Reach outwards.** Push oneself beyond comfort. Extend one's boundaries to new masteries. The reach of a gun is long, seek to emulate it.
- **Focus intensely.** Distractions are impurities of the mind. An iron barrel with a single impurity sends the bullet astray. Seek to keep the mind clean.
- **Act with intent.** With a gun, the pulling of a trigger is permanent. You cannot take it back. Ensure that no act is like that. Like black powder, when struck, it burns to completion. So should you with the task at hand.
- **Be True.** The most desired result with a gun; is a true hit to the center. Like this, one must be true in all things, and direct. Hiding your true intent hides your path to it.
- **Endure Purity.** The action of a gun gets clogged with outside influences. The firearm can function with a few obstacles, but with too many it ceases to fire. Cleanse regularly, and remain pure to function.
- **Be efficient.** The gun is only as useful as the supply of bullets remain. Remain capable of preserving one's resources in all things so that one may always be useful.
- **Pursue Goals.** The bullet travels with one purpose. So must one act with purpose. Pursue goals directly, with fervor.
- **Repair and Maintain.** No weapon lasts forever; they break, they fall apart, they require replacements. One must remember that personal maintenance is required to reach perfection or suffer the fate of all things.
- **The Master Rebuilds.** At the end of each firearm's lifetime, the gunsmith refines the process and builds the next one better. As one completes each goal and one has attained all one can, teach the next generation all you gained, so that they may travel farther, straighter, truer.

Every bullet disciples follows these dogmas on some level. Each finds rule may have slightly different meanings to each individual, but all find them necessary to being successful in life, and learning the most from the dedicated life-style they have fostered.



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: Witch and Keneticist

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 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 + Int modifier.

CLASS FEATURES

The following are the class features of the dimensionist.

Weapon and Armor Proficiency: Dimensionists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a dimensionist's gestures, which can cause her spells with somatic components to fail.

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

A dimensionist's highest level of spells is 6th. Witch

spells of 7th level or higher are not on the witch class spell list, and a witch cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of witch spells of 7th level or higher.

To learn or cast a spell, a dimensionist must have an Intelligence score equal to at least 10 + the spell level.





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, distortion, dimensionist's familiar, non-euclidean intrusion 1/day	3	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Distortion	4	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Crack Shot	4	3	-	-	-	-	-
4th	+3	+4	+1	+4	Distortion	4	3	1	-	-	-	-
5th	+3	+4	+1	+4		4	4	2	-	-	-	-
6th	+4	+5	+2	+5	Disortion	5	4	3	-	-	-	-
7th	+5	+5	+2	+5	Non-euclidean Intrusion 2/day	5	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Distortion	5	4	4	2	-	-	-
9th	+6/+1	+6	+3	+6		5	5	4	3	-	-	-
10th	+7/+2	+7	+3	+7	Distortion	5	5	4	3	1	-	-
11th	+8/+3	+7	+3	+7		5	5	4	4	2	-	-
12th	+9/+4	+8	+4	+8	Distortion	5	5	5	4	3	-	-
13th	+9/+4	+8	+4	+8		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-Euclidean Intrusion 3/day	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	Nimble +5	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		5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Ominous Distortion	5	5	5	5	5	5	5

The Difficulty Class for a saving throw against a dimensionist's spell is 10 + the spell level + the 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 Known. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1–3 of the Pathfinder RPG Core Rulebook).

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 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 or major hexes.

Kinetic Distortions

The dimensionist specializes in the manipulation of space and solid matter. She can select any wild talent of any type with the aether, earth, and air elements. 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.

Spell Distortions

The dimensionist adds any two of the following spells to her spell list and list of spells known. The numbers in parentheses indicate the level of the spell for the dimensionist.

blink (3), blur (2), dimensional anchor (4), dimensional blade (5), displacement (3), elude time (5) ethereal jaunt (6), mage's magnificent mansion (6), shadow walk (6), teleport (5).

Singular Distortions

The dimensionist can devise unique modes of operation with her abnormal equations. These singular distortions include the following:

Obtuse Magic: When casting a "cone" spell such as burning hands, the cone doubles in width, but not length. This distortion can be used 3 times per day.

Acute Magic: When casting a "cone" spell such as burning hands, the cone becomes a 10ft line, and the DC of the spell increases by 2. This distortion can be used 3/day.

Numeric Riddle: 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 is allowed no saving throw, but can instead attempt to solve the problem by making a knowledge (engineering) check each round (DC 10 + half/level + Int bonus). A successful check ends the confusion effect. A dimensionist cannot select this distortion until 7th level. A dimensionist can use this distortion once per day.

Dimensional Harness: When casting mage armor on herself, the armor contains 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 bag of holding disappears when the spell ends. Any contents in the bag appear at the dimensionist's feet.

Strange Geometry: 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.

Deadly Angles: As a shift action, the dimensionist can grant the "deadly" special weapon quality to any slashing or piercing melee weapon she wields. At 10th level, such weapons also gain the keen enhancement.

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

Wink Out: When making the withdraw action, the dimensionist is under a blink effect. The dimensionist must be at least 5th level to select this distortion.

Subliminal Haunting: The dimensionist can make intimidate checks to targets who are not aware of her presence, without revealing her presence. This includes unconscious targets.

Familiar's Feast: As a one minute action, the dimensionist can feed her familiar a portion of her own blood. It doing so, the dimensionist takes 2 points of constitution damage. This does not negatively affect the familiars 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.

True Number: By making a successful knowledge (engineering) check concerning a known individual (DC 10 + creature 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.



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Abacus of Knuckle Bones: 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.

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 witch 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 0-level dimensionist spells plus one 1st level spell of the dimensionist's choice. The dimensionist then selects a number of additional 1st-level spells equal to her Intelligence modifier to store in her familiar. At each new dimensionist level, the dimensionist adds two new spells of any spell level or levels that she can cast (based on her effective witch level) to her familiar. A dimensionist's effective witch level for her familiar's spells equals her dimensionist class levels (minimum of 1).

Non-Euclidean Intrusion: Perhaps the dimensionist's most dreaded weapon is her vindictive familiar. As a standard action, the dimensionist can teleport her familiar through a dimensional space to violently erupt from a target's flesh. This is resolved as a ranged touch attack with a maximum range of 50ft. If successful, the target takes the familiar's primary natural attack damage + 1d6 per 2 levels of the dimensionist (minimum 1d6). These d6s count as precision damage. Whether or not the attack is successful, the familiar lands in a square adjacent to the target. This ability uses up all of the familiar's actions for this round. This ability is usable once per day at 1st level, plus 1 additional time per day at 7th and 15th level.

Ominous Distortion: Upon reaching 20th level, the dimensionist achieves mastery over 4th dimensional realms by gaining an ominous distortion. This distortion can be cast as a spell-like ability once per day. The following is a list of ominous distortions to choose from. Maze of Madness: This functions exactly as the maze spell, only the affected creature suffers from a continuous confusion effect while within the maze.

Prisoner in Dreams: 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.

Ethereal Projection: 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.

Phase Doors: The dimensionist can create a permanent phase door once per day. Whenever she creates a new phase door the previous phase door disappears.

Mason's Maleficent Mansion: 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.
- 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.

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.

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.

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 Adjustment: The number noted here is in addition to the familiar's existing natural armor bonus.

Intelligence: The familiar's Intelligence score.

Skill Focus (Ex) The master gains the Skill Focus: Knowledge (Engineering) feat.

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.

Blurred (Su) The familiar is under a constant blur effect.

Share Spells The dimensionist may cast a spell or wild talent with a target of "You" on her familiar (as a touch

TABLE: FAMILIAR ABILITIES BY LEVEL

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



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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).

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.

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.

Displaced (Su): The familiar is under a constant displacement effect. This replaces Blurred.

Plane Shift (Su): The familiar can cast Plane Shift 3/day as a spell-like ability. However, this only affects up to 4 targets instead of 8.

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.

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.



INCARNATE

Destined by otherworldly beings to be the incarnation of their nefarious will on earth, an incarnate is an avatar of the gods. During battle, her dark patron takes possession of her mortal husk and she becomes a living, breathing weapon. Dominated by her tyrannical master, an incarnate has two choices; advance her master's cause or resist her calling and earn the ire of an almighty foe.

Role: Incarnates thrive in the thick of battle, where their prowess is bolstered by the inspiration of their vile patron.

Alignment: any.

Hit Die: d12.

Parent Classes: Barbarian and oracle.

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The Incarnate's class skills are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Swim (Str).

Skills Per Level: 4 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency:

An incarnate is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Spells: An incarnate casts divine spells drawn from the cleric spell lists. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an incarnate must have a Charisma score equal to at least

10 + the spell level. The Difficulty Class for a saving throw against an incarnate's spell is 10 + the spell's level + the incarnate's Charisma modifier.

An incarnate can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on **Table: Incarnate**. In addition, she receives bonus spells per day if she has a high Charisma score.

An incarnate's selection of spells is extremely limited. At 4th level an incarnate gains two 1st-level spells of her choice. As she gains new incarnate levels, she gains new spells as indicated on **Table: Incarnate Spells Known**. The number of spells an incarnate knows is not affected by her Charisma score; the numbers on **Table: Incarnate Spells Known** are fixed.

In addition to the spells gained as they gain levels, each incarnate also adds all of either the cure spells or the inflict spells to her list of spells known. These spells are added as soon as the incarnate is capable of casting them. This choice is made when the incarnate gains her first level and cannot be changed.

Upon reaching 6th level, and at every even-numbered incarnate level after that, an incarnate can choose to learn a new spell to replace one she already knows. The new spell's level must be the same as that of the spell being exchanged. An incarnate may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap



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TABLE: INCARNATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Fast movement, mystery, incarnate's curse, revelation power, soulrage	-	-	-	-
2nd	+2	+3	+0	+0	Uncanny dodge	-	-	-	-
3rd	+3	+3	+1	+1		-	-	-	-
4th	+4	+4	+1	+1	Revelation power	1	-	-	-
5th	+5	+4	+1	+1	Improved uncanny dodge	1	-	-	-
6th	+6/+1	+5	+2	+2		1	-	-	-
7th	+7/+2	+5	+2	+2	Damage reduction 1/—, mystery spell	1	1	-	-
8th	+8/+3	+6	+2	+2	Revelation power	1	1	-	-
9th	+9/+4	+6	+3	+3		2	1	-	-
10th	+10/+5	+7	+3	+3	Damage reduction 2/—, mystery spell	2	1	1	-
11th	+11/+6/+1	+7	+3	+3	Greater soulrage	2	1	1	-
12th	+12/+7/+2	+8	+4	+4	Revelation power	2	2	1	-
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—, mystery spell	3	2	1	1
14th	+14/+9/+4	+9	+4	+4	Indomitable will	3	2	1	1
15th	+15/+10/+5	+9	+5	+5		3	2	1	1
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, mystery spell, revelation power	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+5	Tireless soulrage	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+6		4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Apotheosis, mighty soulrage	4	4	3	3

any cure or inflict spells, nor can she swap any spells gained from her mystery.

An incarnate can cast any spell she knows without preparing them in advance, assuming she has not yet used up her spells per day for that spell level. Incarnates do not require a divine focus (DF) as part of a spells components.

Soulrage (Sp): A conduit for cosmic beings, an incarnate attains supernatural abilities during moments of zeal.

As a free action, an incarnate can enter soulrage, similar to a barbarian's rage, for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution do not increase the total number of rounds that an incarnate can soulrage per day. The total number of rounds of soulrage per day is renewed after resting or meditating for 8 hours. These hours do not need to be consecutive. While in rage, an incarnate gains a +4 profane bonus to her Strength and Constitution, as well as a +2 morale

bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the incarnate 2 hit points per Hit Dice, but these disappear when the soulrage ends and are not lost first like temporary hit points. Unlike a barbarian, an incarnate has no restrictions on using Charisma-, Dexterity-, or Intelligence-based skills or any ability that requires patience or concentration, while in soulrage. While soulraging, she can only cast and concentrate on her incarnate spells; spells from other classes cannot be cast during soulrage.

An incarnate can end her soulrage as a free action and is fatigued after soulrage for a number of rounds equal to 2 times the number of rounds spent in the soulrage. An incarnate cannot enter a new soulrage while fatigued or exhausted. If an incarnate falls unconscious, her soulrage immediately ends, placing her in peril of death.





Soulrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Fast Movement (Ex): An incarnate gains fast movement as the barbarian class feature.

Incarnate's Curse (Ex): At 1st level, an incarnate gains the Oracle's Curse class feature.

Mystery: Each incarnate is imbued with alien power in the form of a mystery, which represents an aspect of her patron. This mystery grants additional class skills, additional spells and revelation powers as the incarnate gains levels. An incarnate must pick one mystery upon taking her first level of incarnate. Once made, this choice cannot be changed.

At 4th level, and every four levels thereafter, an incarnate learns an additional spell derived from her mystery. The spell she gains is equivalent to an incarnate of half her level, (at 4th level she gains a 2nd level spell, a 4th level spell at 8th level and so on). These spells are in addition to the number of spells given on **Table: Incarnate Spells Known**. They cannot be exchanged for different spells at higher levels.

Uncanny Dodge (Ex): An incarnate gains uncanny dodge as the barbarian class feature.

Revelation Power (Su): An incarnate gains revelation powers from her mystery. An incarnate gains the benefits of revelation powers only while raging, and some of these powers require the incarnate to take an action first. At 20th level, an incarnate becomes a true incarnation of her patron deity, gaining the relevant apotheosis power for her mystery.

Improved Uncanny Dodge (Ex): At 5th level, an incarnate gains improved uncanny dodge as the barbarian class feature.

Damage Reduction (Ex): At 7th level, an incarnate gains damage reduction. Subtract 1 from the damage the incarnate takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every 3 levels thereafter, this damage reduction increases by 1 point. Damage reduction can reduce damage to 0, but not below 0.

Greater Soulrage (Su): At 11th level, when an incarnate enters a soulrage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3. In addition, upon entering a soulrage, the incarnate can apply the effects of a cleric or mystery spell she knows of 2nd level or lower to herself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the soulrage. This use

consumes an incarnate spell slot, as if she had cast the spell; she must have the spell slot available to take advantage of this effect.

Greater soulrage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Indomitable Will (Ex): At 14th level, an incarnate gains a +4 bonus on Will saves to resist enchantment spells while soulraging. This bonus stacks with all other modifiers.

Tireless Soulrage (Su): At 17th level, an incarnate no longer becomes fatigued at the end of her soulrage.

Mighty Soulrage (Su): At 20th level, when an incarnate enters a soulrage, the morale bonus to her Strength and Constitution increases to +8, and the morale bonus on her Will saves increases to +4. Furthermore, the spell she can apply to herself at the beginning of a soulrage due to the greater soulrage class feature is not limited to only spells of 2nd level or lower.

INCARNATE MYSTERIES

Each incarnate must choose from among the following mysteries. Unless otherwise noted, the DC to save against her revelations is equal to 10 + 1/2 the incarnate's level + the incarnate's Charisma modifier.

BATTLE

Class Skills: An incarnate with the battle mystery adds Intimidate, Knowledge (engineering) and Ride to her list of class skills.

Bonus Spells: *enlarge person* (7th), *fog cloud* (10th), *magic vestment* (13th), *wall of fire* (16th).

Revelation Powers: During soulrage an incarnate with the battle mystery becomes an incarnation of war.

Inspired Warrior (Ex): At 1st level you gain proficiency in all martial and exotic weapons while raging.

Litany of Doom (Ex): At 4th level, you can chant the war rites of your patron to inspire your allies. All allies within 100 feet who hear your chant gain a +1 morale bonus on attack rolls, skill checks, and saving throws as you continue to chant in soulrage. At 10th level, this bonus increases to +2.

Unexpected Strike (Ex): At 8th level, you can make an attack of opportunity against a foe that moves into any square you threaten, regardless of whether or not that movement would normally provoke an attack of



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opportunity. This power can only be used once per soulrage.

Divine Weapon (Ex): At 12th level select one weapon with which you are proficient. You gain Weapon Focus, Greater Weapon Focus and Improved Critical with that weapon. You do not need to meet the prerequisites to receive these feats.

Iron Skin (Su): At 16th level your skin hardens and takes on the appearance of iron, granting you DR of 10/adamantine and replacing your existing DR. This functions as *stoneskin*, using your incarnate level as the caster level.

Apotheosis: Upon reaching 20th level, you become an avatar of battle. You can take a full-attack action and move up to your speed as a full-round action (you can move before or after the attacks). Whenever you score a critical hit, you can ignore any DR the target might possess. You gain a +4 insight bonus to your AC for the purpose of confirming critical hits against you. When you are below 0 hit points, you do not die until your negative total is in excess of twice your Constitution score.

BONES

Class Skills: An incarnate with a bones mystery adds Bluff, Disguise, Intimidate, and Stealth to her list of class skills.

Bonus Spells: *cause fear* (7th), *false life* (10th), *animate dead* (13th), *fear* (16th).

Revelations: During soulrage an incarnate with the bones mystery becomes an incarnation of undeath.

Bone Armor (Su): At 1st level, during soulrage, you are incased in bone armor, granting you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/bludgeoning. This armor lasts for 2 hours after your soulrage ends.

Bleeding Wounds (Su): At 4th level, whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as inflict light wounds or the death's touch revelation power), it begins to bleed, taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Death's Touch (Su): At 8th level, you can inflict terrible wounds on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two incarnate levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier. In addition, you gain Command Undead as a bonus feat. You can channel negative energy through your touch a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

Soul Siphon (Su): At 12th level, as a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts until your soulrage ends. Whenever this ability gives a target a negative level, you heal a number of hit points equal to your incarnate level. You can use this ability twice per day, plus one additional time at 15th level and at 19th level.

Raise the Dead (Su): At 16th level, when entering soulrage, as a swift action, you can summon a single advanced skeleton or zombie to serve you. The undead creature has a number of Hit Dice equal to your incarnate level. It remains for the duration of your soulrage. You can use this ability twice per day.

Apotheosis: Upon reaching 20th level, you become a master of death. Once per round, you can cast bleed or stabilize as a free action. If you are brought to below 0 hit points, you automatically stabilize. You can cast *animate dead* at will without paying a material component cost (although you are still subject to the usual Hit Die control limit). Once per day, you can cast *power word kill*, but the spell can target a creature with 150 hit points or less.

FLAME

Class Skills: An incarnate with the flame mystery adds Intimidate and Perform to her list of class skills.

Bonus Spells: *burning hands* (7th), *resist energy* (10th), *fireball* (13th), *wall of fire* (16th).

Revelations: During soulrage an incarnate with the flame mystery becomes an incarnation of fire.

Heat Aura (Su): At 1st level, as a swift action, you can cause waves of heat to radiate from your body. This heat deals 1d4 points of fire damage per two incarnate levels (minimum 1d4) to all creatures within 10 feet. A Reflex save halves the damage. In addition, your form wavers and blurs, granting you 20% concealment until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. In addition, you gain resist fire 5.

Burning Magic (Su): At 4th level, whenever a creature fails a saving throw and takes fire damage from one of your spells, it catches on fire. This fire deals 1 point of fire damage per spell level at the beginning of the burning creature's turn. The fire lasts for 1d4 rounds, but it can be extinguished as a move action if the creature succeeds at a Reflex save (using the spell's DC). Dousing the creature with water as a standard action grants a +2 bonus on this save, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a save do not cause a creature to catch on fire.

Fire Breath (Su): At 8th level, as a standard action, you



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Fire Breath (Su): At 8th level, as a standard action, you can unleash a 15-foot cone of flame from your mouth. This flame deals 1d4 points of fire damage per level. A Reflex save halves this damage. You can use this ability twice per day, plus one additional time per day at 10th level and every five levels thereafter. The save DC is Charisma-based. In addition, your resistance to fire increases to 10.

Touch of Flame (Su): At 12th level, as a standard action, you can perform a melee touch attack that deals 1d6 points of fire damage +1 point for every two incarnate levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Any weapon that you wield is treated as a *flaming weapon*. In addition, your resistance to fire increases to 20.

Form of Flame (Su): At 16th level, as a standard action, you can assume the form of a Huge fire elemental, as *elemental body IV*.

Apotheosis: Upon reaching 20th level, you become a master of fire. You gain immunity to fire. You may cast the warm shield version of *flame shield* at will. Once per day you may cast *fire storm*. Both spells are cast using your incarnate levels as your caster level.

HEAVANS

Class Skills: An incarnate with the heavens mystery adds Fly, Knowledge (arcana) and Survival to her list of class skills.

Bonus Spells: *color spray* (7th), *hypnotic pattern* (10th), *daylight* (13th), *rainbow pattern* (16th).

Revelations: During soulrage an incarnate with the heavens mystery becomes an incarnation of interstellar space.

Star Coat (Su): At 1st level, a coat of starry radiance enshrouds you while in soulrage, granting you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. The coat lasts for 2 hours after your soulrage ends.

Star Fire (Su): At 4th level, weapons you wield while in soulrage become infused with otherworldly star fire, shedding eerie green light as candles. You gain the benefit of the spell *greater magic weapon*, using your incarnate level as your caster level. Creatures dealt damage from your attacks become bathed in green star fire, as if you had cast *faerie fire* on them.

Void Whispers (Su): At 8th level, the whispers of your patron reveal deep secret truths from beyond. Once per day, as a swift action, you gain the benefit of the spell *commune*.

Dweller in Darkness (Sp): Once per day, at 12th level, you cast your psyche into the void of space to attract the attention of an otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one

TABLE: INCARNATE SPELLS KNOWN
Level 1st 2nd 3rd 4th

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

creature, as if you had cast *weird*.

Interstellar Void (Su): At 16th level, you call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage per level and is exhausted. Furthermore, the target is stunned for 1 round. A successful Fortitude save halves this damage and negates the exhausted and stunned conditions.

Apotheosis: Upon achieving 20th level, your rapport with the heavens grants you perfect harmony with the universe. You receive a bonus on all saving throws equal to your Charisma modifier. You automatically stabilize if you are below 0 hit points, are immune to fear effects, and automatically confirm all critical hits. Should you die, you are reborn 3 days later in the form of a star child, who matures over the course of 7 days (treat as the *reincarnate* spell).



Life

Class Skills: An incarnate with the life mystery adds Handle Animal, Knowledge (nature), and Survival to her list of class skills.

Bonus Spells *detect undead* (7th), *lesser restoration* (10th), *neutralize poison* (13th), *restoration* (16th).

Revelations: During soulrage an incarnate with the life mystery becomes an incarnation of vitality.

Channel (Su): At 1st level, you can channel positive energy like a cleric, using your incarnate level as your effective cleric level when determining the amount of damage healed (or caused to undead) and the DC. You can use this ability only while in soulrage.

Spirit Boost (Su): At 4th level, whenever your healing spells heal a target up to its maximum hit points, any excess points persist for 1 round per level as temporary hit points (up to a maximum number of temporary hit points equal to your incarnate level).

Combat Medic (Ex): At 8th level, you do not provoke attacks of opportunity when using the Heal skill to stabilize another creature or casting healing spells. Furthermore, you may reroll any 1s when determining how much damage your healing spells heal.

Lifesense (Su): At 12th level, you notice and locate living creatures within 30 feet, just as if you possessed the blindsight ability. You can determine the condition of these creatures as if you had cast *deathwatch*. This does not allow you to detect undead, or creatures that are neither alive nor dead (such as a construct).

Energy Body (Su): At 16th level, as a standard action, you can transform your body into pure life energy, resembling a golden-white fire elemental. In this form, you gain the elemental subtype and give off a warm, welcoming light that increases the light level within 10 feet by one step, up to normal light. Any undead creature striking you with its body or a handheld weapon deals normal damage, but take 1d6 points of positive energy damage + 1 point per incarnate level. Creatures wielding melee weapons with reach are not subject to this damage. If you grapple or attack an undead creature using unarmed strikes or natural weapons, you may deal this damage in place of the normal damage for the attack. Once per round, if you pass through a living allied creature's square or the ally passes through your square, it heals 1d6 hit points + 1 per incarnate level. You may use this ability to heal yourself as a move action. You choose whether or not to heal a creature when it passes through your space. You may return to your normal form as a free action. You may remain in energy body form for a number of rounds per day equal to your incarnate level.

Apotheosis: Upon reaching 20th level, you become a perfect channel for life energy. You become immune to bleed, death attacks, exhaustion, fatigue, nausea effects, negative levels, and sickened effects. Ability damage and drain cannot reduce you below 1 in any ability score. You automatically make saving throws against massive damage. You can maintain soulrage even while unconscious. When you are below 0 hit points, you do not die until your negative total is in excess of twice your Constitution score.





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LORE

Class Skills: An incarnate with the lore mystery adds Appraise and all Knowledge skills to her list of class skills.

Bonus Spells: *identify* (7th), *tongues* (10th), *locate object* (13th), *legend lore* (16th).

Revelations: During soulrage an incarnate with the lore mystery becomes an incarnation of knowledge.

Arcane Prophecy (Su): At 1st level, upon entering soulrage, your patron reveals secrets pertaining to your future, scrawled in arcane runes on your skin. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a divination with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required. You may use this ability once per day.

War Sage (Ex): At 4th level, you gain a superior understanding of the ebb and flow of combat, granting you the ability to preempt your opponents' attacks. You gain Dodge as a bonus feat while in soulrage. When you are the target of an attack of opportunity, you may make an attack of opportunity before that attack is resolved.

Brain Drain (Su): At 8th level, you can, as a standard action, violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage per incarnate level. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat the knowledge gained as if you used detect thoughts. This is a mind-affecting effect. You can use this ability twice per day at 8th level, plus one additional time per day at 10th level and for every 5 levels beyond 10th.

Arcane Acuity (Su): At 12th level, your patron grants you the ability to understand and cast arcane spells. Once per day, you can cast a spell from the sorcerer/wizard spell list as if it were on your list of spells known. The spell consumes a spell slot one level higher than the level of the spell. You must have a spellbook containing the spell to cast it in this way, and the spell is erased when you complete the casting.

Battle Focus (Ex): At 16th level, your soulrage grants you trance-like focus against the attacks of a single designated enemy. During the trance you may only make attack actions against the designated enemy. You gain a bonus equal to your level on all saves against your designated enemy's attacks. In addition, you gain a +2 insight bonus on attacks and you gain a +10 insight bonus to your AC. You may end your battle focus as a swift action. You may use this ability a

number of times per day equal to your Charisma modifier.

Apotheosis: You gain the ability to take 20 on all Knowledge skill checks while in soulrage and to take 10 on all Knowledge skill checks while out of soulrage. Your understanding of the fundamental underpinnings of reality has also become so advanced that you can cast *wish* once per day. This ability does not require a material component, but the wish cannot be used to grant ability score bonuses, nor can it be used to replicate spells with expensive material components. You must be in soulrage to use *wish*.

NATURE

Class Skills: An incarnate with the nature mystery adds Fly, Knowledge (nature), Ride and Survival to her list of class skills.

Bonus Spells: *charm animal* (7th), *barkskin* (10th), *speak with plants* (13th), *grove of respite* APG (16th).

Revelations: During soulrage an incarnate with the nature mystery becomes an incarnation of the wild.

Nature's Tenacity (Su): At 1st level, when in a natural setting, whenever you are reduced to negative hit points, you automatically stabilize and gain fast healing 1 for 1d4 rounds. At 5th level, you gain fast healing 3 for 1d4 rounds whenever you are reduced to negative hit points. At 10th level, the ability works everywhere, even in civilized or wholly artificial realms. At 15th level, you gain fast healing 5 for 1d4 rounds when reduced to negative hit points. You do not need to be in soulrage for this effect to take place.

Erosion Touch (Su): At 4th level, as a melee touch attack, you can deal 1d6 points of damage per level to objects or constructs. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver. You can use this ability once per day, plus one time per day for every three levels you possess.

Life Leach (Su): At 8th level, you can draw life force from the bodies of enemies and channel it into yourself. As a standard action, you can drain the life essence from one living target within 30 feet. The target takes 1d6 points of damage per two levels you possess (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the target's current hit points + the target's Constitution score (which is enough to kill the subject). The temporary hit points last a number of hours equal to your Charisma modifier. The target receives a Fortitude save to halve the damage (and the temporary hit points you gain). You may use this ability once per day at 8th level, plus one additional time per day for every 4 levels you possess beyond 8th.

Undo Artifice (Sp): At 12th level, you gain the ability to



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reduce a nonliving item you touch or strike with your weapon to its component parts, essentially erasing the hand of artifice and rendering the item into a pile of raw natural materials. This effect acts as the spell *polymorph any object*, working on both magical and nonmagical non-living objects. The duration is always permanent. Unlike *polymorph any object*, it cannot be used to mimic the effects of other spells. Items subject to this effect receive a Fortitude saving throw to negate the effect. Magic items receive a circumstance bonus on this save equal to +1 for every 5,000 gp in the item's value. You may use undo artifice a number of times per day equal to your Charisma modifier.

Nature's Ally (Sp): At 16th level, animal allies appear adjacent to you whenever you enter soulrage, as if you had cast *summon nature's ally VII*. At 18th level and 20th level, the power of this ability increases by one spell level,

to a maximum of *summon nature's ally IX* at 20th level. The animal allies disappear when your soulrage ends.

Apotheosis: At 20th level, your patron reveals the intrinsic secrets of life itself, granting you incredible control over your own body. Once per day, when your soulrage ends, you can surround yourself with an organic cocoon as a full-round action. While enclosed in the cocoon, you are considered helpless.



Eight hours later, you emerge having changed your type to plant, animal, or humanoid, gaining superficial physical characteristics as appropriate (see the *Pathfinder Role Playing Game: Bestiary*). This change does not alter your Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Each time the transformation is made, you are cleansed of all poisons or diseases, are restored to full hit points, and heal all ability damage. You must select a new type every time the transformation is made.

STONE

Class Skills: An incarnate with the stone mystery adds Appraise, Intimidate, and Survival to her list of class skills.

Bonus Spells: *magic stone* (7th), *stone call* APG (10th), *meld into stone* (13th), *wall of stone* (16th).

Revelations: During soulrage an incarnate with the stone mystery becomes an incarnation of rock.

Stone Stability (Ex): At 1st level, you receive a +4 bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. At 5th level, you gain Improved Trip as a bonus feat. At 10th level, you gain Greater Trip as a bonus feat. You do not need to meet the prerequisites to gain these feats. In addition, you gain resist acid 5.

Clobbering Strike (Ex): At 4th level, whenever you score a critical hit against an opponent with a melee attack or a spell that requires an attack roll, you may immediately attempt to trip your opponent as a swift action. You do not provoke an attack of opportunity as normal for this trip attempt. You cannot be tripped in return when using this ability.

Steelbreaker Skin (Su): At 8th level, as a standard action, you can harden your flesh so that weapons that strike you are damaged or destroyed. Anytime a melee or ranged weapon strikes you, the weapon takes an amount of damage equal to your incarnate level.

This ability does not prevent the weapon from harming you unless the damage destroys the weapon attacking you.

You can use this ability once per day, but the duration is 1 minute/level and lasts after your soulrage ends. At 15th level, the damage from this ability ignores up to 10 points of hardness. In addition, your resistance to acid increases to 10.



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Acidic Touch (Su): At 12th level, as a standard action, you can perform a melee touch attack that deals 1d6 points of acid damage +1 point for every two incarnate levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Any weapon that you wield deals +1d6 points of acid damage, similar to how a flaming weapon operates. In addition, your resistance to acid increases to 20.

Shard Explosion (Su): At 16th level, as a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two incarnate levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the broken shards make the area difficult terrain for all other creatures other than yourself, until your next turn. You can use this ability three times per day, plus one additional time per day at 20th level.

Apotheosis: Upon reaching 20th level, you become a master of acid and earth. You gain immunity to acid. In addition, you can apply any one of the following feats to any acid or earth spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

WAVES

Class Skills: An incarnate with the waves mystery adds Escape Artist and Knowledge (nature) to her list of class skills.

Bonus Spells: *touch of the sea* APG (7th), *slipstream* APG (10th), *water breathing* (13th), *wall of ice* (16th).

Revelations: During soulrage an incarnate with the waves mystery becomes an incarnation of stormy seas.

Fluid Nature (Ex): At 1st level, you receive a +4 bonus to your Combat Maneuver Defense against bull rush, drag, grapple, reposition, and trip attempts. A creature trying to confirm a critical hit against you has a -4 penalty on its confirmation roll. At 5th level, you gain Dodge as a bonus feat. You do not need to meet the prerequisite to gain this feat. In addition, you gain resist cold 5.

Freezing Blow (Su): At 4th level, whenever you score a critical hit against an opponent with a melee attack or an attack spell, the target is slowed (as the *slow* spell) for 1 round. At 11th level, the duration increases to 1d4 rounds.

Wintry Touch (Su): At 8th level, as a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two incarnate levels you possess. You can use the wintry touch ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a frost weapon. In addition, your resistance to cold increases to 20.

Blizzard (Su): At 12th level, as a standard action, you can create a blizzard of snow and ice. You can create one 10-foot-cube of storm per incarnate level. These cubes can be



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be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in the blizzard takes 1d4 points of cold damage per incarnate level, with a Reflex save resulting in half damage. The storm lasts for a number of rounds equal to your Charisma modifier; the ground remains icy (+5 to Acrobatics DCs) as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. You can use this ability once per day. In addition, your resistance to cold increases to 20.

Water Form (Su): At 16th level, as a standard action, you can assume the form of a Huge water elemental, as *elemental body IV*.

Apotheosis: Upon reaching 20th level, you become a master of cold and water. You gain immunity to cold. You can apply any one of the following feats to any cold or water spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

WIND

Class Skills: An incarnate with the wind mystery adds Escape Artist, Fly, and Stealth to her list of class skills.

Bonus Spells: *alter winds* APG (7th), *gust of wind* (10th), *cloak of winds* APG (13th), *river of wind* APG (16th).

Revelations: During soulrage an incarnate with the wind mystery becomes an incarnation of air.

Air Barrier (Ex): At 1st level, while in soulrage, an invisible shell of air forms around you that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. In addition, you gain resist electricity 5.

Vortex Attack (Ex): At 4th level, whenever you score a critical hit against an opponent with a melee attack or an attack spell, the target is staggered for 1 round. At 11th level, the duration increases to 1d4 rounds.

Thunderburst (Ex): At 8th level, as a standard action, you can create a blast of air accompanied by a loud peal of thunder. The blast has a range of 100 feet and has a 20-foot radius, increasing by 5 feet for every 4 incarnate levels after 7th. Creatures in the area take 1d6 points of bludgeoning damage per incarnate level and are deafened for 1 hour, with a Fortitude save resulting in half damage and no deafness. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter. In addition, your resistance to electricity increases to 10.

Electric Touch (Su): At 12th level, as a standard action, you can perform a melee touch attack that deals 1d6 points of electricity damage +1 point for every two incarnate levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Any weapon that you wield is treated as a shock weapon. In addition, your resistance to electricity increases to 20.

Wings of Air (Su): At 16th level, as a swift action, you can manifest a pair of translucent, cloud-like wings that grant you a fly speed of 90 feet with perfect maneuverability. After your soulrage ends, these wings remain for 1 minute per day per two incarnate levels you possess.

Apotheosis: Upon reaching 20th level, you become a master of air and electricity. You can apply any one of the following feats to any air or electricity spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. In addition, you gain immunity to electricity.



LIBRARIAN

The librarian is the consummate scholar and sage. Master historians, there is almost no subject or object that they cannot glean some insight into. Besides their unparalleled knowledge, librarians have the ability to use a limited number of spells each day by using ancient books of lore as arcane implements.

Role: Librarians work with groups that lack traditional spellcasters or the services of a bard. They are often found working in cities in the employ of a wizard or government official, performing researching and cataloguing tasks.

Alignment: Any

Hit Die: d6

Parent Class: Bard and Occultist

Starting Wealth: 2d6x10 gp (average 70 gp)

CLASS SKILLS

The librarian's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are the class features of the Librarian.

Weapon and Armor Proficiency: A librarian is proficient with light armor and bucklers and ignores any arcane spell failure chance when employing light armor or bucklers. Librarians are proficient with light weapons.

Spellcasting: A librarian casts spells drawn from his collection of exotic tomes called libri or libris for a singular book. He can cast any spell he knows without preparing it ahead of time. To learn how to cast a spell, a librarian must have an Intelligence score equal to at least 10 + the spell level. The difficulty class for saving throws against a librarian's spell is equals to 10 + the spell level + the librarian's Intelligence modifier. A librarian can only cast a certain number of spells of each level per day. His

base daily allotment is given on Table: Librarian. In addition, he gains bonus spells per day if he has a high Intelligence score.

The librarian's selection of spells is limited. For each libris he learns to use, he can add one spell from that libris school's list to his list of spells known at each spell level. If the librarian selects the same libris multiple times, he gains another spell from that list at every level to his list of spells known. A librarian can cast any spells he knows at any time,



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TABLE: LIBRARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1	2	3	4	5	6
1st	+0	+0	+0	+2	Athenaes, Knacks, Quick Study, Libris 1	1	-	-	-	-	-
2nd	+1	+0	+0	+3	Magic Item Familiarity	2	-	-	-	-	-
3rd	+1	+1	+1	+3	Bestow Knowledge +2	3	-	-	-	-	-
4th	+2	+1	+1	+4	Libris 2	3	1	-	-	-	-
5th	+2	+1	+1	+4	Eidetic Memory 1	4	2	-	-	-	-
6th	+3	+2	+2	+5	Bestow Knowledge +3	4	3	-	-	-	-
7th	+3	+2	+2	+5	Libris 3	4	3	1	-	-	-
8th	+4	+2	+2	+6	Sharp Analysis	4	4	2	-	-	-
9th	+4	+3	+3	+6	Bestow Knowledge +4	5	4	2	-	-	-
10th	+5	+3	+3	+7	Libris 4	5	4	2	1	-	-
11th	+5	+3	+3	+7	Eidetic Memory 2	5	4	4	2	-	-
12th	+6/+1	+4	+4	+8	Bestow Knowledge +5	5	5	4	3	-	-
13th	+6/+1	+4	+4	+8	Libris 5	5	5	4	3	1	-
14th	+7/+2	+4	+4	+9	Instant Study	5	5	4	4	2	-
15th	+7/+2	+5	+5	+9	Bestow Knowledge +6	5	5	5	4	3	-
16th	+8/+3	+5	+5	+10	Libris 6	5	5	5	4	3	1
17th	+8/+3	+5	+5	+10	Eidetic Memory 3	5	5	5	4	4	2
18th	+9/+4	+6	+6	+11	Bestow Knowledge +7	5	5	5	5	4	3
19th	+9/+4	+6	+6	+11	Libris 7	5	5	5	5	5	4
20th	+10/+4	+6	+6	+12	Eidetic Memory 4	5	5	5	5	5	5

assuming he has not yet used up his allotment of spells per day for the spell's level. To cast a spell, the libris must be in hand. Attempting to cast a spell without the libris causes the spell to consume an additional spell from the spell's level allotment.

Libris (Su): At first level, and every 3rd level after the first, the librarian can attune to a specific ancient tome called a libris. Each libris is attuned to a specific school of spells from the bard and the occultist spell list. Once a libris school is chosen it cannot be changed. If a spell appears on both the occultist and the bard spell lists, the librarian gains access to the spell at the earliest level of the two lists.

Additionally, when the librarian chooses a Libris to attune to, he learns to use that Libris's power.

Athenaeums (Su): The librarian carries around with him a large number of tomes, historical documents and

reference material. Each item of intellectual significance that he comes across becomes another possible investment of knowledge and experience. These items, called athenaeums, become psychically attached to the librarian as he mentally catalogs and organizes them.

At first level, has an intimate knowledge of how one catalogs and organizes information. Any attempt to use a knowledge check while in a library is taken at half the time. While inside a library, a librarian may transcribe spellbooks, scrolls, and other texts in ½ the time without the cost of ink. Furthermore, a librarian can make all Knowledge skill checks untrained.

Each day a librarian may invest 1 spell slot of any level he can cast into an athenaeum, and may then cast the chosen spell with a +1 to the Spell's save DC. If the spell goes uncast, it remains stored in the athenaeum for a number of days equal to the librarian's level +1 before it





is lost. A librarian may only have one active athenaum at a time.

Knacks: A librarian learns one knack, or 0-level psychic spell, each time he selects a libris (including when he selects a libris he already has learned to use). These spells are cast like any other spell, but they can be cast any number of times per day. Knacks cast using any other spell slots because of metamagic feats applied to them, for example consume spell slots as normal.

Quick Study (Ex): The librarian's list of spells known is mutable but small, and with total focus a librarian can study the secrets held in his any of his libris. After a full minute of solid study, the librarian can change a single spell on his spells known list with any other in among the libris he studied. He may perform this any number of times a day, but each time it takes a full minute for each spell. The new spell remains in memory for 1 hour per librarian level, after which the spell gained by Quick Study is replaced with the original spell known.

When changing spells, the spell learned must be the same level as the spell replaced.

Magic Item Familiarity (Sp): A librarian can activate spell completion magic items after ten minutes of study. The librarian can retain the knowledge of how to activate only one spell completion item at a time. Should a librarian study a new item, he loses the ability to activate any previous items studied. The knowledge of how to activate the item lasts for 1 day, then the knowledge fades.

Bestow Knowledge (Ex): At third level the librarian can recite wrote knowledge from many of his research about a single creature he identifies with a knowledge check. The librarian may give up a single question about a creature, to grant his allies within 30 feet a +2 circumstance bonus on attack rolls, damage rolls, caster level, or saving throws against that creature. The librarian chooses one kind of bonus to add to his allies when he forgoes the question. The circumstance bonus lasts 1 round per intelligence modifier. This bonus increases to +3 at level 6 and increases by another 1 every 3 levels. A librarian may bestow knowledge three times a day plus his charisma modifier.

Eidetic Memory (Su): Upon reaching fifth level the librarian is an absolute master at finding information on a topic and retaining it his mind. The librarian gains a pool of memory points every day when he wakes up. The memory points may be expended for one of the following effects:

Eidetic Memory (Ex): In a brilliant flash of insight, the librarian recalls a specific document on the topic at hand. With a minute of concentration the librarian may take a 20 on a knowledge check, a profession check, a spellcraft check.

Meticulous Study (Ex): Recalling all the stories about glorious treasures in the world, the librarian gains the effects of the identify spell when attempting to identify the effects of a single item.

Tactical Reference (Su): Researching old historical documents has granted the librarian tactical insite. The librarian can grant a +4 dodge bonus to AC to an ally that can hear him for a single round.

Manual Reference (Su): Recalling old manuals the librarian assist craft checks untrained by imbuing the crafter with a +1 circumstance bonus on a single craft for every level the librarian has attained.

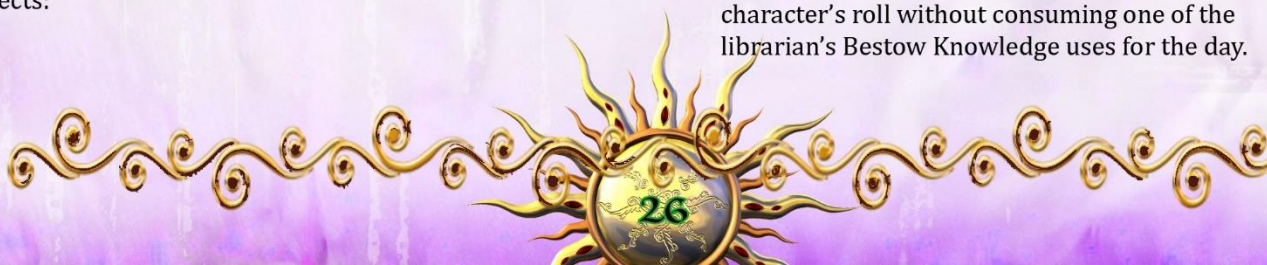
Forbidden Reference (Su): In a locked away portion of the librarian's mind are treasure of knowledge that was likely repressed to keep the populace's mind at ease. The librarian may reroll a single knowledge check to identify a creature. Any questions garnered by this reroll may not be forfeit for the Bestow Knowledge ability.

Recall Spell Procedures (Su): With all the vast research at the librarian's command divine and arcane knowledge some of the most esoteric and often sought knowledges in his repertoire. The librarian can explain the how to tap into inner reserves inside a mind and restore 1 spell an ally has already cast with a spell level equal to or less than the highest level spell the librarian can cast.

Arcane Ritual Patterns (Su): The librarian can draw arcane circles with expert efficiency and effectiveness with a full-round action. When an ally spell-caster stands in the circle and casts a spell, the circle disappears but and the spells effective caster level goes up by 2.

Phrase Book Memory (Su): The librarian may add a single language to the list of languages he knows to communicate with a single humanoid. The language is only added for a number of minutes equivalent to his charisma modified.

Sharp Analysis (Ex): At 8th level when the librarian attempts to make a Knowledge check, Linguistics check, Perception check, Spellcraft check, or a Use Magic Device check he may add a single d6 to the roll after the check is made, but before the result is revealed, by consuming a single Bestow Knowledge use for the day. The librarian may assist another character using one of these skills, and may add a d6 to that character's roll without consuming one of the librarian's Bestow Knowledge uses for the day.



SHATTERED SKIES

CAMPAIGN SETTING

Instant Study (Ex): At 14th level, as long as the librarian has the correct libris in hand, he may cast any spell in the libris as long as he consumes 2 spell slots of the same spell level as the spell cast. The librarian may also study a scroll as a move action. The librarian may cast that scroll without consuming it as long as he sacrifices a spell slot of the same level of spell or lower. The librarian may repeat this as long as the librarian spends another move action to study the scroll and as long as the librarian has remaining spell slots matching the level of the spell.

LIBRIS SCHOOLS

Librarians can choose any of the following libris collections to learn spells from, each represent a specific school of magic. A librarian can select a libris school more than once, as noted in the libris class feature.

AEGIS ARMORY

Word of Protection (Su): Upon learning the secret arts of protection, the librarian can read a passage that helps allies or himself. As a full-round action, the librarian reads many passages from this book granting the ally 5 energy resistance to either acid, electricity, fire or sonic damage. The ally must be able to hear the librarian to receive this bonus. This energy resistance increases by 2 for every four levels the librarian attains. Maintaining the reading is a standard action, as long as the Libri remains in the hands of the librarian.

Each time the librarian chooses to focus on more libris from the Aegis Armory collection, he gains an additional ally he can expend this bonus to. The librarian may use this ability for a number of rounds equal to his level plus his charisma modifier.

Spell List: All abjuration spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

ENCYCLOPEDIA EXOTICA

Caller's Reference (Su): As a full-round action the librarian can reference the various texts of the *Encyclopedia Exotica*. Doing so allows the librarian to find instructions to safely call a specific creature to his location or move them to a desired location. The creature is marked with a special brand and for 1 minute per librarian level, the librarian may move them 30 feet in a desired direction as a standard action. The creature must be willing to make the move, and the librarian must be able to see the creature's current location and the new location.

The librarian may mark one additional creature each

The librarian may mark one additional creature each time the he chooses to attune to the *Encyclopedia Exotica*. The librarian may use this ability once per day per charisma modifier.

Spell List: All conjuration spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

THE SIGHT BEYOND

Omen Referral (Su): As a full-round action the librarian can reference a the manuals of The Sight Beyond to enhance his own senses and read the omens in the world around him. The librarian learns some gleaning insight about the future of the course of actions. For one minute per character level, the librarian may roll an additional d20 on a single check and take the higher result and end this effect immediately. The librarian may as a standard action to allow an ally within 30 feet to reroll a single d20 as he shouts warnings and guidance from the various possibilities he's gleaned from his reference. The ally must take the new result, even if it is lower, but using this ability in this way does not end the duration.

The librarian may use this ability one + his wisdom modifier times per day, for each time he choses to The Sight Beyond as his libris.

Spell List: All divination spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

MYSTIFICARUM COMPENDIUMS

Bewildering Machinations (Su): As a full-round action the librarian can reference use his psychic focus to guide his readings to mystify and enchant others. The librarian selects a single creature in 30 feet that can hear the librarian and speaks of things only the individual creature could know through a voice only the creature can hear. The creature must succeed a will save DC: $10 + \frac{1}{2}$ the librarian level + the librarian's charisma modifier or have the creature's attitude moved one step more friendly. The attitude adjustment only lasts a single minute before returning to it's original state. If the creature succeeds the will save, the creature sees through the manipulations and becomes one step more hostile for a single minute, before the attempt passes from memory.

This is a mind effect, and the librarian must know the language of the creature to use this power.

Each time the librarian chooses the Mystificarum Compendiums as his libris beyond the first, the DC of





the will save increases by 2.

Spell List: All enchantment spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

Unlocking The Tempest Elemental

Elemental Gift (Su): Through reading the libris Unlocking the Tempest Elemental the librarian learns how to infuse his allies with elemental power. With a full round action the librarian and inscribe a single brand on a creature and choose an element, acid, cold, fire, or lightning. The ally gains the ability to throw a bolt of energy of the chosen type that deals 1d4 +1 points of damage on a successful ranged touch attack. The ally may throw one bolt of energy per the librarian's intelligence

modifier. The range of the energy bolt is 30 feet.

Should the librarian choose this libram as his focus again, the librarian may choose an additional energy type and have it deal another additional d4 +1 points of energy damage from that type.

Spell List: All evocation spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

Cryptographic Scyphers

Shrouding Hymn (Su): Studying the cryptographic scyphers illuminates secrets of perception, reality and the mortal experience. Reciting specific phrases and terms to an individual can cause them to be perceived differently. As a standard action, the librarian may



recite these to a specific creature within 30 feet and may change the appearance of the creature targeted. The creature's appearance cannot change a lot, but things like hair-color, weight, clothes, voice and smell can be changed as to make the creature indistinguishable as itself but the librarian cannot emulate another's appearance. The creature gains a +5 bonus on disguise checks to not be recognized. This bonus lasts as long as the librarian speaks and the selected creature can hear the librarian.

The librarian may speak for a number of rounds equal to his librarian level. Each time the librarian chooses these this libris as his focus the disguise bonus goes up by another 3.

Spell List: All illusion spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

The EUTHANASIA MANUSCRIPTS

Funerary Rites (Su): The librarian can refer to the euthanasia manuscripts and learn about the dead, death, and the passing of mortals. As a full-round action the librarian can prepare a corpse for use in spells. Spells cast on the corpse count as if the caster had a 4 more levels for the purposes of spell duration or effects. The corpse retains this benefit as long as the corpse is not moved, or damaged. The corpse loses this benefit should a spell be cast on it, or the corpse is marred in any way. Any spells enhanced by meta-magic feats do not benefit from the increased caster level, but they still consume the enhancement. The librarian can only prepare one corpse per day using this ability.

Each time the librarian chooses the Euthanasia Manuscripts as his libris focus, the librarian can use this ability an additional time.

Spell List: All necromancy spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.

TRANSUBSTANTIATE VOLUMES

Physical Instruction (Su): Inside the transubstantiate volumes are instructions on how to get the most out of one's body, and transcend the limitations of it. The librarian can recite from the libris as to how to get the most out of one's actions; and grant a single creature a +2 circumstance bonus to strength, dexterity or constitution for a single minute as a full-round action. The librarian can grant this bonus to any creature that can hear him within 30 feet.

Each time the librarian chooses the Transubstantiate

Volumes as his libris the circumstance bonus increases by another +2. He can grant this instruction to creatures three times per day, plus one additional time per wisdom modifier.

Spell List: All transmutation spells the occultist and bard spells of each appropriate spell level as indicated in the class feature Spellcasting.



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REVANCHIST

When an innocent's life is forever changed by a violent act, be it witnessing cruel torture, the murder of a loved one, or sadistic harm done to their own body, sometimes the only thing that can soothe their damaged soul, is revenge. But all too often, when that revenge is finally dealt, it brings no peace to the person seeking it. Vengeance and punishment becomes their sole purpose, and they spend the rest of their days dealing out justice. They become revanchists.

Role: The revanchist is a remorseless frontline killer, bent on revenge, and the pursuit of murderers and perpetrators of vile acts. She most often works alone and can be a foil for adventuring parties who are searching for similar targets. When working in a group, the revanchist often plays the central martial role, assaulting the larger or more powerful looking foes the party might face.

Parent Classes: Cavalier and Inquisitor

Alignment: Any non-evil

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140gp.) In addition, a revanchist begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The revanchist's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency:

A revanchist is proficient with all simple weapons, plus the hand crossbow, longbow, repeating crossbow, shortbow, and whip.

She is also proficient with light armor, medium armor, and shields (except tower shields).

Oath of Vengeance (Su): Starting at 1st level the revanchist declares an oath of vengeance against evil doers as a swift action. At 1st level, the revanchist may use this ability once per day. At 4th level, and every three levels thereafter she may use this ability one additional time per day, to a maximum of 7 times per day



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SHATTERED SKIES

CAMPAIGN SETTING

TABLE: REVANCHIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Oath of Vengeance 1/day, step-up
2nd	+1	+3	+0	+3	Improved Initiative
3rd	+2	+3	+1	+3	Fearless, sense murderer
4th	+3	+4	+1	+4	Ghost Mount, oath of vengeance 2/day
5th	+3	+4	+1	+4	Damage Reduction 1/-, roar of revenge
6th	+4	+5	+2	+5	Spirited Mount
7th	+5	+5	+2	+5	Oath of Hatred, oath of vengeance 3/day
8th	+6/+1	+6	+2	+6	Bonus Feat
9th	+6/+1	+6	+3	+6	Spell Resistance 5
10th	+7/+2	+7	+3	+7	Damage Reduction 2/-, oath of vengeance 4/day
11th	+8/+3	+7	+3	+7	Ghost Wind, stalwart
12th	+9/+4	+8	+4	+8	Bonus Feat
13th	+9/+4	+8	+4	+8	Oath of Punishment, oath of vengeance 5/day
14th	+10/+5	+9	+4	+9	Exploit Weakness, spell resistance 10
15th	+11/+6/+1	+9	+5	+9	Damage Reduction 3/-
16th	+12/+7/+2	+10	+5	+10	Beyond the Grave, oath of vengeance 6/day
17th	+12/+7/+2	+10	+5	+10	Retribution
18th	+13/+8/+3	+11	+6	+11	Bonus Feat
19th	+14/+9/+4	+11	+6	+11	Oath of Vengeance 7/day, spell resistance 15
20th	+15/+10/+5	+12	+6	+12	Damage Reduction 4/-, Vengeance is Mine

at 19th level. Once activated, this ability lasts until combat ends, at which point all bonuses immediately end.

As a swift action, declare an oath of vengeance against a single target, designated as an 'evil-doer'. The target need not be of evil alignment to earn this designation. You gain a bonus to damage equal to your level that applies against your selected foe. In addition your weapons count as magic for the purposes of overcoming damage reduction, and you gain a +1 bonus on all saving

throws against effects and conditions created by your foe.

Beginning at 6th level, the revanchist's weapons count as lawful and good for the purposes of overcoming damage reduction against her selected foe, and the bonus to saving throws increases to +2. At 10th level the revanchist's weapons count as adamantine for the purposes of overcoming damage reduction (but not for reducing hardness), and her saves increase to +3.





SHATTERED SKIES CAMPAIGN SETTING

Starting at 15th level the oath further protects the revanchist and harms her foes. The bonuses to saving throws increases to +4, and then the revanchist becomes resistant (10) to one type of energy (acid, cold, electricity, fire, sonic). Once chosen the resistance remains until revanchist makes an additional use of her oath, at which time it may change the type chosen.

Step-up : The revanchist gains Step-up as a bonus feat.

Improved Initiative. At 2nd level, the revanchist gains Improved Initiative as a bonus feat.

Sense Murderer (Su): A revanchist can sense the direction, but not the distance, to murderers and perpetrators of vile acts—this sense can be blocked by any effect that blocks scrying. Whenever a revanchist is within 30 feet of such a criminal, that target is affected by a form of faerie fire, only visible to the revanchist. Furthermore, the target becomes effected by discern lies as long as they remain within 30 feet of the revanchist. The CL of these effects is equal to the revanchist's class level.

Fearless (Su): At 3rd level the revanchist becomes immune to fear. Each ally within 10 feet of the revanchist gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the revanchist is conscious, not if she is unconscious or dead.

Roar of Revenge (Su): Once every 1d4 rounds, a revanchist can shriek as a standard action. All creatures within a 60-foot spread must make a Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is equal to 10 + 1/2 the revanchists level + the revanchists Charisma modifier.

Ghost Mount (Su): At 5th level, a revanchist gains the ability to manifest a special mount of conjured ectoplasm rather than one of flesh and bone. This spectral companion functions like a spiritualist's phantom companion, using the revanchist's level as her effective spiritualist level. The phantom takes the form of a ghostly creature for her size and class level, such as a Large horse for a Medium revanchist or a wolf for a Small revanchist. A revanchist must choose a mount that is capable of bearing her weight, that has four or more legs, and that lacks a fly speed (although the GM may allow mounts with a swim speed in certain environments). The GM might approve other animals as suitable mounts.

The revanchist can manifest her ghost mount only in ectoplasmic form, and she gains the spiritualist's etheric tether class feature, applied to her ghost mount.

The mount shares the revanchist's alignment. Though the mount cannot speak, it understands its master's verbal commands and gains the phantom's link ability. The ghost mount has good Fortitude and Reflex saves, and can have

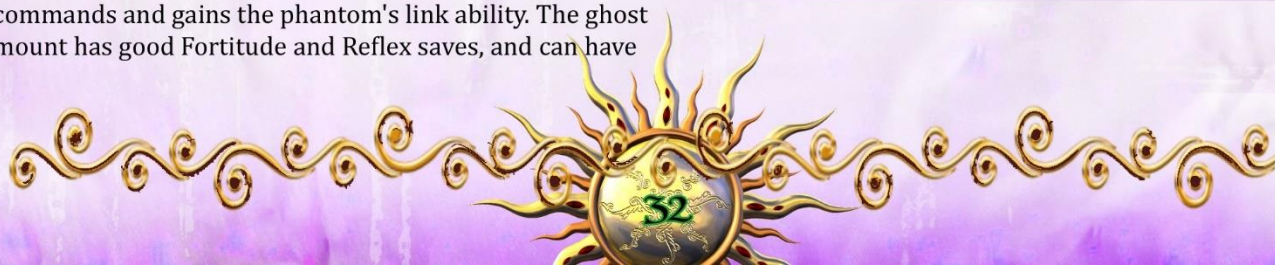
SIDEBAR~ Etheric Tether

Etheric Tether (Su): At 1st level, a spiritualist can force the phantom to manifest in an area around her by pushing the phantom's consciousness through the veil of ethereal essence, allowing it to fully manifest in either ectoplasmic or incorporeal form. Whenever her manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage, the spiritualist can sacrifice any number of her hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

This tether is limited. When the phantom is fully manifested, it and the spiritualist must remain within 50 feet of one another for the phantom's manifestation to stay stable with little to no concentration on the part of the spiritualist. The spiritualist can stretch the limited tether, but only when the phantom is in ectoplasmic form.

When a spiritualist starts her turn and her ectoplasmic phantom is more than 50 feet away from her (but closer than 100 feet), the spiritualist must concentrate on the link as a full-round action that provokes attacks of opportunity or the ectoplasmic phantom immediately returns to the Ethereal Plane and cannot be summoned from that plane for 24 hours. This concentration can be interrupted as if it were a spell. Treat this effect's spell level as equal to 1 + 1 per 10 feet farther than 50 feet that the phantom is from the spiritualist (maximum spell level 6th). If the tether is interrupted or the check fails, the phantom immediately snaps back into the consciousness of its spiritualist master.

If the ectoplasmic phantom is ever more than 100 feet away from its spiritualist, or the incorporeal phantom is ever 50 feet away from the spiritualist or outside of line of effect from the spiritualist for more than 1 round per spiritualist level the spiritualist possesses, the tether is automatically broken; the phantom immediately returns to the Ethereal Plane and can't be summoned from that plane for 24 hours.



SHATTERED SKIES

CAMPAIGN SETTING

ranks in any of the following skills: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

The revanchist's ghost mount does not gain the share spells, deliver touch spells, or incorporeal flight abilities. Ghost mounts do not gain emotional focus abilities.

The revanchist does not take an armor check penalty on Ride checks while riding her mount. The mount is always considered combat trained, and begins play with Endurance as a bonus feat.

Ghost Mount Starting Statistics: **Type:** animal (phantom); **Size** one size category larger than the revanchist; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** bite (1d4), 2 hooves (1d6; this is a secondary natural attack); **Ability Scores** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Damage Reduction (Ex): the revanchist is especially hardy, gaining a measure of damage reduction that increases as she rises in level. At 5th level she gains DR 1/-. This reduction increases by 1 every 5 levels thereafter, to DR 2/- at 10th level, DR 3/- at 15th level, and finally DR 4/- at 20th level.

Spirited Mount (Su): At 6th level, the revanchist's mount ignores difficult terrain. At 9th level, it gains the ability to use water walk at will.

Oath of Hatred (Su): The revanchist is fueled by her hatred for murderers and those who commit vile acts against innocents. As a swift action she declares an oath of hatred against a single target. She gains all the benefits of her oath of vengeance, plus the effect of *haste* (CL 20th). In addition she gains a +4 to her attack rolls and grapple checks.

A revanchist may declare an oath of hatred by expending two uses of her oath of vengeance ability.

Spell Resistance (Ex): The revanchist becomes resistant to the magic of her foes. Starting at 9th level, she gains SR 5. This resistance increases by 5 every 5 levels thereafter, to a maximum of SR 15 at 19th level.

Ghost Wind (Su): At 11th level, the revanchist's ghost mount can use air walk (as the spell, no action required) at will for up to 1 round at a time, after which it falls to the ground. At 14th level, the mount can fly at its speed with a bonus on Fly skill checks equal to the revanchist's class level.

Stalwart (Ex): At 11th level, a revanchist can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the revanchist is wearing light armor, medium armor, or no armor. A helpless revanchist does not gain the benefit of the stalwart ability.

Oath of Punishment (Su): At 13th level the revanchist can declare an oath of punishment against a foe as a swift action. In addition to gaining the benefits of her oath of vengeance ability the revanchist gains +4 to her Strength and Constitution, gains +2 to her natural armor, and gains +10 feet to her base speed for the duration of the oath. In addition she gains DR 10/evil and can emit a charge of destructive energy once per oath. As a standard action, the revanchist charges a subject with negative energy that deals 10 points of damage per revanchist level (to a maximum of 150 points at 15th level). If the target successfully saves they instead take half of the damage dealt. In either instance, if the damage would reduce the target to negative hit points, it instead reduces them to 1 hp.

A revanchist may declare an oath of punishment by expending three uses of her oath of vengeance ability.

Exploit Weakness (Ex): At 14th level, the revanchist learns to take advantage of any opportunity that presents itself. Whenever the revanchist scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the revanchist deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

Beyond the Grave (Su): Once the revanchist reaches 16th level, she has truly proven herself to be an instrument of justice. If the revanchist is killed by a non-outsider, non-dragon creature, either alive or undead, she will return from the grave as a Revenant with the undying drive to bring her murderer(s) to justice. If destroyed before she can fulfill this goal, her soul seeks out and inhabits the nearest corpse, and 24 hours later she resumes her vengeful quest. Unless otherwise allowed by the GM, the character becomes an NPC under the GM's control.





Retribution (Ex): At 17th level, the revanchist can take retribution on those who dare to strike a friend. Whenever an enemy makes a successful melee attack against the revanchist or an adjacent ally, the enemy provokes an attack of opportunity from the revanchist. The revanchist receives a +2 morale bonus on the attack of opportunity. If the attack made by the enemy is a critical hit, the revanchist receives a +5 morale bonus on all saving throws as long as she is threatened by that enemy. The revanchist may use this ability once per round.

Bonus Feat: The revanchist receives a bonus combat feat of her choice as long as she meets the prerequisites for taking the feat.

Vengeance is Mine (Su): At 20th level, a revanchist brings forth true judgment upon a foe during combat. Whenever a revanchist uses her oath of judgment ability, the revanchist can invoke true judgment on a foe as a swift action. Once declared, the revanchist can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save or die. The DC of this save is equal to $10 + \frac{1}{2}$ the revanchist's level + the revanchist's Wisdom modifier. Regardless of whether or not the save is made, the target creature is immune to the revanchist's true judgment ability for 24 hours. Once this ability has been used, it cannot be used again for 1d4 rounds.

VIVISECTIONIST

Skill Ranks per Level: 4 + Int modifier.

Sages and practitioners of the dark arts have long sought to control the powers of life and death. Some believe that this knowledge will allow them amazing healing and regenerative abilities, ultimately allowing them to cheat death all together. Others seek only to control the awesome might of the grave, snuffing out life at whim, and re-animating corpses for foul eternal servitude. While most of either belief performs the majority of their art upon un-living, or willing subjects, there are necromancers that feel the only way to properly learn about life, death, and the powers that govern them, is through vivisection.

Role: Vivisectionists are most often villains whose experiments on the living typically result in the patient's agonizing death. However, some perform their research with sedation and restorative magic to prevent lasting harm. In adventuring parties they make up for any healing abilities (with extracts) the group might lack.

Alignment: Any evil

Hit Die: d8

Starting

Wealth:

3d6 x 10

(avg. 105 gp)

CLASS SKILLS

The vivisectionist's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).



SHATTERED SKIES

CAMPAIN SETTING

TABLE: VIVISECTIONIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Alchemy, bomb +1d6, brew potion, channel necromantic energy, throw anything	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Cadaver skin, discovery	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Negative energy burst 1/day, vivisection 1/day	3	-	-	-	-	-
4th	+3	+4	+1	+4	Discovery, swift alchemy	3	1	-	-	-	-
5th	+3	+4	+1	+4	Fear aura	4	2	-	-	-	-
6th	+4	+5	+2	+5	Cadaver skin DR 4, discovery	4	3	-	-	-	-
7th	+5	+5	+2	+5	Lich touch 1/day, vivisection 2/day	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Discovery, negative energy burst 2/day, undeath mastery	4	4	2	-	-	-
9th	+6/+1	+6	+3	+6	Negative energy resistance, vivisection 3/day	5	4	3	-	-	-
10th	+7/+2	+7	+3	+7	Discovery	5	4	3	1	-	-
11th	+8/+3	+7	+3	+7	Cadaver skin DR 6, lich touch 2/day, vivisection 4/day	5	4	4	2	-	-
12th	+9/+4	+8	+4	+8	Discovery, negative energy burst 3/day	5	5	4	3	-	-
13th	+9/+4	+8	+4	+8	Bomb +2d6, vivisection 5/day	5	5	4	3	1	-
14th	+10/+5	+9	+4	+9	Discovery	5	5	4	3	2	-
15th	+11/+6/+1	+9	+5	+9	Cadaver skin DR 8, vivisection 6/day	5	5	5	4	3	-
16th	+12/+7/+2	+10	+5	+10	Discovery, lich touch 3/day	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Enervating touch, vivisection 7/day	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Discovery, negative energy burst 4/day	5	5	5	4	4	3
19th	+14/+9/+4	+11	+6	+11	Instant alchemy, vivisection 8/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Cadaver body, grand vivisection	5	5	5	5	5	5

CLASS FEATURES

Weapon and Armor Proficiency: Vivisectionists are proficient with all simple weapons and bombs. They are also proficient with light armor, but not with shields.

Alchemy (Su): Vivisectionist's are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, a vivisectionist prepares her spells by mixing ingredients into a number of extracts, and then "casts" her spells by drinking the extract. When a vivisectionist creates an extract or bomb, she infuses the concoction with a tiny fraction of her own necromantic power—this enables the creation of powerful effects, but also binds the effects to the creator. When using Craft (alchemy) to

create an alchemical item, a vivisectionist gains a competence bonus equal to her class level on the Craft (alchemy) check. In addition, a vivisectionist can use Craft (alchemy) to identify potions as if using detect magic. She must hold the potion for 1 round to make such a check.

A vivisectionist can create two special types of magical items—extracts and bombs. Both of these are detailed in their own sections below.

Extracts are the most varied of the two. In many ways, they behave like spells in potion form, and as such their effects can be dispelled by effects like dispel magic using the vivisectionist's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.



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A vivisectionist can create only a certain number of extracts of each level per day. Her base daily allotment of extracts is given on Table: Vivisectionist. In addition, she receives bonus extracts per day if she has a high Intelligence score, in the same way a wizard receives bonus spells per day. When a vivisectionist mixes an extract, she infuses the chemicals and reagents in the extract with necromantic magic siphoned from her own terrifying magical aura. An extract immediately becomes inert if it leaves the vivisectionist's possession, reactivating as soon as it returns to her keeping—a vivisectionist cannot normally pass out her extracts for allies to use, though some discoveries might allow it. An extract, once created, remains potent for 1 day before becoming inert, so a vivisectionist must re-prepare her extracts every day. Mixing an extract takes 1 minute of work—most vivisectionists prepare many extracts at the start of the day or just before going on an adventure, but it's not uncommon for a vivisectionist to keep some (or even all) of her daily extract slots open so that she can prepare extracts in the field as needed.

Although the vivisectionist doesn't actually cast spells, she does have a formulae list that determines what extracts she can create. A vivisectionist can utilize spell-trigger items if the spell appears on her formulae list, but not spell-completion items (unless she uses Use Magic Device to do so). An extract is "cast" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking vivisectionist. The vivisectionist uses her level as the caster level to determine any effect based on caster level. Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract.

Extracts cannot be made from spells that have focus requirements (vivisectionist extracts that duplicate divine spells never have a divine focus requirement). A vivisectionist can prepare an extract of any formula she knows. To learn or use an extract, a vivisectionist must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against a vivisectionist's extract is 10 + the extract level + the vivisectionist's Intelligence modifier. A vivisectionist may know any number of formulae. She stores her formulae in a special tome called a formula book. She must refer to this book whenever she prepares an extract but not when she consumes it. A vivisectionist begins play with two 1st level formulae of her choice, plus a number of additional formulae equal to her Intelligence modifier. At each new vivisectionist level, she gains one new formula of any level that she can create. A vivisectionist can also add

formulae to her book just like a wizard adds spells to his spellbook, using the same costs and time requirements. A vivisectionist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. A vivisectionist does not need to decipher arcane writings before copying them.

Bomb (Su): In addition to magical extracts, vivisectionists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. A vivisectionist can use a number of bombs each day equal to her class level + her Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert—their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the vivisectionist must use a small vial containing an ounce of liquid catalyst—the vivisectionist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, or from graveyard dirt and her own fluid, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most vivisectionists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day—once created, a catalyst vial remains usable by the vivisectionist for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a vivisectionist's bomb inflicts 1d6 points of fire damage + additional damage equal to the vivisectionist's Intelligence modifier. The damage of a vivisectionist's bomb increases by 1d6 points at 13th level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a vivisectionist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the vivisectionist's level + the vivisectionist's Intelligence modifier.

Vivisectionist can learn new types of bombs as discoveries (see the Discovery ability) as they level up. A vivisectionist's bomb, like an extract, becomes inert if used or carried by anyone else.



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Brew Potion (Ex): At 1st level, vivisectionists receive Brew Potion as a bonus feat. A vivisectionist can brew potions of any formulae she knows (up to 3rd level), using her vivisectionist level as her caster level. The spell must be one that can be made into a potion. The vivisectionist does not need to meet the prerequisites for this feat.

Channel Necromantic Energy (Su): Regardless of alignment, vivisectionists can release a wave of negative energy by channeling this energy through her body. Unlike clerics, vivisectionist's can only channel negative energy to command undead or heal them. A vivisectionist may channel necromantic energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A vivisectionist does not heal herself with this ability.

As a standard action, a vivisectionist can use one of her uses of channel necromantic energy to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 the vivisectionist level + her Charisma modifier. Undead that fail their saves fall under the vivisectionist's control, obeying her commands to the best of their ability, as if under the effects of control undead. Intelligent undead receive a new saving throw each day to resist the vivisectionist's command. A vivisectionist can control any number of undead, so long as their total Hit Dice do not exceed her vivisectionist level. If an undead creature is under the control of another creature, a vivisectionist must make an opposed Charisma check whenever their orders conflict.

Throw Anything (Ex): All vivisectionists gain the Throw Anything feat as a bonus feat at 1st level. A vivisectionist adds her Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Cadaver Skin (Su): Starting at 2nd level, the vivisectionist begins her transformation into undeath. Her body becomes more resilient to physical harm. She gains DR 2/bludgeoning and magic. As the vivisectionist increases in level, this DR increases in effectiveness to DR 4 at 6th level, DR 6 at 11th level, and DR 8 at 15th level.

Discovery (Su): At 2nd level, and then again every 2 levels thereafter (up to 18th level), after experimenting on a living creature, a vivisectionist makes an incredible alchemical discovery. Unless otherwise noted, a vivisectionist cannot select an individual discovery more than once. Some discoveries can only be made if the vivisectionist has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify bombs that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual

bomb. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the vivisectionist's level + the vivisectionist's Intelligence modifier.

In addition to the discoveries usable by normal alchemists, vivisectionists gain access to the discoveries noted below.

Negative Energy Burst (Su): Beginning at 3rd level, the vivisectionist gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per vivisectionist level. A successful Will Save (DC 10 + 1/2 vivisectionist level, +Cha modifier) reduces the damage inflicted by half. Undead creatures within this burst are healed the same amount of hit points as the damage dealt to living creatures. A vivisectionist may use this power once per day, plus an additional use at 8th level, a third use at 12th level and a fourth use at 18th level. She may activate this power an additional time per day by expending one of her uses of Channel Necromantic Energy.

Swift Alchemy (Ex): At 3rd level, a vivisectionist can create alchemical items with astounding speed. It takes an alchemist half the normal amount of time to create alchemical items, and he can apply poison to a weapon as a move action.

Vivisection (Ex): Through the dark practice of vivisection, the vivisectionist has unlocked secrets and abilities trapped within the brain tissue of living subjects.

As a free action she may inject herself with a specially prepared dose of liquefied brain matter and gain a +1d6 bonus to any one skill check within one minute, even those she takes 10 or 20 on. The choice may be made after the check is rolled but before the result is revealed. The vivisectionist may use this ability a number of times equal to 1 + her Cha modifier per day. At 7th level and every other level thereafter, this daily use increases by 1, to a maximum of 8 + Cha modifier per day.

At 5th level the vivisectionist has learned to extract aspects of muscle memory from a living brain. Instead of boosting a skill check, she can, as a move action, gain the benefit of a combat feat she does not possess. She must meet all of the prerequisites for the feat. This effect lasts for one minute and expends a use of her vivisection ability. Once she selects a combat feat, she can use vivisection to select another combat feat without losing the benefit of any previously selected feat. At 7th level, this changes from a move action to a swift action.

At 9th level the Vivisectionist has learned to tap into most abilities possessed by her subjects. She can expend a use of vivisection to gain the benefit of any general feat for one minute. She must meet all the prerequisites of the chosen feat. Once chosen, she may expend additional



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uses of vivisection to gain addition feats without losing the benefits of any previously selected feat.

At 15th level the Vivisectionist can choose any non-spellcasting 1st level ability of a Core class and gain the benefits of its use for 1 minute. Unlike feats, the vivisectionist can only benefit from one chosen Core class ability at a time, and must wait at least 1 minute before choosing a new Core class ability with a new expenditure of her vivisection ability.

Fear Aura (Su): Beginning at 5th level, a vivisectionist radiates a 5-foot-radius fear aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + $\frac{1}{2}$ vivisectionist level + Cha modifier) or become shaken. A creature that successfully saves cannot be affected by that vivisectionist's fear aura for 24 hours.

Lich Touch (Su): The vivisectionist can now harness the negative energy that flows through her body, concentrating it in her hands. Once per round she can deliver a melee touch attack against a living foe that deals 1d8 points of damage, +1 for every four class levels. This touch heals undead creatures, restoring 1 hit point +1 per two vivisectionist class levels. A vivisectionist with the ability to cast Spectral Hand can deliver this attack via that spell.

Beginning at 12th level the vivisectionist gains the ability to bestow negative levels when she uses her lich touch, or paralyze her foes. Each day, she can bestow a total number of negative levels equal to one-half her vivisectionist level, but no more than two negative levels with a single touch. The saving throw to remove the negative levels has a DC of 10 + $\frac{1}{2}$ her class level + her Cha modifier. If she chooses instead to paralyze foes, the DC to resist paralyzation is DC 10 + $\frac{1}{2}$ her class level + Cha modifier. Failure causes those affected to suffer from paralyzation for a number of rounds equal to $\frac{1}{2}$ the vivisectionist's class level. Once the choice to bestow negative levels or to paralyze a foe is made, it cannot be changed.

To paralyze or bestow negative levels with a touch attack, the vivisectionist must declare that she is doing so before the attack is made, and spend a swift action to "charge" the attack. This charge lasts until the vivisectionist is successful in making an attack with lich touch.

Beginning at 17th level, the vivisectionist can bestow a number of negative levels, or paralyze a foe, for a number of rounds per day, equal to her vivisectionist class level.

Undead Mastery: All undead creatures created by a vivisectionist who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a vivisectionist casts *animate dead* spell to create undead, she can control 4+ her Cha

modifier HD worth of undead per vivisectionist class level. Her channel necromantic energy power now allows her to control any number of undead as long as their total Hit Dice do not exceed 2x her vivisectionist level (so an 8th level vivisectionist could control 16 HD worth of undead). When casting the spell *control undead*, she adds her Cha modifier to the HD of undead she can control.

Negative Energy Resistance: beginning at 9th level, a vivisectionist gains a +4 bonus on saving throws made to resist negative energy effects, including energy drain, some ability drain, and *inflict* spells.

Instant Alchemy (Ex): At 19th level, a vivisectionist can create alchemical items with almost supernatural speed. She can create any alchemical item as a full-round action if she succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

Cadaver Body: The vivisectionist has discovered the secrets of lichdom, and may, if she chooses, undergo the transformation into undeath. Her type changes to undead, and she gains all undead traits. She no longer has a constitution score, all her existing Hit Dice become d12's, and she must reroll her hit points. She finishes her transformation by creating a phylactery coating its interior with an alchemical mixture made from the vivisectioned tissue of a sentient creature. Humanoid vivisectionists do not gain this ability.

Grand Vivisection (Ex): At 20th level, the vivisectionist makes a grand discovery through her experiments with living brain tissue. She immediately learns two normal discoveries, but also learns a third grand discovery chosen from the list below, representing a truly astounding alchemical breakthrough of significant import. For many vivisectionists, the promise of one of these grand discoveries and the transition to undeath is the primary goal of their experiments and hard work.

VIVISECTIONIST DISCOVERIES

The following vivisectionist discoveries are usable by any character possessing Alchemy, and the Discovery Class features.

Apparatus Of Aquatic Corruption (Su): An vivisectionist can spend 12 hours tinkering and jury-rigging an alchemist's lab to turn it into an apparatus that continually corrupts nearby river, lake, or aquifer as per corrupt well discovery. The apparatus can spill its toxins into a large water reservoir via a pipe or it can be immersed directly in the water, which helps with concealing the device but makes refilling it a more challenging task. The apparatus uses alchemical reagents worth 50 gp per month of work, and can contain up to twelve doses of reagents. It can be refilled or turned on and off by anyone skilled in Craft



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Apparatus of Crawling Vapors (Su): A vivisectionist can spend 12 hours tinkering and jury-rigging an alchemist's lab to turn it into an apparatus that continually produces a screen of thick oily smoke that animates dead bodies. The smoke spreads at the rate of 10 feet per round once the apparatus is turned on until it extends into a cloud with a radius of 1000 feet and height of 20 feet. The smoke provides concealment to creatures and objects more than 5 feet away, and total concealment to creatures and objects at a distance of 30 feet or more. Dead bodies within the area covered with the smoke animate after 1d4 hours of exposure as uncontrolled zombies or skeletons, depending on their state of decay. All corpses buried up to 10 feet deep or submerged in water no more than 10 feet from the surface are affected as well. Undead created with this effect are aggressive, attacking any living creatures they encounter, but won't willingly leave the smoke-covered region. Sentient undead within the cloud increase their channel resistance by 2. The apparatus uses alchemical reagents worth 100 gp per day of work, and can contain up to thirty doses of reagents. It can be refilled or turned on and off by anyone skilled in Craft (alchemy). The apparatus has hardness of 2 and 20 hit points, and can be stopped from working with a successful Disable Device check (DC 20). A vivisectionist must be at least 10th level and must possess either alchemical zombie or graveflesh concoction discoveries.

Corrupt Well (Su): A vivisectionist can spend an hour using 25 gp of alchemical reagents to create a toxic pebble that will corrupt water of a well, spring, or small pond it is immersed in. The toxic pebble retains its potency for up to one year. Careful examination of the water source reveals the pebble because of sickly green luminescence. The corrupted water slowly weakens creatures drinking it. They gain sickened condition after three continuous days of using the water and their natural healing is halved. The condition is removed 1d4 days after switching to clean, uncorrupted water. Crops and animals exposed to corrupted water for extended time grow sickly, produce less milk, eggs, and milk, their feathers, hides, and furs becoming worse in quality, reducing overall output of plant and animal based production by a quarter. Creatures immune to poison are unaffected by corrupted water.

Darkening of The Horn: A vivisectionist learns a vile ritual that allows corruption of a severed unicorn horn into a tool of evil. By spending eight hours bathing the horn in toxic extracts, blood, and unholy water, the vivisectionist turns the horn into an evil-aligned good outsider bane dagger with enhancement bonus of +1 per four vivisectionist levels. Wielder of the darkened horn gains +1 profane bonus to caster level if she use the horn as an additional focus while casting a spell or spell-like ability or preparing an extract with evil descriptor. The vivisectionist can only have single darkened unicorn horn in existence at any one time; she cannot repeat the ritual until the previous one is destroyed.

Devil in the Bottle (Su and Sp): A vivisectionist learns how to mix and serve alcoholic beverages in combinations that weakens defenses against fiendish possession. If the vivisectionist spends at least 1 minute preparing or mixing a drink, the imbibor of the drink suffers a -4 penalty to saving throws against possession for the next hour. Additional drinks prepared by the vivisectionist extend the duration of the effect. This is a magical poison effect. After the vivisectionist reaches 10th level, he can use commune as a spell-like ability once per day to contact a random archdevil, demon lord, or daemon harbinger. Using this ability requires engaging in drinking binge, consuming alcohols worth a minimum of 500 gp.

Doppelganger's Formula: A vivisectionist learns disguise self and alter self extracts, and can prepare them without referring to his formula book. If the vivisectionist preparing either of those extracts uses blood taken from a recently dead (within last hour) humanoid as one of the ingredients, the prepared extract will bestow exact appearance of the humanoid upon the imbiber with duration of permanent until dispelled. Rendering the subject of the doppelganger's formula unconscious ends the transformation as well. A vivisectionist must be at least 4th level to select this discovery.



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Doppelganger's Insight: When a vivisectionist prepares *disguise self* or *alter self* extracts, she can add a sample of brain tissue from a humanoid to enhance effects of the doppelganger's formula discovery. The subject of the extract recognizes people, object, and places familiar to the humanoid she impersonates when she meets them, recalls their names, and the degree of the familiarity. She gains no other knowledge of the donor. A vivisectionist must possess doppelganger's formula discovery to select this discovery.

Graveflesh Affinity (Su): While the vivisectionist is affected by her graveflesh concoction, she is ignored by mindless undead, unless they are explicitly ordered to attack her and she gains +2 bonus to all Charisma-based ability and skill checks while interacting with sapient undead. Additionally, the vivisectionist gains +2 dodge bonus to AC and +2 bonus to saving throws against attacks and special abilities of undead. A vivisectionist must possess graveflesh concoction discovery to select this discovery.

Graveflesh Blight (Su): While the vivisectionist is affected by her graveflesh concoction, her very presence is lethal to lesser life-forms. Her mere touch kills natural vegetation in the squares she passes through. Trees and other large plants survive the vivisectionist's touch but are scarred with visible signs of sickness and withering. The vivisectionist gains +4 bonus to saving throws against diseases, parasites, and plant-based magical effects. He also gains DR 5/- against attacks from swarms composed of living creatures lacking negative energy affinity, and a +4 bonus to saving throws against their special attacks. A vivisectionist must possess graveflesh concoction discovery to select this discovery.

Graveflesh Concoction (Su): Once per day, a vivisectionist can spend 10 minutes preparing and consuming a concoction of herbs and grave dirt that reverses affinity of her life force. The mixture grants the vivisectionist a negative energy affinity universal monster ability until she sleeps for at least an hour or dies. If the vivisectionist already has negative energy affinity, this ability is suppressed and she is healed by positive energy and damaged by negative energy like a regular living creature. An undead vivisectionist consuming this mixture gains channel resistance 2 for the following 24 hours. This is cumulative with any channel resistance she might already have.

Graveflesh Resilience (Su): While the vivisectionist is affected by her graveflesh concoction, her body gains some of the undead resistances. She gains DR 5/silver, receives half damage from bleed and blood drain, and suffers no penalties from negative levels. She still dies when she accrues more negative levels than she has Hit Dice, though. While under the effects of the graveflesh concoction, the vivisectionist counts as both her original type and undead for purpose of favored enemy ability, undead bane weapon property, and any effects that deal extra damage to undead. A vivisectionist must possess the graveflesh concoction discovery to select this discovery.

Sinister Medicine: A vivisectionist adds *inflict light wounds* (1st level), *inflict moderate wounds* (2nd level), *inflict serious wounds* (3rd level), *inflict critical wounds* (4th level), and *harm* (6th level) to her extract formula list. She learns their recipes when she gains access to extracts of corresponding levels and can prepare them without referring to her formula book. When the vivisectionist is healed by negative energy effect she can add her Charisma bonus to amount of hit points recovered.

Sinister Protections: A vivisectionist adds *curse water* (1st level), *protection from good* (1st level), *corruption resistance* (2nd level), *magic circle against good* (3rd level), and *unholy aura* (6th level) to her extract formula list. She learns their recipes when she gains access to extracts of corresponding levels and can prepare them without referring to her formula book. The vivisectionist also adds her Charisma bonus to saving throws against effects with good descriptor.

VIVISECTIONIST GRAND DISCOVERIES

The following vivisectionist grand discoveries are usable by any character possessing Alchemy, and the Grand Discovery Class features.

Absolute Control: Having studied the inner workings of undead, both mindless and intelligent, you have learned how to harness absolute dominion over them. Once per day, as a standard action, you may designate a mindless, or intelligent undead with 30 feet of you, to fall under your control permanently. Intelligent undead must succeed at a Will save not to fall under your control. Mindless undead receive no save, however, if it's being controlled by another creature you must succeed at a Caster Level check, against a DC equal to 10 + the controlling creature's Caster Level, success means you usurp control over that undead creature. An undead controlled by you in this manner must obey all orders you give it, even self-destructive ones, however, intelligent undead receive an additional Will save to resist self-destructive orders. If an intelligent undead succeeds against a save to resist a self-destructive order he breaks free of this ability. You can only control one undead creature with this ability, you may release a controlled undead to target another one with this ability. Undead being controlled by this ability never count against your total Hit Dice worth of undead you can control through other abilities. An undead that successfully saves against this ability becomes immune to that particular vivisectionist's absolute control.





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Lord of Undeath: reaching greater understanding of undeath, and undead creatures, you can assert control over more of them. You triple the total Hit Dice worth of undead you can create and control with spells and abilities that allow you to control or create undead creature. This ability stacks with any other ability that increases or multiplies the total Hit Dice worth of undead you can create or control.

Necrotic Totem: Your control over necromantic energy increases and you can harness that energy in extraordinary ways. As a standard action, you may exude a miasma of necrotic energies that function as the desecrate spell, with you functioning as the altar or shrine dedicated to your deity or evil aligned power. Furthermore, creatures whose Hit Dice is equal to half your own Hit Dice, that die within your miasma raise as zombies or skeletons (your choice), under your control. You may never control more Hit Dice worth of undead created by this ability, than twice your caster level, any additional undead created by this ability are not under your control, but will not attack you. You may dismiss necrotic totem as a standard action. Even if you dismiss necrotic totem, undead created by this ability that are under your control, remain under your control.

Plague of Undead: You can summon forth an army of undead skeletons and zombies that serve you indefinitely. As a standard action you call forth the plague. You must meet all of the conditions of the *animate dead* spell to use this ability, and the undead created cannot come from previously destroyed undead (a destroyed skeleton's bones could not be reanimated into a new skeleton with this ability). Undead created via this power obey all of your spoken commands unquestioningly however, you may only control 4 HD worth of undead creatures per caster level. If you exceed this amount, newly created undead are under your control and excess undead from previous use of this ability become uncontrolled. Whenever this condition occurs, and you must release excess undead, you choose which undead become uncontrolled.

VIVISECTIONIST FORMULAE

Vivisectionists gain access to a variety of formulae allowing them to make extracts of the following spells. While most of the spells are found in the Pathfinder Roleplaying Game Core Rulebook, those marked with an asterisk (*) are new spells found within this book. Additionally, a vivisectionist has access to any formulae that an alchemist has access to.

1st Level Vivisectionist Formulae- *bane, bestow wound*, cause fear, chill touch, comprehend languages, cure light wounds, detect magic, detect secret doors, detect undead, disguise self, doom, endure elements, enlarge person, expeditious retreat, hide from undead, identify, jump, ray of enfeeblement, reduce person, shield, spectral eye*, true strike.*

2nd Level Vivisectionist Formulae- *aid, alter self, barkskin, bear's endurance, blindness/deafness, blur, bull's strength, cat's grace, command undead, cure moderate wounds, darkness, darkvision, death knell, delay poison, detect thoughts, eagle's splendor, false life, fox's cunning, gentle repose, ghoulish touch, invisibility, levitate, owl's wisdom, protection from arrows, resist energy, restoration, see invisibility, spectral hand, spider climb, summon swarm, undetectable alignment.*

3rd Level Vivisectionist Formulae- *anti-undead shell*, arcane sight, beast shape I, crushing despair, cure serious wounds, death ward, displacement, fly, gaseous form, halt undead, haste, heroism, nondetection, protection from energy, rage, ray of exhaustion, remove blindness/deafness, remove curse, remove disease, tongues, vampiric touch, water breathing.*

4th Level Vivisectionist Formulae- *air walk, animate dead, arcane eye, beast shape II, bestow curse, contagion, cure critical wounds, death ward, discern lies, dispel magic, elemental body I, enervation, fear, fire shield, freedom of movement, invisibility (greater), neutralize poison, phantasmal killer, poison, restoration, spell immunity, stoneskin.*

5th Level Vivisectionist Formulae- *beast shape III, blight, cloudkill, contact other plane, dream, elemental body II, greater dispel magic, insect plague, magic jar, nightmare, oath of blood*, overland flight, plant shape I, polymorph, sending, slay living, spell resistance, undeath to death, unhallow, waves of fatigue.*

6th Level Vivisectionist Formulae- *acid fog, analyze dweomer, beast shape IV, circle of death, create undead, elemental body III, eyebite, form of the dragon I, geas/quest, giant form I, harm, heal, mislead, plant shape II, planar binding, shadow walk, statue, transformation, true seeing, waves of exhaustion, wind walk.*



ARCHETYPES: Bullet Disciple

BRIMSTONE INITIATE

Flesh and Bone. Metal and brimstone. The pairs are more similar than most would dream. The brimstone initiate seeks to train the body to be as efficient as any firearm. Learning to infuse her life force into the ammunition of her gun she learns she can imbue her fists with the power of a gun.

Stricter Discipline (Ex) — At 1st level, the brimstone initiate is only proficient with her fists and a single kind of firearm. These firearms are treated as unarmed attacks for the purposes of delivering special effects that require connecting with an unarmed attack such as the stunning fist feat.

By using the firearm in such a way; she doesn't deal as much damage as possible, dealing damage with it as if she were a monk of her level with firearms.

This modifies the ancestral arms class feature.

Fists of Sulfur (Ex) — The brimstone initiate's fists deal damage as if she were a monk of equal level. She is treated as a monk of equal level for qualifying for feats and special abilities. She gains the improved unarmed attack feat as a bonus feat at level one.

This replaces the gun damage class feature.

Brimstone Style (Su) — At 2nd level, as a swift action, the brimstone initiate can begin using the brimstone style. While she is using the brimstone style, unarmed attacks grant her a +1 insight bonus on attacks with her firearm. This insight bonus stacks with itself until the brimstone initiate successfully hits someone with her firearm. Then the insight bonus returns to 0. If the insight bonus does not increase, or is not used on a firearm attack for one round it is lost at the end of the round.

This replaces the doctrine class feature at level 2.

Smoking Barrel (Su) — At 4th level while the brimstone initiate is using brimstone style and she successfully hits with a ranged firearm attack, her critical threat range with her unarmed attacks increases by 1. Hitting successively with a firearm continues to increase the critical threat range by 1 until it equals the brimstone initiate's wisdom modifier. This expanded crit range lasts until she hits someone with an unarmed strike, or if it does not increase before the end of the round.

This replaces the doctrine class feature at level 4.

Combustion Master (Su) — At 8th level the brimstone initiate learns the final trick of the brimstone martial arts. At 8th level she can imbue her firearms with ki energy from inside her body. Her firearms are loaded with bullets made of her spiritual energy at the end of her turn.

This replaces the doctrine class feature at level 8.





BALLISTIC ENGINEER

My magnum opus! (Ex) — At first level the ballistic engineer crafts a special firearm. This two-handed firearm weapon has a range increment of 30 feet, has a X2 critical hit modifier, inflicts 1d6 damage and deals piercing damage. This firearm takes a move action to reload and it has a capacity of 1 round. The ballistic engineer does not need to purchase ammunition for this weapon, as no mass produced ammunition fits in it. She must spend 1 hour each morning to produce enough ammunition for the day. In all other ways it operates as a musket.

Her dedication to her work causes her to forsake all other weapon proficiencies. Whenever a class feature asks the ballistic engineer to choose a firearm she must choose her magnum opus.

This replaces the ancestral arms class feature and weapon proficiency class feature.

Refining Output (Ex) — At 1st level the ballistic engineer's magnum opus weapon deals damage as if it were an unarmed monk of equal level. The ballistic engineer's level counts as monk levels for the purposes of determining her magnum-opus's damage value. Taking monk levels does not cause this damage to stack with the monk's unarmed damage. The ballistic engineer may add her intelligence modifier to damage rolls with her magnum opus.

This replaces the gun damage class feature.

Modifications (Ex) — At second level, and every even level thereafter, the ballistic engineer modifies her magnum opus. These modifications may be taken multiple times, each time they are selected the effects stack. The ballistic engineer may also select any modification doctrine from the bullet disciple list.

Enhanced Damage (Ex) — The magnum opus gains a +1 bonus precision damage on damage rolls.

Enhanced Range (Ex) — The magnum opus gains adds 5 feet to its range increment.

Better sights (Ex) — The magnum opus gains 1 additional critical threat range.

Ammo Modification (Ex) — Choose one: adamantine, chaos, cold iron, evil, good, silver, law, magic. Each time you fire, you have the option of adding your selection from above. Every time you choose this modification, you can only apply one per shot.

Armor Piercing rounds (Ex) — Increase the magnum opus' critical threat modifier by 1.

Magazine Modification (Ex) — Increase the magnum opus's capacity by 1.

This replaces the doctrine class feature.

WALKING HURRICANE

With a pair of pistols in her hands, the walking disaster brings destruction in her wake. Her essence seems to be charged when she destroys or breaks anything with her guns. She is a disaster to all in her path: marching onwards towards destiny.

Fists of Destruction (Ex) — At first level the walking hurricane starts play with two specially modified pistols. These pistols have an expanded capacity equal to $\frac{1}{4}$ the walking hurricane's character level. Her modifications to the pistols are a set of modified chambers that allow her if she has a pistol in both hands, but doing so is a standard action.

This replaces the ancestral weapon class feature, and modifies the rapid reload class feature.

Storm of Bullets (Ex) — The walking hurricane gains the two-weapon fighting feat for the purposes of firing her pistols.

This replaces the bullet flurry class feature.

Improve Sundered (Ex) — At 2nd level, the walking hurricane gains the Improved Sunder feat. She may ignore any requirements for the Power Attack feat for any feat with Sunder in the name.

This replaces the doctrine class feature at level 3.

Disaster Shot (Su) — The walking hurricane may make sunder attempts with her pistols against objects that are within her first range increment. The walking hurricane ignores 1 point of hardness per class level. These sunder attempts are attack actions, and any sunder feats the walking hurricane has apply to disaster shots.

This replaces the crack shot class feature.

Typhoon's Blessing (Su) — At 4th level the walking hurricane is revitalized by destruction. Every time the walking hurricane destroys an object using the sunder combat maneuver, she gains 1d8 temporary hit points. Temporary hit points granted by Typhoon's blessing are lost after 1 minute of not damaging an object.

This replaces the doctrine class feature at level 4.





SHATTERED SKIES

CAMPAIGN SETTING

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).

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 diustortion 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.

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





ARCHETYPES: LIBRARIAN

Bibliophile

Book Battler (Su): The bibliophile is never far from his massive collection of books. The bibliophile loses all weapon proficiencies and all armor proficiencies. Instead the bibliophile is now proficient in the use of books to battle opponents. As a standard action the book battler may read from any text at his hand to inflict 1d4 plus his charisma modifier points of sonic damage to a single creature within 30 feet with a successful ranged touch attack. This is a psychic attack and has no effect on creatures that are mindless, or that cannot hear the bibliophile's voice.

Just one more page (Ex) — The bibliophile can push off exhaustion through the sheer psychic presence of his own mind. The bibliophile can rest for ½ the normal time for his species if he spends the time reading a book. At 14th level as long as the bibliophile has a new book to read, the bibliophile does not need to sleep, eat, or breathe. He begins to subsist himself purely on the pleasure of reading a good book.

This replaces the quick study class feature and the instant study class feature.

My Favorite Part (Su) — At third level, the bibliophile reads select passages from her favorite books as a full-round action. Reading in such a way psychically manifests the events of the part on the world around the bibliophile. Choose one of the following plots below and gain the benefit:

Character Vs Self: Choose an ally within 30 feet to make a new save against a single mind effect they are currently suffering from. The chosen ally gains a +4 insight bonus on this save. The save bonus increases by 1 for every 3 levels the bibliophile attains.

Character Vs Nature: Choose an ally within 30 feet. That ally may ignore difficult terrain for the purposes of movement, as well as weather penalties to attack rolls until the bibliophiles next turn.

Character Vs Character: Choose an ally within 30 feet. Choose an enemy within 30 feet as well. The chosen ally gains a +4 circumstance bonus to attack rolls against the chosen enemy until the chosen character's next turn. This circumstance bonus increases by 1 for every 3 levels the bibliophile attains.

Character Vs Deity: Choose an ally within 30 feet. That ally gains the ability to reroll a single die roll before the start of their next turn. They must accept the new result even if it's a worse result. If a dice roll would roll more than one die, the character may choose a single die among the dice rolled.

The bibliophile may use this ability 3 + his charisma modifier times per day.

This replaces the bestow knowledge class feature.

EXOTIC ECOLOGIST

To some, monsters are a danger and stories that keep them in town. Stories of griffons, oozes, and aberrations inspire fear in most but not to the exotic ecologist. These individuals are inspired. With a desire to understand, to match, and know. The exotic ecologist searches these creatures out to understand.

Alien Analysis (Su) — Once you have successfully identified a non-humanoid creature you gain an extra question. By spending a standard action you can attempt to re-learn the abilities of the creature as if you were trying to identify the creature. This creates a psychic connection between you and the creature, allowing you to understand it on an instinctual level. This understanding allows you to roll an additional d20 when interacting with the creature and take the highest. Dealing hit point damage to the creature immediately breaks the connection as pain overwhelms the connection.

You may attempt this 3 times a day + one additional time for every three levels the exotic ecologist attains.

This replaces the Bestow Knowledge class feature.

Bizarre Surrogate (Su) — At second level select a single creature type from the following list: aberration, fey, magical beast, ooze, outsider. Once per day as you cast a spell you may treat a single creature as a humanoid for the sake of your spells and effects.

Additionally, Mindless creatures of the selected type are treated as having an int or wisdom of 3 for the purposes of spells or effects, and treat verbal commands spoken by you as if it were the native language of the creature. The creature must still be able to hear you to receive these commands, and unless under some sort of compulsion effect is not obligated to follow these commands.

This replaces the Magic Item Familiarity class feature.

Observational Memory (Su) — At 8th level the antiquarian can expend an eidetic memory use to use the bizarre surrogate class feature again for the day.

This modifies the Eidetic Memory class feature.

Other-Wordly Ambassador (Su) — At 14th level you are treated as if under the spell tongues when interacting with aberrations, fey, magical beasts, oozes, outsiders, and undead. While interacting with these creatures you add an additional D6 to charisma skill checks while interacting with such creatures.

This replaces the Instant Study class feature.





ARCHETYPES: REVANCHIST TERRITORY SHEPHERD

Territory shepherds arise when large groups are the victims of especially egregious crimes. Instead of pursuing vengeance for herself, she focuses her attention on outside threats to her community.

A territory shepherd has the following class features.

Communal Bond (Ex): At 1st level, a territory shepherd can form a bond with a number of allies (including herself) equal to 3 + her Wisdom modifier as a standard action. Bonded allies use the territory shepherd's speed as their overland speed outside of combat and regain 1 additional hit point per HD when spending 8 hours taking a normal rest or 2 additional hit points per HD when spending 24 hours taking a complete rest. Additionally, when a bonded ally flanks with or receives an aid another bonus from another bonded ally, increase the bonus received by +1.

Bonded allies must remain within 30 feet of the territory shepherd in order to receive the benefits of her communal bond; if they leave this range, they lose the benefits of the bond until the territory shepherd designates these allies for inclusion within her bond again.

At 4th level and every three revanchist levels thereafter, the maximum range of the territory shepherd bond increases by 5 feet, to a maximum of 60 feet at 19th level.

This ability replaces ghost mount.

Communal Blessing (Su): At 1st level, a communal guardian can bless the recipients of her communal bond as a swift action. This ability functions as an inquisitor's judgment except the benefits and abilities granted by communal blessing are granted to all bonded allies instead of the territory shepherd herself. The territory shepherd may only select the healing, protection, purity, and resilience judgments when using communal blessing.

This ability replaces oath of vengeance.

Communal Tactics (Su): At 3rd level, a territory shepherd gains a teamwork feat. Bonded allies are treated as if they possessed the same teamwork feats as the territory shepherd for the purpose of determining whether the territory shepherd receives a bonus from her teamwork feats. Her bonded allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the revanchist to receive the listed bonus.

This ability replaces sense murderer.

Shield Other (Sp): At 5th level, a territory shepherd can split an ally's damage with herself, as per the spell. This effect lasts for a number of rounds per day equal to her revanchist level. These rounds do not need to be consecutive. Activating this ability is an immediate action.

This ability replaces roar of revenge.

Adaptable Bond (Ex): At 8th level, a territory shepherd can change her communal blessing as an immediate action or a swift action.

This ability replaces oath of hatred.

Enhanced Bond (Ex): At 16th level, when a bonded ally flanks with or receives an aid another bonus from another bonded ally, increase the bonus received by +2 instead of +1.

This ability replaces beyond the grave.

Limited Telepathy (Su): At 17th level, a territory shepherd can mentally communicate with any bonded ally with whom she shares a language. Otherwise this ability is identical to the telepathy ability.

This ability replaces retribution.

True Unity (Su): At 20th level, a territory shepherd works seamlessly with the members of her communal bond. She no longer needs to spend an action to change her communal blessing and members of her communal bond cannot be caught flat-footed. She can only change her blessing once per round in this manner.

This ability replaces vengeance is mine.



ARCHETYPES: VIVISECTIONIST CHIRURGEON

The mysteries of life and death and what powers control them often attract foul hearts, but some minds research the necromantic arts to prolong and restore life. With goodness in their hearts, surgeon's use alchemy and magic to heal wounds and mend broken bones.

Prerequisite: Non-evil alignment.

Rebuke Death (Sp): As a standard action, a surgeon can touch a living creature to heal it for 1d4 hp plus 1 for every two vivisectionist levels he possesses. He can use this ability only on a creature below 0 hp. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces channel negative energy.

Power Over Undead (Su): Beginning at 3rd level, a surgeon receives Turn Undead as a bonus feat. He is treated as having the channel energy class ability, but only for purposes of using this feat.

A surgeon can channel energy a number of times per day equal to 1 + his Charisma modifier, but only to use the Turn Undead feat. He can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Alignment Channel, Elemental Channel, or Selective Channeling. The DC to save against this feat is 10 + 1/2 his vivisectionist level + his Charisma modifier. When he channels energy, all undead are potentially affected, even those under his control. At 20th level, undead cannot add their channel resistance to the save against this ability.

This ability replaces negative energy burst.

Calming Aura (Su): Starting at 5th level, allies within 30' of the surgeon gain a +1 morale bonus on Will saves against fear effects and mind-controlling effects.

This ability replaces fear aura.

Life Bond (Su): At 5th level, a surgeon may create a bond between himself and another living creature within 90 ft. as a standard action. He may have one bond active per vivisectionist level.

Each round at the start of the surgeon's turn, if the bonded creature is wounded for 5 or more hp below its maximum hp, the bonded creature heals 5 hp and the surgeon takes 5 hp damage.

This bond continues until the bonded creature dies, the surgeon dies, the distance between them exceeds 90 ft., or the surgeon ends it as an immediate action. If he has multiple bonds active, he may end as many as he wants as

as part of the same immediate action.

This ability replaces vivisection.

Enhanced Healing (Su): At 7th level, all of the surgeon's cure spells (spells with the word "cure" in the name) are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell, and it does not stack with the Empower Spell metamagic feat.

This ability replaces lich touch.

Life Sight (Su): At 8th level, a surgeon gains blindsight to a range of 10 ft. for a number of rounds per day equal to his vivisectionist level, but it detects only living creatures and undead creatures.

This sight also tells him whether a creature is living or undead. Constructs and other creatures neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 ft. at 13th level and by an additional 10 ft. for every four levels beyond 13th. These rounds need not be consecutive.

This ability replaces undeath mastery.

Death Warded (Su): At 17th level, a surgeon receives a morale bonus equal to half his vivisectionist level on all saves against death spells and death effects. He is granted a save to negate such effects even if one is not normally allowed.

This ability replaces enervating touch.

Master Surgeon (Su): At 20th level, a surgeon becomes a true master of life and death. Once per round, he can cast bleed or stabilize as a free action. If he is brought to below 0 hp, he automatically stabilizes.

He becomes immune to all death spells and magical death attacks. Ability damage and drain cannot reduce him below 1 in any ability score. Once per day, he can cast power word kill, but the spell can target only a creature with 150 hp or less.

This ability replaces grand vivisection.



NEW OPTIONS

The following new options are available for characters that meet the prerequisites for their use. Some feats are only available to specific hybrid classes.

NEW FEATS

BIBLIOPHILE'S WRATH

Prerequisites: Book Bludgeon

Benefit: When you successfully hit a creature with a book, you impart some psychic wrath on the creature. The creature suffers an additional -1 penalty to saving throws for 1d4 rounds.

BOLT OF KNOWLEDGE

Prerequisites: Ability to cast psychic spells.

Benefit: While holding a spellbook you may erase a single spell from the spellbook to fire bolts of energy for 1 round per spell level. The bolt of energy deals 1d6 points of force damage on a successful touch attack. An enemy struck by this force damage suffers a -1 penalty to any Spell Resistance they have for a single round.

BOOK BLUDGEON

Prerequisites: Ability to cast psychic spells.

Benefit: As an attack action, you may bludgeon an enemy with a psychically charged book. This book deals 1d4 points of damage to the target and inflicts a -1 circumstance penalty to the target's saving throws for 1 round. Additionally, you are considered proficient in wielding books as a weapon without damaging them.

ELEMENTAL ACUITY

Prerequisite: Bolt of Knowledge

Benefit: When you erase a spell from a spellbook you gain an additional option. If the spell you erase from the spell book has a particular elemental description, your bolt of knowledge removes any resistance of that spell's element for 1 round.

EXTRA 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.

STRONG MEMORY

Prerequisite: Eidetic Memory Class Feature

Benefit: You gain 1 additional use of the Eidetic Memory class feature.

Special: You may take this feat multiple times.

TACTICAL REFERENCE

Prerequisite: Bestow knowledge Class Feature

Benefit: You may use the bestow knowledge class feature 2 additional times a day.

Special: You may take this feat multiple times.

NEW SPELLS

ANTI-UNDEAD SHELL

Abjuration

Level: bard 1, cleric 1, sorcerer/wizard 1

Casting Time: 1 round

Components: V,S

Range: Medium (100 ft +10 ft/level)

Area: 10 ft radius emanation centered on you.

Duration: 1 mins/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of undead. Mindless undead (those with no Intelligence score) are automatically affected by this spell. Other undead receive a Will save when they first come into contact with an anti-undead shell. On a failed save, they are unable to enter the shell for its duration, on a successful save they ignore this spell.

This spell may only be used defensively, not aggressively. Forcing an anti-undead shell against creatures that spell keeps at bay collapses the shell.

BESTOW WOUND

Transmutation

Level: Sorcerer/wizard 1

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

If wounded, you can cast this spell and touch a living



creature. The target takes damage equal to your wounds at the rate of 1 point of damage per caster level, or the total amount needed to heal you back to your maximum hit points, whichever is less. At the same time you heal that much damage as if a cure spell had been cast on you.

Material Component: A small eye agate worth at least 10 gp.

OATH OF BLOOD

Necromancy

Level: Cleric 5, sorcerer/wizard 5

Components: V,S,M, DF

Casting Time: 1 minute

Range: Close (25 ft + 5 ft/2 levels)

Target: One living creature

Duration: See below

Saving Throw: None

Spell Resistance: Yes

Oath of blood functions only when cast on a creature that has recently been subject to a geas or similar spell. It extends the reach of the geas beyond death. If the individual subject to the geas dies before completing the task, oath of blood animates him as an undead creature in order that he might continue his quest. The nature of the undead creature is determined by the caster level of the spell, as per create undead. Once the task is complete or the original geas expires, the magic animating the subject ends and he returns to death,

Material Component: grave earth mixed with powdered onyx worth at least 40 gp per HD of the target.

For as long as the spell lasts, you can see through the spectral eye as if you were standing at its location. You can make Perception checks at -4 to see something in line of sight of the eye, but not in line of sight to you, and gain a +4 bonus to Perception checks made within line of sight of both you and the eye. The eye has any natural vision enhancements you have (such as low-light vision for elves), but gains no benefit from enhanced vision from spells or items. Each round as a swift action you can choose a location within range for the eye to see from. If the eye goes beyond the spell's range or goes out of your sight, it returns to you and hovers.



SPECTRAL EYE

Necromancy

Level: druid 1, sorcerer/wizard 1

Casting Time: 1 round

Components: V, S

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

Target: one spectral eye

Duration: 1 min./level (D)

Saving Throw: none

Spell Resistance: no

A ghostly eye formed from your life force materializes and moves as you desire, allowing you to observe your surroundings from a different point of view.

On casting the spell you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the eye is destroyed. (The hit points can be healed as normal.)



SHATTERED SKIES

CAMPAIGN SETTING

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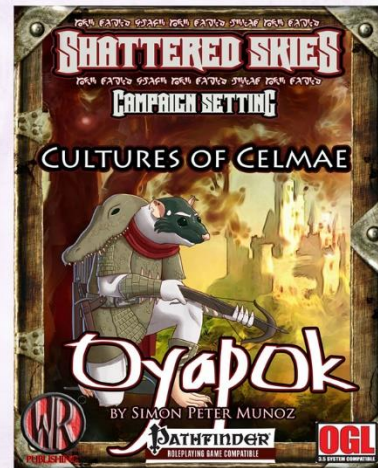
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CHAPTER TWO INTRODUCES NEW ARCHETYPES FOR THE NEW CLASSES.

CHAPTER THREE PRESENTS NEW FEATS, SPELLS, AND TRAITS FOR FURTHER CUSTOMIZATION OF HORROR HYBRID CHARACTERS.

BULLET DISCIPLE- THIS GUNSLINGER-MONK FOLLOWS THE SPIRITUAL WAY OF THE GUN. STUDENTS OF THE SIGHTS OF ENLIGHTENMENT, THEY BELIEVE THE GUN IS A METAPHOR FOR LIFE, AND SEEK TO EMULATE IT'S BRUTAL, SLEEK EFFICIENCY.

DIMENSIONIST- THE DIMENSIONIST REFOLDS REALITY WITH ARCAINE SPELLS, TAMED WILD TALENTS, AND SINISTER DISTORTIONS. WITH THE AID OF AN ABERRANT FAMILIAR, SHE INVOKES STRANGE GEOMETRY TO WARP SPACE AND MATTER IN HORRIFIC WAYS.

INCARNATE- LIVING CURSED LIVES AS THE AVATAR OF A SINISTER, OTHERWORLDLY ENTITY, INCARNATES ARE INFUSED WITH TERRIBLE POWERS OF THEIR DARK BENEFACITOR, BECOMING BRUTAL FORCES IN COMBAT.

LIBRARIAN- BUREAUCRATIC EMISSARIES OF ESOTERIC AND OCCULT LORE, THIS HYBRID BARD OCCULTIST USES PSYCHIC MAGIC TO BOOST HIS ABILITIES AND THOSE OF HIS ALLIES.

REVANCHIST- SOMETIMES, WHEN SOMEONE HAS BEEN DEEPLY WRONGED, THEY BECOME CONSUMED WITH THE NEED FOR REVENGE. THE REVANCHIST, A HYBRID CAVALIER-INQUISITOR, TRAVELS THE WORLD DISPENSING JUSTICE IN A NEVER-ENDING QUEST OF VENGEANCE.

VIVISECTIONIST- THIS ALCHEMIST NECROMANCER USES FOUL EXTRACTS FROM FORBIDDEN FORMULAS TO CREATE AND AUGMENT UNDEAD. SHE TAKES ON ASPECTS OF THE GRAVE WITH HER HEINOUS MUTAGENS.

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