



# Maniac Character Class

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DEAN SPENCER



# Maniac



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# Maniac

Drawing upon emotions to fuel their magical abilities, maniacs harness powers that other arcane practitioners consider unreliable if not outright dangerous. Often ostracized by society and treated as lunatics by their peers, maniacs place themselves into an altered state of consciousness called rave, thereby gaining access to manias—a set of primal forceful emotions rooted deep in their psyche. Maniacs seek out extreme situations in which they can explore the full emotional array, drawing them towards a life of adventuring.

**ROLE:** Like sorcerers, maniacs are powerful arcane spellcasters who excel at casting a selection of favored spells that influence the mind. As they explore a growing range of emotions, maniacs find themselves increasingly capable of meeting any challenges thrown at them and their allies.

**ALIGNMENT:** Any.

**HIT DIE:** d6.

**STARTING WEALTH:** 2d6 × 10 gp (average 70 gp). In addition, each character begins play with an outfit worth 10 gp or less.

**CLASS SKILLS:** The maniac's class skills are Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**SKILL RANKS PER LEVEL:** 2 + Int modifier.



**TABLE: MANIAC**

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, emotive blast, mania, mania spell, rave	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Telepathy	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Invoke mania	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Mania spell	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Mania power	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Mania spell	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Analyze aura	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Mania spell	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Emotive shield, mania power	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Mania spell	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Greater emotive blast	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	Mania spell	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Mania power	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	Mania spell	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Greater analyze aura	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Mania spell	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Mania power	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	Mania spell	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Greater emotive shield	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Monomania	6	6	6	6	6	6	6	6	5

All of the following are class features of the maniac.

**WEAPON AND ARMOR PROFICIENCY:** Maniacs are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a maniac's gestures, which can cause her spells with somatic components to fail.

**SPELLS:** A maniac casts arcane spells drawn from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a maniac must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a maniac's spell is 10 + the spell level + the maniac's Charisma modifier.

A maniac uses her Charisma modifier (or bonus) for spells that refer to the caster's Intelligence, Charisma, or Wisdom modifier (or bonus), such as *mage's sword* or *telekinesis*.

Like other spellcasters, a maniac can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Maniac. In addition, she receives bonus spells per day if she has a high Charisma score. Maniacs use

their Charisma modifier when making Concentration checks.

A maniac's selection of spells is limited. A maniac begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new maniac level, she gains one or more new spells, as indicated on Table: Maniac Spells Known. (Unlike spells per day, the number of spells a maniac knows is not affected by her Charisma score; the numbers on Table: Maniac Spells Known are fixed.)

Upon reaching 4th level, and at every even-numbered maniac level after that (6th, 8th, and so on), a maniac can choose to learn a new spell in place of one she already knows. In effect, the maniac loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A maniac may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time she gains new spells known for the level.

**CANTRIPS:** Maniacs learn a number of cantrips, or 0-level spells, as noted on Table: Maniac Spells Known. These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normal.

**EMOTIVE BLAST (Su):** A maniac can overwhelm an opponent's mind with a focused blast of psychic energy. As a standard action, a maniac can sacrifice an unused spell slot and transform it into an emotive blast. 0-level spells may not be sacrificed in this manner. The maniac can use her emotive blast to strike an opponent with a melee touch attack or target any foe within 30 feet as a ranged touch attack. An emotive blast deals 1d6 points of nonlethal damage per level of the spell sacrificed, bypassing all damage reduction. This damage is psychic in nature and has no effect on objects or creatures immune to mind-affecting effects.

**TABLE: MANIAC SPELLS KNOWN**

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

While the maniac is raving, her emotive blast deals additional nonlethal damage equal to her Charisma bonus. In addition, the target must succeed at a Will saving throw ( $DC = 10 + 1/2$  the maniac's level + the maniac's Charisma modifier) to avoid being overcome by a powerful emotional drawback for 1 round. This is a mind-affecting emotion effect determined by the maniac's current mania. At 10th level, and again at 20th level, this effect lasts for 1 additional round. During this period, the target gains the maniac's emotion aura.

**MANIA:** Each maniac can access a particular set of emotions that grant her additional abilities. At 1st level, she selects one mania from the list below. This is her primary mania and, once made, cannot be changed. The save DC to resist a mania's effect is equal to  $10 + 1/2$  the maniac's level + the maniac's Charisma modifier.

Starting at 1st level, the maniac gains the quirk associated with her mania, even while not raving. While raving, she can also use the mania powers and gains the mania drawback. She adds the bonus spells granted by her mania to her list of spells known (as well as to her spell list), but only while raving. Unless otherwise noted, mania powers end immediately once the rave ends.

**RAVE (SU):** A maniac puts herself into a state of extreme emotional agitation to fuel her powers. Starting at 1st level, the maniac can rave for a number of rounds per day equal to  $4 +$  her Wisdom modifier. At each level after 1st, she can rave for 2 additional rounds. Temporary increases to Wisdom, such as those gained from spells like *owl's wisdom*, do not increase the total number of rounds that a maniac can use her rave per day. A maniac can enter rave as a free action. The total number of rounds of rave per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While raving, a maniac is treated as though she had the Eschew Materials feat and casts as a psychic spellcaster, using emotion and thought components in place of somatic and verbal components. A mania-induced condition never prevents the maniac from casting spells with emotion components, though she cannot cast spells from other classes while raving. A maniac's rave has additional effects which are determined by her choice of manias.

A maniac can end her rave as a free action, and cannot enter a new rave for 1 minute. During this time, she is shaken (removing the shaken effect does not end this 1 minute period). Attempting to cast a spell during this time requires a successful concentration check ( $DC 15 +$  double spell level).

If a maniac falls unconscious, her rave immediately ends. *Calm emotions* and similar effects immediately end rave.

**TELEMPATHY (SU):** At 2nd level, a maniac can convey simple emotions, such as anger, fear, or curiosity, as if she had telepathy up to a range of 30 feet. This range is doubled while the maniac is raving. In addition, she gains a circumstance bonus on Bluff checks to pass hidden messages equal to half her class level.

**INVOKE MANIA (SU):** At 3rd level, a maniac can rave with a mania other than her primary mania. She must make this selection each day when regaining her daily allotment of spells, and gains that mania's quirk until the next time she regains spells.

When raving with this mania, she treats her maniac level as two levels lower than her actual level for the purpose of determining which mania powers she can use. This mania otherwise functions like her primary mania. A maniac can only benefit from a single mania during her rave, chosen at the time when she enters her rave.

**ANALYZE AURA (SP):** At 7th level, while raving, a maniac can read the emotional aura of other creatures. She can use *analyze aura*<sup>OA</sup> as a spell-like ability at will, using her class level as her caster level. A maniac can only read emotional auras with this ability.

**EMOTIVE SHIELD (SU):** At 9th level, as an immediate action, a maniac can sacrifice an unused spell slot of 1st level or higher to create a protective shield of psychic energy, shimmering in the colors of her emotion aura. This shield grants the maniac a deflection bonus to AC equal to the level of the spell slot she sacrificed as well as a morale bonus on Will saving throws. The shield lasts until the start of the maniac's next turn.



**GREATER EMOTIVE BLAST (SU):** At 11th level, the maniac's emotive blast deals 1d8 points of damage per level of the spell sacrificed. In addition, the maniac may choose to deal lethal damage with her emotive blast.

**GREATER ANALYZE AURA (SP):** At 15th level, when a maniac uses her *analyze aura* ability, she can read all emotion auras in a 60-foot cone.

**GREATER EMOTIVE SHIELD (SU):** At 19th level, the maniac's emotive shield also protects all allies within 10 feet of her. In addition, this shield deflects incoming arrows, rays, and other ranged attacks. Each such attack has a 15% miss chance, plus 5% per level of the spell slot sacrificed (similar to the effects of concealment).

**MONOMANIAC (SU):** At 20th level, the maniac gains mastery over her primary mania. She can rave with her primary mania indefinitely, and the time spent raving does not count towards her number of rounds of rave per day. When raving, she gains a +2 bonus to Charisma.



## Manias

The following manias represent some of the possible emotions that a maniac can draw upon to fuel her magical powers.

### Anger

You are overcome by frustration and anger. You become prone to violent outbursts as your face turns into a distorted mask of rage.

**EMOTION AURA:** Bright red.

**QUIRK:** You gain a morale bonus on Intimidate checks and sunder attempts equal to half your class level (minimum +1).

**DRAWBACK:** You cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration except casting spells.

**EMOTIVE BLAST:** The target of your emotive blast cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride). In addition, it must succeed at a concentration check to cast spells ( $DC = 10 + \text{double level of the maniac's spell slot sacrificed} + \text{the maniac's Charisma modifier}$ ).

**BONUS SPELLS:** *murderous command*<sup>UM</sup> (1st), *blistering invective*<sup>UC</sup> (4th), *rage* (6th), *shout* (8th), *acidic spray*<sup>UM</sup> (10th), *vengeful outrage*<sup>UM</sup> (12th), *grasping hand* (14th), *blood mist*<sup>UM</sup> (16th), *storm of vengeance* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Source of Anger (Su):* Starting at 1st level, when a creature saves against one of your spells, you may, as an immediate action, declare that creature the source of your anger. The next spell you cast before the end of your next turn is treated as though modified by the Empower Spell feat, but only with regard to your source of anger. This does not increase the casting time or the level of the spell.

*Focused Rage (Su):* At 5th level, you can focus your inner rage to clear your mind. Once per rave, you may reroll a failed Will save. You must use the new roll, even if it is lower.

*Smash (Su):* At 9th level, your spells and emotive blasts deal full damage to objects. In addition, when damaging an object with a spell, attack, or emotive blast, you ignore an amount of hardness equal to half your maniac level.

*Furious Aura (Su):* At 13th level, you emanate a 20-foot aura of rage. All willing allies within this area

gain a +2 morale bonus on melee attack and damage rolls but take a -2 penalty to AC. You may suppress or resume this aura as a swift action.

*Overwhelming Anger (Su):* At 17th level, as an immediate action, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed, and you must take the second result, even if it is worse.

## Boredom

You are overcome by mental fatigue. Everything appears dull to you, and you cannot bring yourself to start or finish the most basic tasks.

**EMOTION AURA:** Gray lines.

**QUIRK:** You gain a +2 morale bonus on saving throws against targeted effects that require you to hear or see the source of the effect.

**DRAWBACK:** You become fatigued for the duration of your rave. You must take 10 on skill checks whenever possible.

**EMOTIVE BLAST:** The target of your emotive blast becomes fatigued.

**BONUS SPELLS:** *sleep* (1st), *oppressive boredom*<sup>UM</sup> (4th), *slow* (6th), *enervation* (8th), *persistent image* (10th), *cloak of dreams*<sup>APG</sup> (12th), *waves of exhaustion* (14th), *mind blank* (16th), *time stop* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Repetitive Casting (Su):* At 1st level, when you cast a spell that you already cast in the previous round, you have a 25% chance not to expend a spell slot.

*Enervating Boredom (Su):* At 5th level, once per rave as a standard action, you may cause opponents within 20 feet to become fatigued (Will negates). Starting at 15th level, opponents become exhausted instead (respectively fatigued on a successful save). This is a mind-affecting emotion effect.

*Ennui (Su):* At 9th level, you may spend a move action to gain a number of temporary hit points equal to your Charisma bonus. These temporary hit points do not stack and disappear immediately once your rave ends.

*Lethargic Aura (Su):* At 13th level, you emanate a 20-foot aura of lethargy. Opponents within this area cannot take actions outside of their normal turn (such as making an attack of opportunity or taking an immediate action) unless they succeed at a Will save first. This is a mind-affecting compulsion

effect. You may suppress or resume this aura as a free action.

*Catatonia (Sp):* At 17th level, you can put yourself in a state of suspended animation, similar to *temporal stasis*, as a full-round action. When you use this ability, you choose when the stasis will expire. Each round spent in stasis counts towards your daily limit of rave, and your stasis ends immediately when your rave ends.

## Compassion

You are overcome by strong feelings of compassion for all living creatures. You care deeply for the well-being of others and you couldn't hurt a fly—even the most wretched fiend is worthy of your pity.

**EMOTION AURA:** Emerald green.

**QUIRK:** You gain a morale bonus on Heal checks equal to half your class level (minimum +1). When using the aid another action, you grant a +3 bonus, rather than the normal +2.

**DRAWBACK:** Your spells deal nonlethal damage, as if modified by the Merciful Spell<sup>APG</sup> feat. Whenever you deal lethal damage to another creature, you become sickened until the end of your next turn.

**EMOTIVE BLAST:** The target of your emotive blast gains your drawback.

**BONUS SPELLS:** *protection from evil* (2nd), *delay poison* (4th), *protection from energy* (6th), *stoneskin* (8th), *telepathic bond* (12th), *spell immunity* (12th), *joyful rapture*<sup>UM</sup> (14th), *protection from spells* (16th), *spell immunity (greater)* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Communal Spells (Su):* At 1st level, when you cast a spell that also has a communal<sup>UC</sup> version, you may treat that spell as the communal version instead. When you do, the duration of the communal spell ends when your rave ends.

*Transfer Affliction (Su):* At 5th level, once per rave as a standard action, you can transfer a harmful affliction, condition, or spell effect from another willing creature to yourself by touch. The original target is freed from the harmful affliction and you suffer its full effect for the remaining duration of the affliction.

*Status (Sp):* At 9th level, when you enter rave, you gain the benefit of a *status* spell affecting each willing ally within 30 feet.

*Aura of Compassion (Su):* At 13th level, you emanate a 20-foot aura of compassion. Whenever an ally within this area would take enough damage to fall



unconscious, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to your ally.

*Greater Transfer Affliction (Su):* At 17th level, you can use transfer affliction at will, targeting any creature within 20 feet. If the effect that caused the harmful condition allowed a saving throw, you may immediately attempt a save against the effect's original DC. If you succeed, the affliction is completely negated and neither you nor the target suffer any adverse effects.



## Confusion

You are confused and disoriented. You have a hard time making sense of the things that happen around you.

**EMOTION AURA:** Kaleidoscope of swirling colors.

**QUIRK:** While confused, you may roll twice to determine your action and use the result of your choice. You gain a morale bonus equal to half your class level (minimum +1) on Bluff checks to pose as confused, befuddled, lost, senile, or insane.

**DRAWBACK:** You lose the ability to speak or write coherently. You have a 20% spell failure chance for any spell you attempt to cast with verbal components, and a 20% chance to incorrectly use a command word to activate a magic item. You cannot use language-dependent abilities.

**EMOTIVE BLAST:** The target of your emotive blast gains your drawback.

**BONUS SPELLS:** *confusion (lesser)* (1st), *touch of idiocy* (4th), *blink* (6th), *confusion* (8th), *mind fog* (10th), *eyebite* (12th), *insanity* (14th), *maze* (16th), *fool's forbiddance*<sup>APG</sup> (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Mental Assault (Su):* At 1st level, when you cast a mind-affecting spell with a duration other than instantaneous or concentration, you may cast that spell as though modified by the Persistent Spell<sup>APG</sup> feat. If you do, the spell's duration changes to concentration (up to the spell's original duration). This does not increase the casting time or the level of the spell.

*Diplopia (Su):* At 5th level, once per rave as a standard action, you may disorient all opponents within 30 feet by making them see everything double, causing them to suffer a 50% miss chance on all attacks for 1 round. Unlike total concealment, this effect does not prevent opponents from targeting creature normally. This is a mind-affecting effect.

*Chaotic Commands (Su):* At 9th level, when you fail a saving throw against a noninstantaneous compulsion effect, you may suppress that effect and instead become confused for the effect's remaining duration.

*Dislocating Aura (Su):* At 13th level, you emanate a 30-foot dislocating aura. Once per round, as a move action, you may teleport a creature inside this aura to another unoccupied square within it, as per *jester's jaunt*. Alternatively, you may cause two



creatures to teleport and switch places. Unwilling creatures receive a saving throw to resist this effect. *Psychic Backlash (Su)*: At 17th level, when you succeed at a Will save against a creature's spell or supernatural attack, you may, as an immediate action, inflict confusion on that creature for 1d6+1 rounds. A successful Will save negates this effect. A creature cannot be affected by this particular effect more than once within 24 hours. This is a mind-affecting effect.

**SPECIAL:** You cannot access this mania if you are immune to confusion.

## Courage

You remain steadfast and resolute in the face of grave danger and strong opposition, even against overwhelming odds. Others perceive you as brave, bold, or even fearless, but to you it's simply a matter of composure.

**EMOTION AURA:** Light blue.

**QUIRK:** You gain a +4 morale bonus on saving throws against fear effects and to the DC of Intimidate checks attempted against you.

**DRAWBACK:** You cannot use the withdraw action, nor can you willingly leave an opponent's threatened area.

**EMOTIVE BLAST:** The target of your emotive blast gains your drawback.

**BONUS SPELLS:** *remove fear* (1st), *bull's strength* (4th), *heroism* (6th), *lesser globe of invulnerability* (8th), *polymorph* (10th), *heroism (greater)* (12th), *greater polymorph* (14th), *form of the dragon III* (16th), *brilliant inspiration*<sup>APG</sup> (18th).

**MANIA POWERS:** You gain the following powers while raving.

*The Harder They Fall (Su)*: At 1st level, you gain a +4 bonus on attack rolls made to confirm critical hits against creatures larger than you. When you confirm a critical hit with a spell or spell effect the target also falls prone.

*Heroic Recovery (Su)*: At 5th level, once per rave as a standard action, you may grant an ally within 20 feet (other than you) a new saving throw against an ongoing spell or effect. Failing this additional save does not incur any additional negative effect normally associated with a failed save. A creature can only benefit from this ability once every 24 hours.

*Inflated Ego (Su)*: At 9th level, you count as one size category larger for the purpose of all spell effects, combat maneuvers, Intimidate checks, and weapon damage when this would benefit you. You

do not actually change in size, nor do you apply size bonuses or penalties to your ability scores, AC, or attack rolls. At 17th level, you may treat yourself as two size categories larger than you actually are. This ability does not stack with other effects that change your size.

*Courageous Aura (Su)*: At 13th level, you emanate a 20-foot aura of courage. Allies within this area gain a +4 morale bonus on saving throws against fear effects. Whenever an ally successfully saves against a fear effect, that ally gains a number of temporary hit points equal to your maniac level and a +2 morale bonus on attack rolls and weapon damage rolls for 1 round. The temporary hit points last until your rave ends.

*Last Stand (Su)*: At 17th level, you can cast one spell as an immediate action in response to an attack that would reduce you to negative hit points, knock you unconscious, or kill you. The spell must have a casting time of 1 standard action or less. Once your spell is resolved, you suffer the normal effect of the attack that provoked this ability.

## Curiosity

You are nosy and inquisitive. Whenever you discover a hidden object or an area with restricted access, you feel a strong urge to investigate, even if it might put you or your allies into danger.

**EMOTION AURA:** Gold.

**QUIRK:** You gain a morale bonus on Disable Device and Use Magic Device checks equal to half your class level (minimum +1).

**DRAWBACK:** You take a -2 penalty on saving throws against effects that require you to hear or see the source of the effect in order to affect you.

**EMOTIVE BLAST:** You gain a glimpse of your opponent's strengths and weaknesses, granting you one piece of useful information as if you had made a successful Knowledge check. Repeated uses do not reveal additional information about the same target and creatures immune to the damage of your emotive blast are likewise unaffected.

**BONUS SPELLS:** *detect secret doors* (2nd), *see invisibility* (4th), *gaseous form* (6th), *invisibility (greater)* (8th), *passwall* (10th), *true seeing* (12th), *arcane sight (greater)* (14th), *polymorph any object* (16th), *gate* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Wandering Gaze (Su)*: At 1st level, when using a divination spell with duration concentration (such as *detect magic*), you can maintain concentration on

that spell as a swift action, and you may cast other spells without breaking concentration. In addition, you gain information from the spell 1 round sooner than normal.

**Sudden Insight (Su):** At 5th level, once per rave as a free action, you may reroll any Intelligence- or Knowledge-based skill check. You gain an insight bonus on this check equal to your Charisma modifier.

**Silent Witness (Sp):** At 9th level, you can see and hear through the eyes and ears of other willing creatures at will, as if using *witness*<sup>UM</sup>.

**Swarm of Prying Eyes (Su):** At 13th level, you are surrounded by a swarm *prying eyes* with 60-foot darkvision. The eyes follow you unless ordered otherwise. As long as all *prying eyes* are following you, you gain a +4 circumstance bonus on Perception checks, darkvision 60 feet, and immunity to blindness and flanking. These *prying eyes* otherwise function as the spell of the same name, using your maniac level as the caster level. You may suppress or resume this ability as a free action.

**Penetrating Gaze (Su):** At 17th level, you can see through solid matter. Vision range is 20 feet, and you can see as if you were looking at something in normal light even if there is no illumination. Your vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

## Desire

You are overcome by strong feelings of lust and passion. Deep inside you there is a powerful craving that cannot be satisfied.

**EMOTION AURA:** Blood red.

**QUIRK:** You gain a morale bonus on Sense Motive checks and steal combat maneuvers equal to half your class level (minimum +1).

**DRAWBACK:** When entering rave, you must declare one creature or object within 30 feet your object of desire. At the start of your turn, if you are more than 30 feet away from your object of desire, you become staggered for 1 round.

**EMOTIVE BLAST:** The target of your emotive blast is fascinated with you.

**BONUS SPELLS:** *beguiling gift*<sup>APG</sup> (1st), *detect thoughts* (4th), *suggestion* (6th), *charm monster* (8th), *fabricate* (10th), *mass suggestion* (12th), *limited wish* (14th), *sympathy* (16th), *shapechange* (18th).

**MANIA POWERS:** You gain the following powers while raving.

**Object of Desire (Su):** At 1st level, you may treat touch range spells as though they had a range of 30 ft. when targeting your object of desire. Spells requiring a melee touch attack require a ranged touch attack instead.

**Wishful Thinking (Su):** At 5th level, once per rave as a standard action, you can use *detect thoughts* to sense a creature's deepest desires. You can only use this ability after concentrating on *detect thoughts* for three rounds. A successful Will save negates this effect and ends the *detect thoughts* spell.

**Obsession (Su):** At 9th level, you can always sense the exact location of your object of desire, unless shielded from divination. You must be on the same plane of existence for this supernatural ability to function. Once per round, as a swift action, you can teleport to a place within 30 feet of your object of desire (like *dimension door*, but with unlimited range). You may not bring other creatures with you when using this ability.

**Dreamscape (Su):** At 13th level, you emanate a 20-foot aura of desire. As a free action at the start of your turn, you can make this area appear to be something other than it is, as if using *mirage arcana*. You may suppress or resume this aura as a free action.

**Image of Perfection (Su):** At 17th level, you appear to each creature as the version of yourself that they find most desirable. Treat this as a gaze attack. At the start of its turn, each creature within 20 feet must succeed at a Will save or become fascinated with you for 1 round. On a successful save, a creature cannot be affected again by this particular effect for 24 hours. This is a mind-affecting phantasm effect.

## Disgust

You feel a deep loathing for yourself and the world around you. Everything appears sick and repugnant to you.

**EMOTION AURA:** Livid gray.

**QUIRK:** You gain a +4 morale bonus on Perception checks to detect oozes and vermin. This bonus also applies to Heal and Perception checks to notice signs of poison or disease, as well as molds, slimes, and similar hazards.

**DRAWBACK:** You take a -4 penalty on saving throws against effects that would cause you to become sickened or nauseated.



**EMOTIVE BLAST:** The target of your emotive blast becomes entangled and glued to the floor as if it had failed a save against a tanglefoot bomb.

**BONUS SPELLS:** *corrosive touch*<sup>UM</sup> (2nd), *vomit swarm*<sup>APG</sup> (4th), *eruptive pustules*<sup>UM</sup> (6th), *touch of slime*<sup>UM</sup> (8th), *curse of disgust*<sup>UM</sup> (10th), *swarm skin*<sup>APG</sup> (12th), *plague storm*<sup>UM</sup> (14th), *antipathy* (16th), *transmute blood to acid*<sup>UM</sup> (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Creeping Spells (Su):* At 1st level, when you cast a targeted spell with a range of “close”, “medium”, or “long”, you may treat that spell as if it had a range of “touch” instead. Spells altered in this manner require a melee touch attack. In addition, you may choose to have your touch spells manifest as a swarm of creeping vermin that distract your target, as if the spell were modified by the Disruptive Spell<sup>APG</sup> feat. This does not increase the casting time or level of the spell.

*Wave of Nausea (Su):* At 5th level, once per rave as a standard action, you may create a wave of nausea, causing all opponents within 20 feet to become nauseated for 1 round. A successful Fortitude save renders a creature sickened instead.

*Sickening Touch (Su):* At 9th level, you may treat your touch spells as if they were modified by the Sickening Spell<sup>APG</sup> feat. This does not increase the casting time or the level of the spell.

*Miasmatic Aura (Su):* At 13th level, you emanate a 20-foot miasmatic aura. At the start of their turn, opponents within this area must save against any disease or poison that currently affects them (as long as any onset period has elapsed). This saving throw is in addition to any other saving throw the subject is normally required to make. A successful saving throw does not count towards the number of saving throws required to be cured from the affliction, while a failed save has the normal effect. You may suppress or resume this aura as a free action.

*Greater Sickening Touch (Su):* At 17th level, any creature failing its save against your sickening touch also becomes entangled as though struck by your emotive blast until your rave ends. Entangled creatures can attempt to break free as a move action with a successful Strength or Escape Artist check (DC = 10 + 1/2 your maniac level + your Charisma modifier).

## Envy

You are consumed by a gnawing jealousy. You always compare yourself to others, and you envy them for their beauty, wealth, reputation, or power. You secretly revel in the misfortune of those whom you regard as rivals and to whom you feel inferior.

**EMOTION AURA:** Oily green or rust.

**QUIRK:** You gain a morale bonus on Sleight of Hand checks as well as disarm and steal attempts equal to half your class level (minimum +1).

**DRAWBACK:** When you witness another creature within 30 feet confirm a critical hit or roll a natural 20 on a saving throw, you are sickened for 1 round.

**EMOTIVE BLAST:** The target of your emotive blast takes a –4 penalty on attack rolls against you.

**BONUS SPELLS:** *grease* (1st), *pilfering hand*<sup>UC</sup> (4th), *dispel magic* (6th), *bestow curse* (8th), *envious urge*<sup>UM</sup> (10th), *dispel magic (greater)* (12th), *scrying (greater)* (14th), *dimensional lock* (16th), *mage's disjunction* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Fetish (Su):* At 1st level, you may add a fetish as a focus component to a spell to increase its save DC. This fetish must have a physical connection to the target of your spell. The bonus to the spell's save DC depends on the sort of physical connection you have to the creature.

likeness or picture	+1
possession or garment	+2
body part, lock of hair, bit of nail, etc.	+3

*Counterspell Surge (Sp):* At 5th level, once per rave, you may take an immediate action to counterspell without needing to ready an action. You must



identify the spell and expend a spell slot to counterspell as normal.

*Schadenfreude (Su)*: At 9th level, when you witness a creature fail an attack roll, saving throw, skill check, or ability check, you may gloat over its misfortune as an immediate action to gain a +2 morale bonus on your next d20 roll made before the end of your next turn.

*Envious Aura (Su)*: At 13th level, you emanate a 30-foot aura of envy. Once per round, when a creature within this area receives magical healing, you heal half that amount.

*Spell Theft (Su)*: At 17th level, when you succeed at a counterspell attempt, you may cast the thwarted spell in the following round, as if it were a maniac spell on your list of spells known. You don't need to provide any material components or focus components. You must expend a spell slot of the same level as the thwarted spell. If you do not cast the spell in the following round, the spell is lost.

## Fear

You suffer from anxiety, paranoia, or panic. You scare easily, and anything remotely threatening evokes dreadful imaginations in your susceptible mind.

**EMOTION AURA**: Livid gray.

**QUIRK**: Ever wary of your surroundings, you gain a bonus on Perception checks equal to half your class level (minimum +1).

**DRAWBACK**: You take a -4 penalty on all saving throws against fear effects.

**EMOTIVE BLAST**: The target of your emotive blast becomes shaken. This is a fear effect.

**BONUS SPELLS**: *cause fear* (1st), *darkness* (4th), *hold person* (6th), *phantasmal killer* (8th), *hold monster* (10th), *banshee blast*<sup>ACG</sup> (12th), *power word blind* (14th), *frightful aspect*<sup>UC</sup> (16th), *weird* (18th).

**MANIA POWERS**: You gain the following powers while raving.

*Born from Nightmares (Su)*: At 1st level, when you render a creature shaken, frightened or panicked, you may increase the duration of the effect by one round.

*Consume Fear (Su)*: At 5th level, once per rave as a standard action, you may remove all fear effects from other creatures within 30 feet. You gain 5 temporary hit points for each fear effect you remove. These temporary hit points last for 1 minute.

*Terrormonger (Su)*: At 9th level, your fear effects can affect creatures normally immune to fear or mind-affecting effects. Such creatures, however, gain a +4 bonus on its saving throw (if any) and, if affected, still have a 50% chance each round of ignoring the effect. Ignoring the effect doesn't end the effect, but does allow the creature to act normally for that round. In addition, whenever you render a creature frightened or panicked, you may cause it to cower instead of fleeing.

*Aura of Paranoia (Su)*: At 13th level, you emanate a 20-foot aura of paranoia. At the start of its turn, each opponent within this area must succeed at a Will save or become affected by *paranoia*<sup>OA</sup> for 1 round. On a successful save, a creature cannot be affected by this ability again for 24 hours. You may suppress or resume this aura as a free action.

*Fearsome Carnage (Su)*: At 17th level, when you reduce a creature to 0 or fewer hit points, you can make a free Intimidate check to demoralize all opponents who can see you.

**SPECIAL**: You cannot access this mania if you are immune to fear, and any effect that removes or suppresses the shaken condition also ends your rave.

## Grief

Bitterness, loss, and sorrow wear you down. Nothing in this bleak world can alleviate your sadness. Your pain is the only thing that makes you feel remotely alive.

**EMOTION AURA**: Gray lines.

**QUIRK**: You are immune to negative energy damage (but not negative levels, death effects, energy drain, or similar abilities).

**DRAWBACK**: You cannot benefit from luck or morale bonuses.

**EMOTIVE BLAST**: The target of your emotive blast takes a -4 penalty to its spell resistance, and has its energy resistance and damage reduction (if any) reduced by 5 each (to a minimum of 0).

**BONUS SPELLS**: *chill touch* (1st), *command undead* (4th), *crushing despair* (6th), *overwhelming grief*<sup>UM</sup> (8th), *cloudkill* (10th), *circle of death* (12th), *finger of death* (14th), *orb of the void* (16th), *wail of the banshee* (18th).

**MANIA POWERS**: You gain the following powers while raving.

*Spirit Touch (Su)*: At 1st level, you may choose to cast any spell as if it were modified by Ectoplasmic Spell<sup>APG</sup>. This does not increase the casting time or level of the spell. In addition, your spells affect undead creatures (even mindless undead) as if they



weren't immune to mind-affecting effects. Such creatures receive a +4 bonus on saving throws against your mind-affecting spells, however.

*Necrotic Wave (Su)*: At 5th level, once per rave as a standard action, you can channel negative energy as a cleric of your level.

*Dead Inside (Su)*: At 9th level, mindless undead do not attack you unless you attack them first, as if you were protected by *sanctuary*. Intelligent undead receive a Will save to resist this effect.

*Aura of Grief (Su)*: At 13th level, you emanate a 20-foot aura of grief. Any opponent using a conjuration (healing) effect (spell, scroll, potion, etc.) inside this area must succeed at a caster level check (DC 10 + 1/2 your level + your Charisma modifier) or the spell fails. In addition, whenever a creature dies within this area, you gain 1d8 temporary hit points. These temporary hit points last until the end of your rave. You may suppress or resume this aura as a free action.

*Spectral Form (Su)*: At 17th level, as a move action, you can take the form of an incorporeal undead creature, as if using *undead anatomy IV*<sup>UM</sup>.

## Hatred

You are overcome with blind loathing against those who have wronged you. Whatever your foes may have done to earn your enmity, the time of reckoning has come, and you will make them pay hundredfold.

**EMOTION AURA**: Black clouds.

**QUIRK**: You gain a morale bonus equal to half your class level on Knowledge checks to identify a creature's special powers or vulnerabilities



(minimum +1), and you may make such Knowledge checks untrained.

**DRAWBACK**: When entering rave, you must declare a creature within line of sight your nemesis. You take a -4 penalty to AC and on saving throws against any creature other than your nemesis.

**EMOTIVE BLAST**: The target of your emotive blast takes a -4 penalty on attack rolls against any creature other than you.

**BONUS SPELLS**: *shocking grasp* (1st), *scorching ray* (4th), *ray of exhaustion* (6th), *black tentacles* (8th), *telekinesis* (10th), *disintegrate* (12th), *mage's sword* (14th), *polar ray* (16th), *meteor swarm* (18th).

**MANIA POWERS**: You gain the following powers while raving.

*Nemesis (Su)*: At 1st level, you gain a +1 morale bonus on attack and damage rolls with spells and emotive blasts against your nemesis. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. At 5th level, and every five levels thereafter, this bonus increases by +1.

*Final Reckoning (Su)*: At 5th level, once per rave as a standard action, you may cause your nemesis to provoke attacks of opportunity from your allies (Will negates). This is a mind-affecting compulsion effect.

*Harbinger of Destruction (Su)*: At 9th level, when making an attack roll with an emotive blast, a spell, or a spell effect, your threat range is doubled. When you score a critical hit against your nemesis, roll the damage dice (but not extra or precision damage dice) twice and take the higher result.

*Hateful Aura (Su)*: At 13th level, you emanate a 20-foot aura of hate. At the start of their turns, opponents within this area must succeed at a Will save or become hostile towards your nemesis for 1 round. This does not automatically compel creatures to attack your nemesis, but they no longer provide flanking and are extremely unlikely to heal, protect, listen to, or assist your nemesis. On a successful save, a creature cannot be affected again by this particular effect for 24 hours. This is a mind-affecting compulsion effect. You may suppress or resume this aura as a free action.

*Revenant (Su)*: At 17th level, you are unaffected by ability damage, ability drain, fatigue, exhaustion, energy drain, and nonlethal damage. However, these effects immediately set in once your rave ends. In addition, if you are killed by your nemesis, your spirit rises to exact vengeance on your killer,

as if you were targeted by a *phantasmal revenge*<sup>APG</sup> spell (CL 20th).

**SPECIAL:** Your rave ends immediately if your nemesis is killed or reduced to -1 or fewer hit points.

## Joy

You are overcome by excitement, happiness, and euphoria. Life is a song and you dance to its tune, restless, light-hearted, and frolicking.

**EMOTION AURA:** Blood red.

**QUIRK:** You gain a morale bonus on Acrobatics and Escape Artist checks equal to half your class level (minimum +1).

**DRAWBACK:** During your turn, you must move at least 10 feet or become sickened until the end of your next turn.

**EMOTIVE BLAST:** The target of your emotive blast gains your drawback.

**BONUS SPELLS:** *jump* (1st), *hideous laughter* (4th), *haste* (6th), *dimension door* (8th), *freedom of movement* (10th), *transformation* (12th), *waves of ecstasy*<sup>UM</sup> (14th), *irresistible dance* (16th), *freedom* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Intuitive Magic (Su):* At 1st level, if you moved at least 10 feet this turn, you may treat any spell that you cast before the end of your turn as if it were modified by the Intuitive Spell<sup>OA</sup> feat. This does not increase the casting time or level of the spell.

*Dash (Su):* At 5th level, once per rave, you may move up to your speed as a swift action. This movement does not provoke attacks of opportunity.

*Hyperagitation (Su):* At 9th level, your base speed increases by 30 feet (treat this as an enhancement bonus). You can make 2 additional attacks of opportunity per round.

*Restless Aura (Su):* At 13th level, you emanate a 20-foot aura of restlessness. Allies (but not you) who begin their turn inside this area increase their base land speed by 30 feet (treat this as an enhancement bonus), gain a +4 dodge bonus to AC against attacks of opportunity, and can make an Escape Artist check as a free action once per round. This effect lasts for 1 round. You may suppress or resume this aura as a free action.

*Frenetic Outburst (Su):* At 17th level, you are constantly under the effects of *freedom of movement*. At the start of your turn, adjacent opponents provoke an attack of opportunity from you.

## Loneliness

You are overcome by a profound sense of loneliness. Detached from your surroundings and alienated from your friends and allies, you are forced to face your true self.

**EMOTION AURA:** Gray lines.

**QUIRK:** You gain a morale bonus on Stealth checks equal to half your class level (minimum +1).

**DRAWBACK:** You do not provide flanking for your allies. You are always treated as an unwilling target for the purpose of determining whether an ally's spell or ability can affect you and you must attempt a saving throw against all harmless spells. You cannot use the aid another action to help an ally, nor can you benefit from the aid another action.

**EMOTIVE BLAST:** The target of your emotive blast gains your drawback. This is a mind-affecting compulsion effect.

**BONUS SPELLS:** *negative reaction*<sup>UC</sup> (1st), *invisibility* (4th), *silence* (6th), *resilient sphere* (8th), *suffocation*<sup>APG</sup> (10th), *globe of invulnerability* (12th), *repulsion* (14th), *prismatic wall* (16th), *imprisonment* (18th).





**MANIA POWERS:** You gain the following powers while raving.

*Sniping Magic (Su):* At 1st level, you may use Stealth to snipe with your spells. If you've already successfully used Stealth at least 10 feet from the target of your spell, you can cast the spell and then immediately use Stealth again. You take the -20 penalty from sniping as normal. A spell whose casting time is more than 1 standard action cannot be used to snipe.

*Rejection (Su):* At 5th level, once per rave as a standard action, you may unleash a wave of force, allowing you to attempt a ranged bull rush against all opponents within 20 feet. Resolve this attempt as normal, except that you don't provoke an attack of opportunity, you use your caster level in place of your CMB, and you add your Charisma modifier in place of your Strength or Dexterity modifier. Creatures farther away from you are affected first.

*Unseen (Su):* At 9th level, while you are at least 20 feet away from any other creature, you can use the Stealth skill to hide, even if the terrain doesn't grant cover or concealment.

*Aura of Anonymity (Su):* At 13th level, you are warded by a personal aura of anonymity. Any creature that sees you or otherwise interacts with you must succeed at a Will save or forget any details of its encounter with you, as if under the effect of *anonymous interaction*<sup>ACG</sup>. You may suppress or resume this aura as a free action.

*Fade Away (Su):* At 17th level, you may turn ethereal as a move action, as if using *etheral jaunt*. You cannot use this ability if you are being observed by another creature. You can return to material existence as a move action.

## Love

You are overcome by a deep affection for those that you care about. You tend to see things through rose-colored glasses.

**EMOTION AURA:** Purple.

**QUIRK:** You gain a morale bonus on Fly checks equal to half your maniac level (minimum +1). In addition, you can use *feather fall* as a spell-like ability at will.

**DRAWBACK:** Whenever you successfully use a charm spell against another creature, your attitude towards the creature changes to friendly for the duration of the spell (as if affected by *charm person*).

**EMOTIVE BLAST:** The target of your emotive blast hovers a few inches above the ground, as if affected by *hostile levitation*<sup>UC</sup>.

**BONUS SPELLS:** *charm person* (1st), *shield other* (4th), *fly* (6th), *charm monster* (8th), *break enchantment* (10th), *breath of life* (12th), *reverse gravity* (14th), *charm monster (mass)* (16th), *wish* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Stunning Charm (Su):* At 1st level, when a creature fails its saving throw against one of your spells from the charm subschool, you may cause that creature to become staggered for 1 round.

*Lovelorn (Su):* At 5th level, you may end your rave as a swift action to immediately start a new rave without becoming shaken.

*Protective Ward (Su):* At 9th level, when you cast an area effect spell with an instantaneous duration, you may exclude any charmed creature from the spell's effects, as if the spell were modified by the Selective Spell<sup>APG</sup> feat. This does not increase the casting time or level of the spell.

*Uplifting Aura (Su):* At 13th level, you emanate a 20-foot uplifting aura. Allies and charmed creatures inside this area can hover up to 6 inches above the ground, allowing them to ignore difficult terrain, or travel over liquid surfaces. You may suppress or resume this aura as a free action.

*At First Sight (Su):* At 17th level, when entering rave, you may designate any number of creatures within 30 feet. These creatures must succeed at a Will save or fall in love with the first creature they perceive, as if they had consumed a *philter of love*. A successful save grants immunity to this power for 24 hours. This effect lasts until the end of your rave.

**SPECIAL:** You cannot access this mania if you are immune to charm effects, and any effect that removes or suppresses a charm effect also ends your rave.

## Pain

You are overcome by agony and suffering, both physical and emotional. You embrace these feelings and revel in them, as pain makes you stronger.

**EMOTION AURA:** Blood red.

**QUIRK:** You gain DR/— equal to half your maniac level against nonlethal damage (minimum 1). In addition, you gain a +4 morale bonus on saving throws against pain effects.

**DRAWBACK:** Whenever you take damage, you take 1 point of additional damage. This damage is

precision damage and is not multiplied on a critical hit.

**EMOTIVE BLAST:** The target of your emotive blast gains spell resistance equal to 11 + your caster level against harmless conjuration (healing) spells and the target's regeneration and fast healing are suppressed.

**BONUS SPELLS:** *ear-piercing scream*<sup>UM</sup> (1st), *blindness/deafness* (4th), *howling agony*<sup>UM</sup> (6th), *detonate*<sup>APG</sup> (8th), *pain strike (mass)*<sup>APG</sup> (10th), *unwilling shield*<sup>APG</sup> (12th), *caustic eruption*<sup>UM</sup> (14th), *horrid wilting* (16th), *wail of the banshee* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Scouring Magic (Su):* At 1st level, when you take hit point damage, any damage-dealing spell you cast before the end of your next turn also deals 1 additional point of bleed damage +1 for every 5 maniac levels you possess.

*Wracking Pain (Su):* At 5th level, once per rave as a standard action, you may inflict intense pain upon all opponents within 30 feet that took bleed damage in the past round. Opponents immediately take the bleed damage (1 + 1 per 5 maniac levels) and become sickened for 1 minute. A successful Will save reduces this duration to 1 round.

*Masochism (Su):* At 9th level, you gain a +4 morale bonus on concentration checks related to pain or injury. When you take hit point damage, you gain a +2 morale bonus on attack rolls, saving throws, skill checks, and ability checks until the end of your next turn.

*Retributive Aura (Su):* At 13th level, you emanate a retributive aura. Any creature striking you with a melee attack takes 1d4 points of negative energy damage +1 for every two maniac levels you possess (Fortitude negates). You may suppress or resume this aura as a free action.

*Intensified Agony (Su):* At 17th level, when you cast a damage-dealing spell, you may treat that spell as if it were modified by the Intensified Spell<sup>APG</sup> feat, but only with regard to creatures suffering from a bleed or pain effect. This does not increase the casting time or level of the spell.

## Pride

You are filled with supreme confidence verging on hubris. You are the sun—everything revolves around you and your blazing glory outshines everyone else.

**EMOTION AURA:** Dull crimson.

**QUIRK:** You gain a +2 morale bonus on opposed checks.

**DRAWBACK:** You cannot take 10 on ability or skill checks.

**EMOTIVE BLAST:** The target of your emotive blast takes a –2 penalty to its AC and CMD.

**BONUS SPELLS:** *delusional pride*<sup>UM</sup> (1st), *enthrall* (4th), *conjure carriage* (6th), *fire shield* (8th), *smug narcissism*<sup>UM</sup> (10th), *forceful hand* (12th), *spell turning* (14th), *clone* (16th), *overwhelming presence*<sup>UM</sup> (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Lingering Magic (Su):* At 1st level, you may cast an instantaneous spell as if it were modified by the Lingering Spell<sup>APG</sup> feat. You must concentrate on the lingering spell. This does not increase the casting time or level of the spell.

*Unwavering Confidence (Sp):* At 5th level, once per rave, you may cast a spell as if it were modified by the Widen Spell feat. This does not increase the casting time or level of the spell.

*Shrinking Gaze (Su):* At 9th level, as a standard action, you can *reduce* a single creature within 20 feet by 1 size category. This functions as a *reduce person* spell that affects creatures of any type. Unwilling creatures may attempt a Fortitude save to resist this effect.

*Aura of Nobility (Su):* At 13th level, you emanate a 30-foot aura of nobility. Opponents within this aura are compelled to look at you and only you for 1 round, as per the *lock gaze*<sup>APG</sup> spell. On a successful save, a creature cannot be affected by this ability again for 24 hours. You may suppress or resume this aura as a free action.

*Stare Down (Su):* At 17th level, whenever an opponent attacks you in melee, you may, as an immediate action, attempt an Intimidate check to demoralize that opponent.





## Regret

You are bitter and contrite over your past failures and transgressions. You would give anything for the opportunity to make things right and to avoid the shame of your past mistakes.

**EMOTION AURA:** Livid gray.

**QUIRK:** Your fear of failure encourages you to avoid risk. Whenever you take 10 or take 20 on a skill check, you gain a +2 morale bonus to the check.

**DRAWBACK:** Whenever you roll a natural 1 on a d20 check, you are staggered for 1 round.

**EMOTIVE BLAST:** The next time that the target of your emotive blast makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result.

**BONUS SPELLS:** *erase* (2nd), *make whole* (4th), *sands of time*<sup>UM</sup> (6th), *terrible remorse*<sup>UM</sup> (8th), *baleful polymorph* (10th), *flesh to stone* (12th), *vision* (14th), *prediction of failure*<sup>UM</sup> (16th), *soul bind* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Second Chance (Su):* At 1st level, you may redirect an ineffective spell targeting a single creature to a different target, as if it were modified by the Bouncing Spell<sup>APG</sup> feat. This does not increase the casting time or level of the spell.

*Misfortune (Su):* At 5th level, once per rave as an immediate action, when an opponent within 20 feet hits an ally (not you) with an attack, you may make that opponent reroll the attack roll.

*Lesser Contingency (Su):* At 9th level, as a free action when entering rave, you may set up a *contingent action*<sup>ACG</sup> for your person, as if using the spell of the same name. This duration lasts until the end of the current rave or until discharged.

*Aura of Regret (Su):* At 13th level, you emanate a 20-foot aura of regret. Whenever an opponent inside this area fails a d20 check, it takes 1 point of nonlethal damage. This is a mind-affecting effect.

*Greater Contingency (Sp):* At 17th level, as a free action when entering rave, you may set up a contingent spell, as if using *contingency*. This stacks with the *contingent action* gained from lesser contingency. This duration lasts until the end of the current rave or until discharged.

## Surprise

You are filled with a childlike sense of wonder, as if a whole new world unfolds around you. You are prone to amazement, shock, and awe.

**EMOTION AURA:** Kaleidoscope of swirling colors.

**QUIRK:** You gain a morale bonus on Bluff checks to feint equal to half your maniac level (minimum +1). During the surprise round, opponents are considered flat-footed towards you even if they have already acted.

**DRAWBACK:** You are considered flat-footed for the first 1d6 rounds of your rave, even if you possess uncanny dodge or similar effects.

**EMOTIVE BLAST:** The target of your emotive blast becomes flat-footed.

**BONUS SPELLS:** *color spray* (1st), *mirror image* (4th), *major image* (6th), *shadow conjuration* (8th), *shadow evocation* (10th), *mislead* (12th), *shadow conjuration (greater)* (14th), *shadow evocation (greater)* (16th), *shades* (18th).

**MANIA POWERS:** You gain the following powers while raving.

*Startling Magic (Su):* At 1st level, whenever a creature fails a saving throw against one of your illusion spells (other than to disbelieve), you can make a free Bluff check to feint against that creature. If you succeed, the creature is flat-footed against the next attack made by you or one of your allies before the end of your next turn. A creature can be affected by this power once every 24 hours.

*Unexpected Twist (Su):* At 5th level, you may end your rave as a swift action to immediately start a new rave with a random mania (roll d%). If surprise is not your primary mania, then the random mania functions at your maniac level -2.

01-05 Anger

06-10 Boredom

11-15 Compassion



16–20	Confusion
21–25	Courage
26–30	Curiosity
31–35	Desire
36–40	Disgust
41–45	Envy
46–50	Fear
51–55	Grief
56–60	Hatred
61–65	Joy
66–70	Loneliness
71–75	Love
76–80	Pain
81–85	Pride
86–90	Regret
91–95	Surprise
96–00	Tranquility

**Confounding Spells (Su):** At 9th level, whenever you deal damage to an opponent that is denied its Dexterity bonus to AC with a spell, you can make a free reposition attempt against that opponent. Resolve this attempt as normal, except that you don't provoke an attack of opportunity, you use your caster level in place of your CMB, and you add your Charisma modifier in place of your Strength or Dexterity modifier.

**Wild Magic Aura (Su):** At 13th level, you emanate a 20-foot wild magic aura. Using a spell, spell-like ability, or a spell completion or spell trigger magic item inside this area requires a caster level check (DC 15 + the level of the spell or spell-like ability) for the magic to function normally. Failure means that something strange happens (see Wild Magic in the *Pathfinder RPG GameMastery Guide*). You may suppress or resume this aura as a free action.

**Greater Confounding Spells (Su):** At 17th level, when using the confounding spells ability, you can make a dirty trick attempt in place of a reposition attempt.

## Tranquility

You are at peace with yourself, calm and serene, untroubled by worries or passions. You live in the moment, focused on the matter at hand. In this trance-like state, the flow of time seems to slow down and you become one with the universe.

**EMOTION AURA:** Gold.

**QUIRK:** When entering rave, choose a single skill. When making a skill check with that skill, you may take 10 even if stress and distractions would normally prevent you from doing so. In addition, you gain a

+4 competence bonus on saving throws against emotion and fear effects.

**DRAWBACK:** You cannot cast spells with the emotion or fear descriptor and you cannot benefit from morale bonuses.

**EMOTIVE BLAST:** The target of your emotive blast is staggered. If the target is attacked before the start of its turn, it loses the staggered condition immediately.

**BONUS SPELLS:** *sanctuary* (2nd), *hypnotic pattern* (4th), *clairaudience/clairvoyance* (6th), *rainbow pattern* (8th), *modify memory* (10th), *true seeing* (12th), *project image* (14th), *moment of prescience* (16th), *foresight* (18th).

**MANIA POWERS:** You gain the following powers while raving.

**Focused Mind (Su):** At 1st level, as a move action, you can center yourself to become focused. You remain focused until you expend your focus or until your rave ends, whichever comes first. When casting a spell, you can expend your focus as a free action to gain a +4 competence bonus on your concentration check and a +4 dodge bonus to AC against attacks of opportunity provoked by your spellcasting.

**Calm Emotions (Su):** At 5th level, once per rave as a standard action, you may pacify all other creatures within 20 feet as if using *calm emotions* (Will negates). This effect lasts for 1 minute.

**Empty Mind (Su):** At 9th level, when making an attack roll, you can expend your focus as a swift action to ignore cover (other than total cover) and concealment (other than total concealment) against your attack. While focused, you are protected by a *nondetection* spell with a caster level equal to your class level.

**Placid Aura (Su):** At 13th level, you emanate a 20-foot aura of placidity. Allies within this aura gain a +4 circumstance bonus on saving throws against emotion and fear effects, a +4 circumstance bonus on critical hit confirmation rolls, and a +4 dodge bonus to AC against attacks of opportunity. However, allies do not gain any morale bonuses while inside this aura. You may suppress or resume this aura as a free action.

**Equilibrium (Su):** At 17th level, you gain a +4 bonus whenever you take 10 on a skill check or ability check. You can expend your focus as a swift action to take 10 on any skill check or ability check, even if stress and distractions would normally prevent you from doing so.



## Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have maniacs as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**DWARVES:** Add +1 to the maniac's total number of rave rounds per day.

**ELVES:** Add +1/6 to the maniac's level for the purpose of determining the effects of one mania.

**GNOMES:** Add +1/4 to the maniac's caster level when casting spells with the emotion descriptor.

**HALF-ELVES:** Add +1/2 on Sense Motive checks to get a hunch and on Bluff checks to hide the maniac's emotional state.

**HALF-ORCS:** Add +1/2 to emotive blast damage.

**HALFLINGS:** Reduce the number of rounds the maniac is shaken after rave by 2 (to a minimum of 1 round).

**HUMANS:** Add a +1/2 bonus on concentration checks. This bonus doubles when the maniac is raving.



## Maniac Archetypes

This section presents new archetypes for the maniac class.

### Affector

Through rigorous practice affectors achieve a degree of control over their emotions that allows them to shape and modify their emotive blasts in unusual ways.

**METABLAST (SU):** At 3rd level, an affector's emotive blast deals splash damage to adjacent creatures as if it were a splash weapon. The splash damage is equal to the emotive blast's minimum damage.

At 5th level, an affector can shape her emotive blast to affect all creatures in a 15-foot cone or a 30-foot line. A successful Reflex save (DC 10 + 1/2 the maniac's level + the maniac's Charisma modifier) halves the damage caused by her emotive blast. Any creature that fails this save must attempt a Will save to negate any additional effect incurred by the maniac's emotive blast (creatures that succeed on their Reflex save automatically succeed on this Will save). Using this ability requires the maniac to expend 2 rounds of rave.

At 9th level, the affector can apply one of the following metamagic feats that she knows to her emotive blast: Empower Spell, Enlarge Spell, Maximize Spell, Quicken Spell, or Widen Spell. The maniac must expend a number of rounds of rave equal to the metamagic feat's spell level increase.

At 13th level, when an affector makes a successful attack with her emotive blast, she can cause the blast to rebound off the first target to strike at a second target within 30 feet. She must succeed at an attack roll to hit the second target as normal.

At 17th level, when the affector applies a metamagic feat to one of her mania bonus spells, she can cast the spell using the normal casting time instead of at the increased casting time.

This ability replaces invoke mania.

**BONUS FEAT:** At 5th level and again at 15th level, an affector gains a bonus metamagic feat. She must meet the prerequisites for this feat.

### Fractured Soul

The fractured soul harbors different personalities within the same body and mind that surface when she raves.

**MULTIPLE PERSONALITIES:** A fractured soul has multiple personalities different from her normal self, each one associated with a different mania. While raving, the maniac assumes the personality associated with her mania. The alternate personality shares memories and basic goals with the maniac's normal personality but goes about meeting those goals in a different manner. Each alternate personality has his or her own alignment (which is selected by the player).

When her rave ends, the fractured soul must succeed at a Will saving throw to suppress the personality that is currently in control of her body (DC = 10 + 1/2 the maniac's level + the number of hours that the alternate personality has been in control). If she fails, the alternate personality remains in control and the maniac must wait at least 1 hour before she can try again. While an alternate personality is in control, the maniac has access to that personality's mania bonus spells, even when she is not raving. When she enters rave, she can only access the mania associated with the alternate personality that is currently in control. The maniac automatically regains control over her body when she falls unconscious or wakes up from sleeping.

The constant struggle for control over her body causes the maniac to take a -2 penalty on initiative checks, concentration checks, and Perception checks. This alters mania and rave.

**INVOKE MANIA (SU):** At 3rd level, the fractured soul can rave with any mania, not just the one she chose when regaining her daily allotment of spells. This alters invoke mania.

**MENTAL CHOIR (SU):** At 7th level, the fractured soul's alternate personalities grant her a +2 bonus on Will saving throws against mind-affecting and possession effects. If she is affected by an enchantment spell or possession effect and fails her saving throw, she can attempt it again 1 round later at the same DC; if she succeeds, she is free of the effect (as if she had made her original save) and must immediately enter rave (assuming she isn't raving already and she still has rounds of rave remaining). If the saving throw fails, she is affected as normal for the rest of the duration. This ability replaces *analyze aura*.

## Fury

The Fury follows the call of the wild, frolicking with satyrs and dancing with maenads to put herself in an

ecstatic frenzy. In this state of madness, she can rip opponents apart with her bare hands.

**SPARAGMOS (SU):** Starting at 1st level, as a swift action, a fury can sacrifice an unused spell slot of 1st level or higher to grow a pair of claws. These claws are treated as primary natural attacks, which deal 1d4 points of damage (1d3 if the maniac is Small) plus the maniac's Strength modifier. The claws gain an enhancement bonus on attack and damage rolls equal to the level of the spell slot sacrificed (up to +5). Starting at 11th level, these bonuses can be used to add any of the following weapon properties: *anarchic*, *keen*, *mighty cleaving*, *speed*, *vorpal*, *wounding*. Both claws must have the same properties. This effect lasts for 1 minute, or until this ability is used again to assign the claws different enhancements. At 20th level, the maniac gains Rending Claws<sup>APG</sup> as a bonus feat, and the critical modifier of her claws increases to ×3. This replaces emotive blast and greater emotive blast.

**ECSTATIC FRENZY (SU):** At 7th level, while raving, a fury gains a +4 morale bonus to Strength and Constitution. At 15th level, she is also treated as if she had the Diehard feat while raving. This ability replaces *analyze aura* and greater *analyze aura*.

**IVY GOWN (SU):** At 9th level, as an immediate action, a fury can sacrifice an unused spell slot of 1st level or higher to cover herself in protective vines. These vines grant the maniac a natural armor bonus to AC equal to the level of the spell slot she sacrificed as well as a circumstance bonus to her CMD. The vines last until the start of the maniac's next turn. At 19th level, the vines also protect the maniac as a *thorn body*<sup>APG</sup> spell with a caster level equal to the maniac's class level. This replaces emotive shield and greater emotive shield.

**MAENAD'S BLESSING (SU):** At 20th level, while raving, a fury gains DR 10/cold iron as well as immunity to fire and poison. This replaces monomania.

## Korybant

Korybants see their rave as a gift from their divine patrons, whom they honor with enraptured dancing while clashing their weapons against their shields.

**ALIGNMENT:** A korybant's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

**WEAPON AND ARMOR PROFICIENCY:** A korybant is proficient with the favored weapon of her deity. A korybant is also proficient with shields (except tower shields). Shields still interfere with her



gestures, which can cause her spells with somatic components to fail.

**PERFORMANCE COMBAT (EX):** At 2nd level, the korybant gains Dazzling Display as a bonus feat, even if she does not meet the prerequisites. In addition, she may treat her deity's favored weapon as a performance weapon. This ability replaces telepathy.

**BARDIC PERFORMANCE (SU):** At 3rd level, while raving, a korybant gains the ability to deliver a select number of supernatural and spell-like performances. This ability is similar in all respects to bardic performance as used by a bard of the same level –2, using Perform (dance) or Perform (percussion) as the maniac's performance skill. However, a maniac gains only the following types of bardic performance: countersong, fascinate, and inspire courage at 3rd level; inspire greatness at 11th level; and inspire heroics at 17th level. This replaces invoke mania.

**BONUS FEAT:** At 5th level and again at 15th level, a korybant gains a bonus performance combat feat. She must meet the prerequisites for this feat. While using rave or bardic performance, a korybant can make performance combat checks in any combat, as if she had the Performing Combatant<sup>UC</sup> feat.

**ANALYZE AURA (SP):** At 7th level, a korybant detects alignment auras in place of emotion auras. This alters *analyze aura* and greater *analyze aura*.

## Temperamentalist

The temperamentalist's powers are rooted in the doctrine of the four temperaments (choleric, melancholic, phlegmatic, and sanguine), according to which emotions are caused by an excess or lack of body fluids, the four humors (yellow bile, phlegm, blood, and black bile).

**CLASS SKILLS:** A temperamentalist adds Heal to her list of class skills.

**FOUR TEMPERAMENTS:** At 1st level, the temperamentalist must choose from the following manias: Anger (choleric), Boredom (phlegmatic), Joy (sanguine), and Regret (melancholic).

**VILE BLAST (SU):** At 1st level, while raving, a temperamentalist can spew gouts of vile humor, allowing her to deal energy damage with her emotive blast. The exact damage type is determined by her mania.

**Anger** (yellow bile): The emotive blast deals fire damage. In addition, the target must succeed at a Reflex save or catch on fire.

**Boredom** (phlegm): The emotive blast deals cold damage. In addition, the target must succeed at a Fortitude save or be fatigued.

**Joy** (blood): The emotive blast deals electricity damage. In addition, the target must succeed at a Fortitude save or be staggered for 1 round.

**Regret** (black bile): The emotive blast deals acid damage. In addition, the target must make a Fortitude save or be sickened for 1 round.

This ability otherwise functions as emotive blast and counts as the ability of the same name.

**INVOKE MANIA (SU):** At 3rd level, a temperamentalist may only use this ability to rave with a mania associated with one of the four temperaments. This alters invoke mania.

**ANALYZE AURA (SP):** At 7th level, a temperamentalist detects health auras in place of emotion auras. This alters *analyze aura* and greater *analyze aura*.

**VILE SHIELD (SU):** At 9th level, the temperamentalist's emotive shield grants her a deflection bonus to AC equal to the level of the spell slot she sacrificed as well as resist 10 against the energy type associated with her mania. This alters emotive shield.

## Feats

### AURATIC SYNERGY

Creatures with certain emotion auras find it harder to resist your spells.

**Prerequisite:** Rave class feature.

**Benefit:** Creatures with the same emotion aura as you take a –2 penalty on saving throws against your spells.

### EMOTIVE SPELL (METAMAGIC)

You put the force of unrestrained emotions behind your elemental spells.

**Prerequisite:** Nonlawful alignment.

**Benefit:** This metamagic feat can be applied to any spell that deals acid, cold, electricity, or fire damage. Half the damage dealt by an emotive spell is energy damage (acid, cold, electricity, or fire), while the other half is untyped and not subject to being reduced by energy resistance. This untyped damage is psychic in nature and has no effect on creatures immune to mind-affecting effects, nor does it affect objects. Bonuses on saving throws against mind-affecting effects fully apply against an emotive spell. An emotive spell uses up a spell slot one level higher than the spell's actual level.

## Magic Items

### BASSARIS OF HEIGHTENED FRENZY

**Aura** moderate enchantment; **CL** 9th

**Slot** body; **Price** 12,000 gp; **Weight** 1 lb.

#### Description

These rugged fox-skins lend their wearer an air of savagery. Each bassaris is attuned to a specific mania. When accessing that mania, the wearer treats her maniac level as 2 higher than normal for the purpose of determining what mania powers she can use as well as their effects.

#### Construction

**Requirements** Craft Wondrous Item, *rage*, creator must be a maniac; **Cost** 6,000 gp

### KANTHAROS OF RENEWED ECSTASY

**Aura** moderate transmutation; **CL** 11th

**Slot** none; **Price** 20,000 gp; **Weight** 2 lbs.

#### Description

A pair of high-swung handles extend above the lip of the heavy clay cup. The painting on its face depicts a procession of dancing men and women lost in manic frenzy. The kantharos' owner can command the cup to fill with wine at will.

Once per day as a full-round action that provokes an attack of opportunity, a maniac can drink the kantharos' content in one gulp. Doing so allows her to immediately start a new rave, even if she would normally be prohibited from doing so. The negative effects of the aftermath of a rave cease.

If a creature other than a maniac drinks directly from the kantharos, it must succeed at a DC 22 Will save or begin to dance in ecstasy, as if affected by *irresistable dance*.

#### Construction

**Requirements** Craft Wondrous Item, *irresistable dance*, *limited wish*, *rage*, creator must be a maniac; **Cost** 10,000 gp

### MAENAD'S THYRSOS

**Aura** moderate transmutation; **CL** 11th

**Slot** none; **Price** 15,000 gp; **Weight** 3 lbs.

#### Description

Covered with vines and adorned by colorful ribbons, this wooden rod resembles a plant stem decorated for festive purposes. A single pine cone sits on its top, constantly dripping sweet honey.

In the hands of a maniac, a *maenad's thyrsos* functions as a +1 club. Once per round, when a maniac makes

a successful melee attack with a *maenad's thyrsos*, she may choose to channel her emotive blast through the weapon to the struck opponent, who takes the effects of the weapon attack and the emotive blast.

In addition, a *maenad's thyrsos* allows a maniac to channel her emotive blast with greater effect. A maniac wielding this rod deals 1 additional point of damage per die rolled when using her emotive blast, and the save DC of her emotive blast increases by +1.

#### Construction

**Requirements** Craft Rod, Empower Spell, Heighten Spell, creator must be a maniac; **Cost** 7,500 gp





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