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CAMPAIGN SETTING

LIBRARIAN UNBOUND

HYBRID CLASS



PUBLISHING



PATHFINDER®

ROLEPLAYING GAME COMPATIBLE

OGL

3.5 SYSTEM COMPATIBLE

LIBRARIAN UNBOUND

HYBRID CLASS

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LIBRARIAN UNBOUND

The Librarian unbound is a scholar and sage, who has packed up his/her books and set a path of adventure for themselves. They as a group have found that the knowledge they have attained cannot be contained in mere tomes and walls. It deserves to be spread. They wish to share the fruits of study with any and all who would listen. If the knowledge they have is particularly helpful, and saves a life, all the better.

The Librarian unbound understands that learning from a book is excellent, but experience can be a better teacher. They understand that knowledge without application is useless. They seek to avert the travesty of knowledge rotting. They take up adventure to gain new knowledge. They stand amidst dust and ruins and learn from the past. And then share what they learn with all they can.

Role: Unbound Librarians serve as scholars first, adventurer's second, and bureaucrats a distant third. While some make excellent advisers, the call of knowledge keeps them on the move. They serve as spell-caster support, helping traditional spell-casters do their job more effectively. They are experts at identifying creatures, puzzles, and languages. And some are even good at helping martial characters excel at what they do.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, librarians begin play with an outfit worth 10 gp or less.

Parent Classes: Bard and Occultist.

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 Proficiencies: 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 psychic spells drawn from his collection of exotic tomes called a libris (or libri for multiple books). The librarian can cast any spell they know 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. At first level, the Librarian learns three zero level spells, and two first level spells from his selected Libris. Each time a libris is added to the personal collection of the Librarian learns additional spells from the new now expanded spell list. See the Librarian: Spells Known Table. A librarian can cast any spells he knows at any time, 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 in hand requires a concentration check to recall the specific instructions to cast the spell.

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 psych

UNBOUND, WHY?

It has come to our attention that some didn't feel the original Librarian was up to the task of adventuring.

After careful consideration and retesting we found many other classes were better suited to the Librarian's role then the Librarian.

The "unbound" is like an unchained rogue, barbarian or summoner. A re-adjustment of the class to better suit it's original goal, as well as make some quality of life improvements.

called a libris. Each libris is attuned to a specific school of psychic spells from the bard and the occultist spell list. Once a libris is chosen it cannot be changed. If a spell appears on both the occultist and the bard spell list the librarian gains access to the spell at the earliest level of the two lists. The spells of that school from those two classes are now considered part of the librarian's spell list.

Additionally, when the librarian chooses a Libris to attune to, he learns to use a new power. The power is determined by the Libris. This power has a basic save DC of 10+1/2 the librarian's Hit dice + the librarian's Intelligence modifier. Each time the Libris is chosen that save DC goes up by an



DM.
2016

TABLE: LIBRARIAN UNBOUND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Athenaes, knacks, quick-study, libris 1	1 - - - - -
2nd	+1	+0	+0	+3	Magic item familiarity, walking library	2 - - - - -
3rd	+1	+1	+1	+3	Anatomy charts +1d4, bestow knowledge +2	3 - - - - -
4th	+2	+1	+1	+4	Libris 2	3 1 - - - -
5th	+2	+1	+1	+4	Eidetic memory	4 2 - - - -
6th	+3	+2	+2	+5	Anatomy charts +2d4, bestow knowledge +4	4 3 - - - -
7th	+3	+2	+2	+5	Libris 3	4 3 1 - - -
8th	+4	+2	+2	+6	Sharp analyst	4 4 2 - - -
9th	+4	+3	+3	+6	Anatomy charts +3d4, bestow knowledge +6	5 4 2 - - -
10th	+5	+3	+3	+7	Libris 4	5 4 3 1 - -
11th	+5	+3	+3	+7	Expanded eidetic memory	5 4 4 2 - -
12th	+6/+1	+4	+4	+8	Anatomy charts +4d4, bestow knowledge +8	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	Anatomy charts +5d4, bestow knowledge +10	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 master	5 5 5 4 4 2
18th	+9/+4	+6	+6	+11	Anatomy charts +6d4, bestow knowledge +12	5 5 5 5 4 3
19th	+9/+4	+6	+6	+11	Libris 7	5 5 5 5 5 4
20th	+10/+5	+6	+6	+12	Organizational Flexibility	5 5 5 5 5 5

additional 1, as well is granted an additional effects dictated by the individual libris.

A Libris is a physical item much like a spell book, but it is psychically linked to the librarian. As long as the librarian has a free hand and the libris is on their person they may draw the libris as a free action. If all of the librarian's hands are full, the librarian can call the libris out in front of them. The libris levitates at a comfortable distance for reading, and counts as "in his hand" for the purposes of casting a spell.

Athenaes (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 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. Additionally, while in a library, with another spell caster that prepares spells from a spellbook, the librarian can assist them in transcribing such spells. This assistance reduces the ink cost to 0, as well as reduces the time to ten minutes. Furthermore, a librarian can make all Knowledge skill checks untrained.

Knacks: A librarian learns three knacks, 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 small, but flexible. With total focus a librarian can study the secrets held in his any of a libris that is attuned. After a full minute of solid study, the librarian can change a single spell known with any other spell on the librarian's spell list. A librarian 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. When the spell gained by Quick Study fades and is replaced with the original spell known returns.

Magic Item Familiarity (Sp): A librarian is gifted at the study of magical items. At 2nd level, librarians can catalog knowledge on how to activate magical items with ease and a practiced hand. The librarian can activate any spell completion magic items after ten minutes of study. The librarian can only retain a small number of magical items in this personal knowledge at a time. A librarian can maintain this familiarity with a number of magical items equal to their charisma modifier plus their current Librarian level. The librarian can replace any previously studied magical item with a new one, simply by studying a new magical item.

Walking Library (Ex): A librarian has learned how best to walk about with a massive collection of books. At 2nd level, as long as a librarian may carry a number of books on their person without them counting towards encumbrance. The librarian can carry on their person books with a value up to her librarian level time's one hundred gold pieces. Example: A librarian at second level can carry two hundred gold pieces worth of books without counting them towards their encumbrance.

Anatomy Charts (Ex): At third level the librarian has studied all manner of creatures. A librarian can recall anatomy charts and tomes of lore as a standard action. The librarian chooses a single creature they can see within 60 feet and makes a Knowledge check to study what makes this creature

creature different from others of its kind. The DC of this check is equal to identifying the creature. If the creature is successfully identified, the librarian instructs allies how to inflict maximum damage against the selected creature. The allies of the librarian can deal extra 1d4 points of precision damage on following attacks against the targeted creature. This damage increases by an additional D4 at level 6 and every three levels thereafter. If a spell cast on the creature the spellcaster may opt to increase their caster level by 1 per 1d4 for the purposes of overcoming the creatures Spell Resistance. The librarian's allies gain the benefit of this ability for one round per librarian level. Once the effects wear off, the targeted creature cannot be targeted by this feature again for 24 hours.

In order for the ally to gain this benefit, they must be within 30 feet of the librarian and able to communicate with the librarian in some way.

Bestow Knowledge (Ex): At third level the librarian has become an expert at referencing information and bringing pertinent passages to people's attention. When an ally is performing a skill check the librarian may make a knowledge check to assist. The knowledge used must be relevant to the situation. The DC for the knowledge check is the same as the DC for the check +4. If the knowledge check is successful, the ally gains +2 insight bonus into the attempted check. This bonus increases by another +2 at level six and every third level after that.

A Librarian can use Bestow Knowledge three times a day plus their charisma modifier.

Eidetic Memory (Su): Upon reaching fifth level the librarian has mastered organizing information within their mind. A librarian can reliably recall written down information. The librarian has so much referential material of various topics that they can partition these out like a wizard and their spell slots. The librarian gains their intelligence modifier in Memory points per level a day. Librarians can expend these points to perform miraculous acts. Pulling information from all the sources they have gathered to supernatural effects. You may expend a single memory point to gain the following abilities:

Perfect Recall (Ex): In a brilliant flash of insight the librarian recalls an exact document on the topic at hand. As a free action, you can take a 20 on a knowledge check, a profession check, or a spellcraft check.

Far-flung stories (Ex): Recalling stories of the past, and glorious treasures there in. The Librarian may take a single minute to study an item and gain effects of the Identify spell.

Tactical references (Ex): Manuals of war have taught the librarian all that is needed to excel in combat. The librarian may grant an adjacent ally a single combat feat as a standard action. The ally needs to meet the prerequisites for this combat feat. The ally retains this feat for 1 minute.

Ritual procedures (Sp): By spending a minute practicing rituals, the librarian can temporarily add a single spell to their spell list from an ally's list of spells known. This additional spell is treated as a librarian spell. The selected spell must be spell level 2 or lower. This spell is known until the next time the librarian casts a spell.

Ever-learning (Sp): By spending a minute and studying an ally caster's source of spells (spellbook for a wizard, holy symbol for a cleric, familiar for a witch and so on) the librarian can gain a glimpse of insight on the spells therein. The librarian can select a single spell that your ally has prepared that is spell level 2 or lower. This spell is added to your list of spells known as a Librarian spell. Your knowledge of the spell fades the next time the librarian cast the spell.

Phrase book memory (Su): The librarian can recall phrases from a language translation book as a standard action. By doing so, they can add 1 language to the list of spells known for a number of minutes equal to their charisma modifier.

Sharp Analysis (Ex): At 8th level, the librarian can make acute analysis of a situation. The librarian can assist an ally who is making a Linguistics, Perception or a Use Magic Device by adding a 1d6 to the roll after the check is made, but before the result is declared.

Expanded Eidetic Memory: At 11th level, the mastery of the mind for the librarian expands further. The Librarian gains an additional two memory points a day. They are able to expend two memory points to perform one of the following abilities:

Magical Theory (Sp): The librarian has studied the surface of so many theories of magic that a new understanding has unlocked. The librarian can instill a bit of magical energy into an ally restoring a single cast spell or spell slot to the ally as a full round action.

Mastery of Learning (Ex): The librarian expeditions into tombs of magical lore allows him to use Ritual Procedures or Ever-Learning to learn a spell that is a 4th spell level or lower.

Teamwork Exercises (Ex): The librarian's studied war in a way few has. And as such they can give instruct by spending a full-round action giving allies who are within 30 feet gain access to a single teamwork feat. Only one ally needs to meet the prerequisite for the teamwork feat. The allies retain the feat for a 1 minute.

Instant Study (Ex): At 14th level, the librarian can look through a libris that they have attuned to for the perfect spell for this situation and cast it. Casting this spell increases the cast time to a minute. If the cast time is already longer than a minute, it doubles the casting time. This spell is cast consuming a spell slot one higher than the normal spell slot's level.

Organizational Flexibility (Su): At 20th level, the librarian has mastered the ability to be flexible within the confines of organized data. The librarian can at the start of every day, choose a spell from another class, and add it to the librarian's spell list. The spell is counted as a librarian spell, at the same level from the original list it was selected from.

Additionally, the Librarian may activate any spell completion item, as if the necessary spell was on their list.

LIBRIS SCHOOLS:

Librarians can choose any of the following libris collections to learn spells from, each represent a specific school of magic. The librarian then adds those spells in the Spell list portion of each Libris to their spell list. A librarian can select a libris school more than once and gain the benefits as indicated in each entry.

AEGIS ARMORY

Word of Protection (Su): This libris contains the secrets of protecting an ally from all forces. The librarian learns a single rune that protects against this from of damage. The librarian may write this rune on an ally within 30 feet as a standard action. The rune grants the ally 5 temporary hit points. These temporary hit points return at the start of the ally's turn as long as the ally does not have any temporary hit points. This rune grants an additional 2 temporary hit points for every four levels the Librarian has. Each time the librarian chooses this libris, the librarian may choose an additional ally to mark with a rune.

The librarian may activate this ability a number of times a day equal to the librarian's charisma modifier a day. Each rune lasts a single minute.

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

ENCYCLOPEDIA EXOTICA

Caller's Reference (Sp): This libris contains the secrets of conjuration, summoning, and teleporting regular creatures. The librarian can activate this libris ability as a standard action, and call out the true name a creature that the librarian can see. The targeted creature is then teleported to any space that the librarian can see within 30 feet. The creature may attempt to succeed a Will Saving Throw (DC: 10 + ½ librarian level + Int modifier) to resist this effect. The librarian may use this ability equal to their charisma modifier in times a day.

The librarian may use this ability on a summoned creature without expending a use per day.

Each time this libris is chosen, the librarian may use this ability an additional two times per day.

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

THE SIGHT BEYOND

Omen Referral (Sp): This libris contains methods of seeing the future through omens and drawing connections to events that seem like coincidence to the untrained eye. At the start of each day, the Librarian may roll a single D20 and mark that number down. Upon marking the number down, the first time a creature within 30 feet rolls that number on a skill check, ability check or saving throw the Librarian may expend an immediate action to force the creature to reroll that D20. The librarian's player then marks that number off their character sheet.

Each time the librarian chooses this libris, they may roll an additional d20 at the start of each day.

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

MYSTIFICARUM COMPENDIUMS

Bewildering Whispers (Su): This libris contains eldritch notes on how to befriend any speaking creature. As a full-round action you may befriend whispering a small enchantment to a single creature within 30 feet. You must share a language with the targeted creature. The targeted creature is the only one who can hear these whispers. The targeted creature must succeed at a Will Save DC: $10 + \frac{1}{2}$ the Librarian's Level + the Librarian's Intelligence modifier, or be one step more friendly towards the librarian. This attitude shift lasts for 1 minute. After which the creature returns to their original attitude towards the Librarian, unaware of the enchantment. If the creature succeeds the Will Save, the creature is aware of the attempt, and is one step more hostile for the next minute. This is a mind effect. The Librarian may attempt this a number of times per day equal to three plus their charisma modifier.

Each time the librarian chooses the Mystificarum Compendiums as their chosen libris beyond the first, they can attempt this another two times a day.

Spell list: All enchantment spells on the occultist and the bard spells list for each appropriate level as indicated in the Spellcasting class feature.

UNLOCKING THE TEMPEST ELEMENTAL

Elemental Gift (Su): Through reading the libris, Unlocking the Tempest Elemental, the librarian learns how to summon up minor elemental power. When you choose this libris choose one of the following elements: Acid, bludgeoning, cold, electricity, fire, or sonic. The Librarian learns how to summon up a bolt of energy of the selected type, and hurl it as a ranged touch attack. Doing so is a standard action. The bolt of energy does 1d4 points of damage, with the same type as the appointed type.

Each time the Librarian chooses this libris, they may choose an additional type of energy, or deal an additional D4 points of damage of a previously selected type.

Spell list: All evocation spells on the occultist and the bard spells list for each appropriate level as indicated in the Spellcasting class feature.

CRYPTOGRAPHIC CYPHERS

Shrouding Hymn (Su): Studying the cryptographic cyphers illuminates the secrets of perception, reality, and the mortal experience. By recanting specific phrases and terms to an individual as a Standard action. The targeted creature must be within 30 feet, and they must understand the Librarian's words. The targeted creature's appearance changes temporarily. The creature's eye color, hair color, weight, clothes, voice and smell can be changed; however the change isn't exact enough to impersonate another creature. The duration of this change is one minute per Librarian level. The creature gains a +5 bonus on a disguise check to avoid being recognized.

Each time the librarian chooses this libris, he may choose another targeted creature to gain the benefits of Shrouding hymn.

Spell list: All illusion spells on the occultist and the bard spells list for each appropriate level as indicated in the Spellcasting class feature.

THE EUTHANASIA MANUSCRIPTS

Funerary Rites (Su): The Euthanasia Manuscripts are a reference to funeral rites, death rituals and all manner of ways of interacting with the dead. By

Table: Librarian Spells Known

Level	0	1	2	3	4	5	6
1	3	2	-	-	-	-	-
2	3	2	-	-	-	-	-
3	3	2	-	-	-	-	-
4	4	3	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	-	-	-	-
7	5	4	3	2	-	-	-
8	5	4	3	2	-	-	-
9	5	4	3	2	-	-	-
10	6	5	4	3	2	-	-
11	6	5	4	3	2	-	-
12	6	5	4	3	2	-	-
13	6	6	5	4	3	2	-
14	6	6	5	4	3	2	-
15	6	6	5	4	3	2	-
16	6	6	6	5	4	3	2
17	6	6	6	5	4	3	2
18	6	6	6	5	4	3	2
19	6	6	6	6	5	4	3
20	6	6	6	6	5	4	3

using 1 minute of time the Librarian can prepare a body to spellcasting purposes or rituals. When the Librarian prepares the body they can choose to make it a conduit or insulate it from magical effects. When the body is a conduit, spells effects are treated as if the caster level was one higher. When the body is insulated, spell effects are treated as if the caster level was one lower. The librarian can only prepare one corpse at a time using this ability.

Each time the librarian chooses the Euthanasia Manuscripts as his libris focus, the caster level modified increases or decreases by an additional one.

Spell list: All necromancy spells on the occultist and the bard spells list for each appropriate level as indicated in the Spellcasting class feature.

TRANSSUBSTANTIATE VOLUMES

Physical Instruction (Su): Inside the Transubstantiate Volumes are instructions on how to surpass the mere limitations of the mortal form. Once per day, The librarian can instruct a single other creature in rituals and exercises that enhance their form with an hour of work each morning. The creature targeted by this ritual gains a +1 circumstance bonus to Strength, Dexterity, or Constitution for the day. This bonus increases by another +1 for every five levels the librarian achieves.

Each time the librarian chooses the Transubstantiate Volumes as the attuned libris the bonus lasts an additional day. A creature targeted by Physical Instruction while still under the effects a previous Physical Instruction simply have the duration increased by 1 day.

Spell list: All transmutation spells on the occultist and the bard spells list for each appropriate level as indicated in the Spellcasting class feature.

FAVORED CLASS BONUSES FOR LIBRARIANS:

Aasimar: Add +1 additional use of Bestow Knowledge.

Dwarf: Add +¼ to the number of times the dwarf can use Eidetic Memory.

Dhampier: Add +½ bonus to knowledge checks.

Elf: Add a +1 bonus to the d6 when the elf uses the sharp analysis class feature.

Gnome: Add a +1 bonus to knowledge checks while the gnome is in a library.

Half-Elf: You can swap out an additional 1/4th of an extra spell with the Quick-Study Class feature.

Halflings: Add +½ to the number of items the halfling can attune to with Magic Item Familiarity.

Half-Orc: Add +¼ to the half-orc's spell save DC's.

Humans: Gain ¼ of a new libris.

Oyapok: Add +1 to knowledge checks to identify creatures.

ARCHETYPES

The following Archetypes work with the Librarian class, and enhance or focus on one aspect of the Librarian.

CURATOR

Individuals who desire to collect, catalog, and records all of the oldest relics often find themselves in the halls of libraries. This drive to acquire so many ancient treasures has caused the librarian to psychically connect to magical items. Soon odd powers begin to develop.

Pre-Cognitive Activation (Ex): The curator is an exceptional individual at handling magical artifacts and studying them. While the Curator has a magical item in their hand they may attempt to activate it with Use Magic Device, adding the curator's level as an insight bonus. Additionally, regardless of conditions, the curator may take a 10 on a Use Magic Device check.

This replaces the Quick Study class feature.

Psychic Charge (Su): At second level the Curator gains 1 psychic charge per character level. These Psychic Charge points are a pool of expandable psychic energy to activate magical items instead of expending the latent magical energy. Using this energy does not consume scrolls, staff charges or wand charges but still creates the intended magical effect of the magical item. Using a magical item in this way consumes 1 psychic charge per Caster Level of the item.

Activating a magical item in this fashion uses the Curator's character level as the caster level of the magical effect for any such effects.

This replaces the Magic Item Familiarity class feature.

Locate Object (Sp): At 8th level the curator has become adept at finding and locating items of interest. If you know the name of an item, the last person whom owned the item, you can use a point of Eidetic Memory to cast the locate object spell. By doing this, you get in indication as to which direction the item is.

This Modifies the Eidetic Memory class feature.

Museum Quality (Su): At 14th level the curator is an expert at restoring magical items to their original luster. A curator can spend an hour during the day, and expend a spell slot while working with a magical item. The magical item restores a number of hit points equal to the spell level of the spell expended. If the magical item has charges, the magical item regains 1d4+1 charges after this hour of time.

This replaces the Instant Study class feature.

XENOPHILE

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 Xenophile. These individuals are inspired. With a desire to understand, to find, and to learn. The xenophiles searches the corners of the world to meet such creatures.

Alien Analysis (Su): Your hard studies have granted you a special insight with how to interact non-humanoids. When you identify a non-humanoid you can expend a use of Bestow Knowledge to grant an ally or yourself a reroll on a skill check, saving throw, or ability check when interacting with the identified creature. This reroll does not have to be used on the next roll, but must be used within the next minute or it is lost.

If you or an ally deal Hit point damage to the creature, this bonus is lost.

This replaces the Anatomy Charts class feature.

Bizarre Surrogate (Su): At second level your studies have granted you an understanding to one of the following creatures: aberration, fey, magical beast, ooze, or outsider. You treat the creature selected as a humanoid for the purposes of qualifying for your spells and effects.

Mindless creatures of the selected type are treated as having an intelligence or wisdom of 3 for qualifying as targets for your spells or effects. You count as speaking a native language of mindless or creatures without a language of the creature type you selected for the purpose of spell requirements. The creature doesn't necessarily have anything to say, especially if mindless, but will follow your commands if under a compulsion effect. The Librarian can

choose another creature type every five levels beyond the second.

This replaces the Magic Item Familiarity class feature.

Acute Observations (Su): At 8th level the Xenophile can study a single non-humanoid creature for a minute. Once studied in such a way they may treat that creature as if they are one of the selected kinds of creature for Bizarre Surrogate ability. The creature remains part of this selected group for 24 hours.

This replaces the Sharp Analysis class feature.

Other-worldly Ambassador (Su): At 14th level the xenophile is treated as under the effects of the *tongues* spell when interaction with aberrations, fey, magical beasts, oozes, outsiders and undead. While interacting with such creatures you add an additional D6 to charisma checks.

This replaces the Instant Study class feature.



BIBLIOPHILE

For some the call to the trade starts at childhood. Innocently enough learning the alphabet inspires a change for the individual. They begin reading books with a fervor paralleled by zealous priests praising their god. Each page turned brings them a sharper mind and a quicker wit.

Book battler (Su): The bibliophile is never far from their massive collection of books. The bibliophile loses all weapon proficiencies. Instead the bibliophile is now proficient in wielding the written word as a weapon. As a standard action, the bibliophile may read from any book in their hand and channel psychic aggression at a target they can see. This is a ranged touch attack that deals 1d4 + the bibliophile's charisma modifier in force damage. This psychic attack has no effect on creatures that are mindless or a creature that cannot hear the bibliophile's voice.

This replaces the *Weapon Proficiency* class feature.

Just one more page (Ex): The bibliophile can push off exhaustion through sheer psychic joy. The bibliophile can rest for ½ the normal amount of time for their species if he spends the allotted rest time reading a book. At 14th level as long as the bibliophile has a new book to read during this rest, the bibliophile doesn't need to eat or breathe for the day. The bibliophile begins subsisting entirely on the pleasure of reading a good book.

This replaces the *Quick Study* and the *Instant Study* class feature.

My Favorite Part (Su): At third level the bibliophile's imagination can affect reality. Three times a day plus the bibliophile's charisma modifier, the bibliophile can spend a Full-round action to read their favorite part of a book to affect the world. The bibliophile chooses one of the plots below and produces the following effect:

Character VS Self: Choose an ally within 30 feet. That ally can make another Saving Throw vs another effect that they are under. The chosen ally gains a +4 insight bonus on this Saving Throw. The save bonus increases by +1 for every three bibliophile levels.

Character VS Nature: Choose an ally within 30 feet. That ally may ignore difficult terrain for the purposes of movement for one round. The character ignores weather penalties to attack rolls for the next round.

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 their next attack roll against the enemy. This bonus increases by +1 for every three bibliophile levels.

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

This replaces the *Bestow Knowledge* Class feature.

LIBRARIAN FEATS

BOOK BLUDGEON

Effect: 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.

BIBLIOPHILE'S WRATH

Prerequisites: Book Bludgeon

Effect: 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: Libris class feature, or 3rd level arcane spellcaster.

Effect: While holding a spellbook or a libris, you can harness arcane or psychic energy within. You can make a ranged touch attack targeting a creature within 30 feet as a Full-round action. This attack deals 1d6 points of bludgeoning damage.



ACUITY OF WISDOM

Prerequisite: Bolt of Knowledge

Effect: When you hit an enemy creature with the Bolt of Knowledge feat, you may sacrifice any damage you would deal to grant the creature a -1 circumstance penalty on their Spell Resistance for the next round.

STRONG MEMORY

Prerequisite: Eidetic Memory Class Feature

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

Special: You may take this feat multiple times.

REFERENCE METHODOLOGY

Prerequisite: Bestow knowledge Class Feature

Effect: You may use the bestow knowledge class feature 2 additional times per day.

Special: You may take this feat multiple times.

EXPERT NOTATION

Prerequisite: Scribe Scroll Feat

Effect: When you scribe a scroll or assist another person scribe a scroll you may also create a special list of notations that only you can use. This set of notations lets you cast the spell as if it were one of your spells known. The special notations must be in your hand to cast the spell. Once cast the notations are consumed as if a scroll.

PREDICTIVE MEASURE

Effect: As a Move action you can study a target creature and make a Knowledge check appropriate to the target creature's type. The DC for this Knowledge check is 10 + the target Creature's Hit Dice. If you succeed the Knowledge check, you can gain insight into how the target will move. You may use your Intelligence bonus on attack rolls with Rays or Touch attacks instead of your Strength or Dexterity bonus for 1 round for every 5 you beat the DC by.

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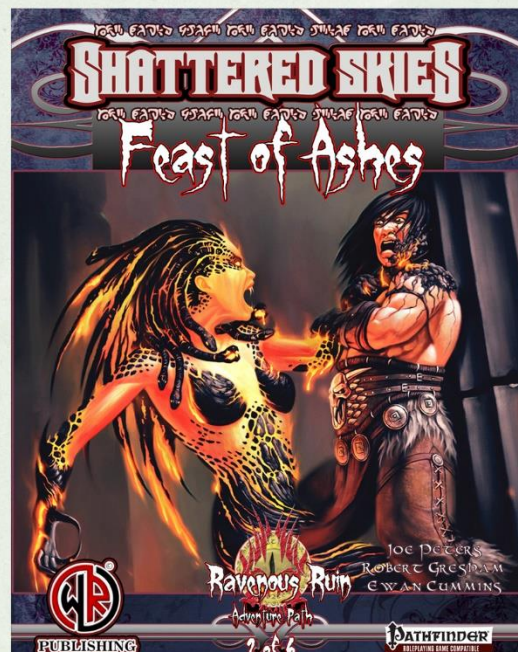
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