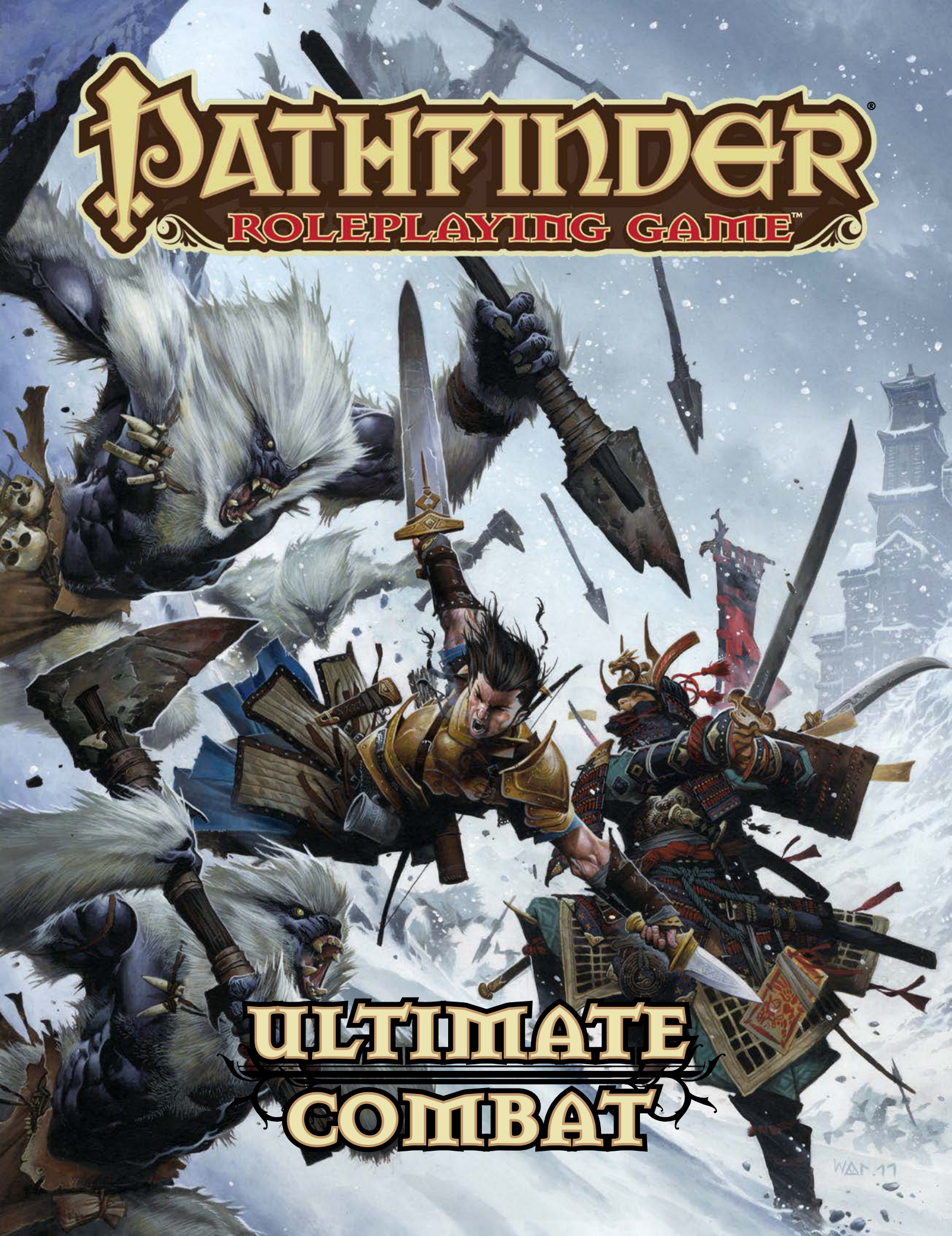
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Ultimate
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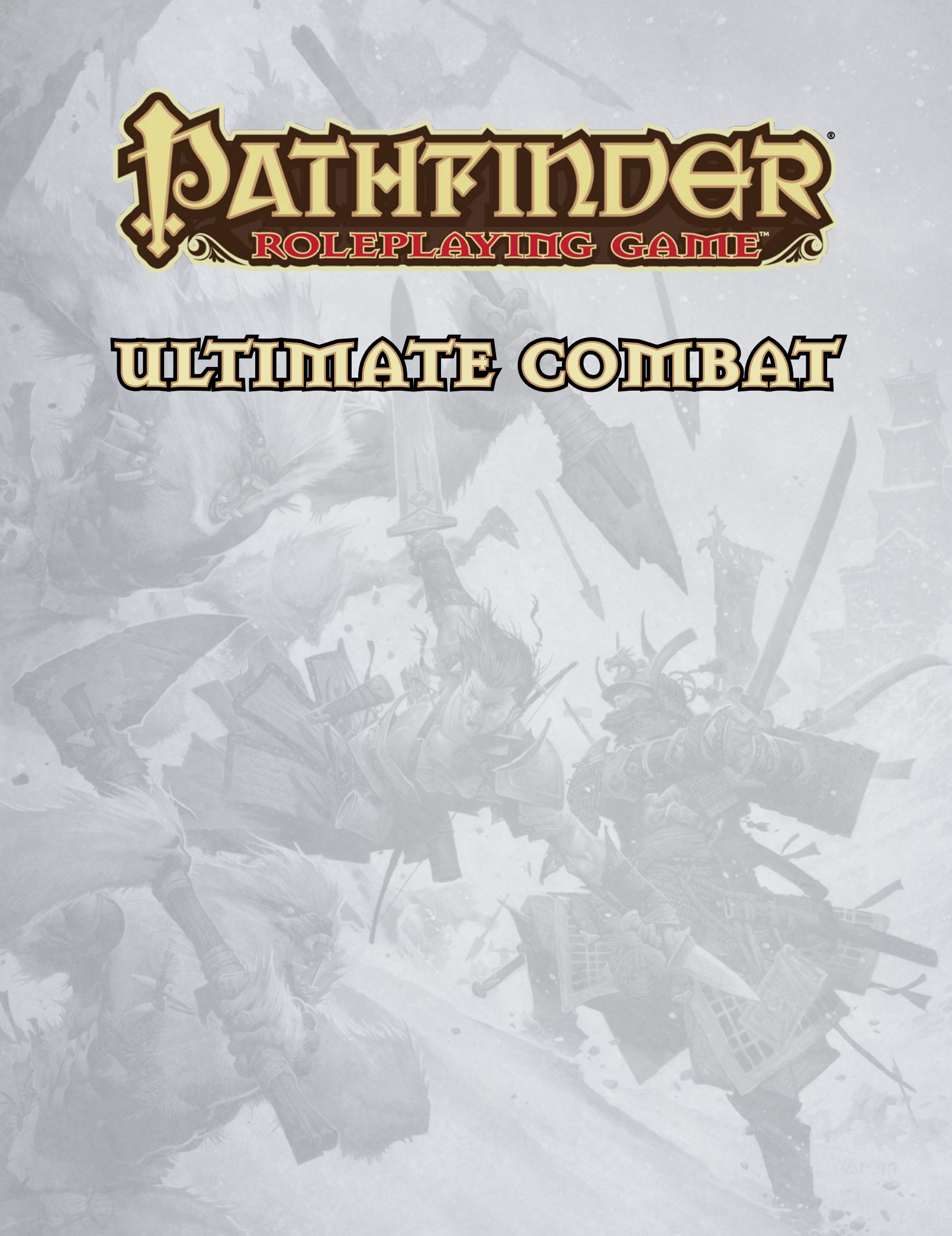

Pathfinder Roleplaying Game

Ultimate Combat

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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.

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Introduction

Whether it's a pitched battle against a tide of orcs and trolls or a back-alley scuffle between thieves and mercenaries, combat lies at the heart of most fantasy games, books, and films. This is certainly the case for the Pathfinder Roleplaying Game—for when diplomacy breaks down, it's naked steel that decides matters.

This book offers martially oriented characters a host of new ways to customize their combat abilities, particularly if they rely primarily on weapons rather than spells. For more options aimed at spellcasting characters, see this book's companion volume, *Pathfinder RPG Ultimate Magic*.

Navigating This Book

This book is organized in much the same way as the *Pathfinder RPG Core Rulebook*, with each chapter containing rules grouped together by theme for ease of reference. Presented below is a brief overview of each chapter and a taste of the new material you can expect therein. Additionally, the table of contents on the previous page and the index located at the back of this book should assist you in locating specific topics quickly and easily.

Chapter 1—Classes: This chapter is a treasure trove of new information for martially oriented characters of all different types and personalities. First up is not one, but three new classes, all extensively playtested by the gaming community at **paizo.com**: the gunslinger, the samurai, and the ninja. The gunslinger is a skirmisher who's mastered the strange and mysterious art of black powder to become a blazing champion on the battlefield, dropping foes left and right with well-placed bullets or the sweeping spreads of scatter weapons. Intended to help players and GMs simulate everything from old-west icons to the classic musketeers of medieval history, the gunslinger uses a new "grit" mechanic to help her make

all sorts of astounding maneuvers and astonishing trick shots in the heat of battle. The gunslinger is a complete, standalone base class that takes characters from 1st level through 20th.

Next up are two new alternate classes, the samurai and the ninja. Alternate classes are similar to base classes, save that they "replace" a preexisting base class for a given character (for more information on different class types, see page 8). The samurai is an alternate version of the cavalier, a master of armored combat who operates with impeccable honor and discipline. Inspired by both history and mythology, a samurai is a fearless paragon of war and greatly respected by the people he protects, dedicating himself to the way of the sword, bow, and horse. The ninja, by contrast, is a classic creature of darkness, slinking stealthily through the shadows and combining mystical abilities with martial arts techniques and specialized weapons to serve as an assassin and infiltrator without compare.

This chapter also presents a wide array of new rules for many different classes, designed to help them distinguish themselves even more in the frantic press of combat. Most of these rules take the form of archetypes—sets of alternate class abilities organized around particular themes. Archetypes replace existing class features and help players customize and optimize characters toward certain character concepts, such as the barroom brawler or the magical siege mage. Also included are more rogue tricks, barbarian rage powers, alchemist discoveries, and a host of other new tricks and techniques for new or preexisting characters.

Chapter 2—Feats: This chapter presents a ton of new combat-oriented feats, most of which can be taken by any character. Included as well are such specialized feat types as teamwork feats that help allies work together to cut through their foes' battle lines with ease, style feats that represent specific martial arts approaches, and grit feats that allow gunslingers to perform seemingly impossible deeds with their firearms. This section offers a wealth of opportunity for character customization. Risk your own flesh for an advantage with Death or Glory, keep the pain coming with Impaling Critical, go totally berserk with Raging Brutality, and more!

Chapter 3—Mastering Combat: This chapter focuses on providing GMs and players with exciting new subsystems to help expand the existing combat rules of the game, adding additional customizability and fleshing out fun and interesting corner cases in the rules. First comes Eastern armor and weapons, ranging from the stylized lamellar and terrifying kabuto helmets of the traditionalist samurai to Asian-inspired weapons familiar to most players—such as the legendary katana and wakizashi—plus fun and unique weapons pulled from all corners of Japan, China, India, and beyond. Dazzle your enemies with the bizarre urumi whip-sword, the horned shield known as the madu, or the oddly named yet deadly serious double chicken saber!

This section is followed by extensive rules for firearms, both primitive muzzle-loaders and more advanced weapons utilizing cartridges. Though devoted gunslingers are best suited to the use of firearms, characters of any class might be seduced by the power and roar of these captivating weapons. From there, the discussion turns to gladiator weapons, unusual items most often used on the bloodied sands of great arenas.

The primitive armor and weapons section covers specific battle gear from the stone and bronze ages, which experienced adventurers know can prove surprisingly effective in the hands of skilled combatants. In addition, this section presents rules for crafting weapons and armor of gold, obsidian, bone, and other such substances, introducing the new fragile weapon quality. This is followed by a section on duels, which dovetails with the spell dueling rules in *Ultimate Magic* to create a formalized system of honorable combat, including specialized dueling actions such as the dueling parry. Following this is the new performance combat subsystem, an all-new rules set to cover those fights where what matters most is not triumph or failure, but playing to the crowd and winning over onlookers with fantastic moves and a flair for the dramatic.

Last but not least come new rules for siege engines of both mechanical and alchemical nature, from familiar and deadly catapults to wall-shattering cannons, plus siege towers, scaling ladders, and everything else PCs might need to assault a fortress and capture it—or smash it to the ground.

Chapter 4—Vehicles: These new rules provide an in-depth system for vehicles, from sailing ships to carriages, magical conveyances to dirigibles. Though GMs are still welcome to treat vehicles as simple props and scenery around which combat takes place, the challenge of driving (or boarding or disabling) vehicles adds a new zest to such classic encounters as stagecoach robberies and high-seas ship-to-ship combat.

Chapter 5—Variant Rules: This section caters to those players and GMs who like to tinker, presenting several wholly optional rules sets that replace existing systems to radically change the way combat works in the Pathfinder Roleplaying Game. From armor as damage reduction and a new way to track wounds and vigor to called shots and piecemeal armor, this section ensures that you'll never look at combat the same way again.

Chapter 6—Spells: This final chapter contains nearly 30 pages of new combat-oriented spells, including spells for every spellcasting class in the game.

1 Classes

The troll didn't even flinch as the arrows thudded home, white fletching stitching a line along its back. The creature opened its mouth and roared.

"Kill it!" Merisiel yelled. "Kill it with fire!"

"We don't have any fire!" Imrijka shouted back. "You used the last of our oil torching that manor house."

"Well, it was funny!" Merisiel drew her blades. "Fine, then we'll do this the hard way. Start gathering sticks."

"What—" Imrijka began, but then the elf was off, swinging up the troll's massive bicep and onto its shoulders. Beady black eyes turned upward as she raised her daggers, then brought them down...

Introduction

The *Pathfinder RPG Core Rulebook* presents half a dozen primarily martial classes, from fairly straightforward warriors like the hard-hitting fighter and the highly trained monk to classes like the paladin and ranger, who combine strength and physical skill with the extreme faith or arcane force of magical practitioners. The *Pathfinder RPG Advanced Player's Guide* introduces several more combat-oriented base classes, such as the cavalier, whose dedication to an order helps make him a natural leader and champion on the battlefield, and the inquisitor, who will stop at nothing to bring her chosen foes to justice (or deliver it herself at the point of a sword). *Pathfinder RPG Ultimate Magic* brings players and GMs the magus, a classic blend of peerless martial combatant and weapon-focused arcane magic. Last but not least, this book introduces three brand-new character options: the gunslinger base class, the samurai and ninja alternate classes, and a host of new archetypes for the various combat-oriented classes.

That's a lot of options, and some rather complex terminology, so let's break it down.

Base Classes

These are the bedrock of the Pathfinder Roleplaying Game—completely fleshed-out, standalone classes that run from 1st level through 20th. All of the classes presented in Chapter 3 of the *Core Rulebook* are base classes, as are the six new classes (alchemist, oracle, etc.) in the *Advanced Player's Guide*, the magus from *Ultimate Magic*, and the gunslinger from this book.

Alternate Classes

These are standalone classes whose basic ideas are very close to established base classes, yet whose required alterations would be too expansive for an archetype. In this case, that's the samurai and the ninja—specifically Asian-themed classes that have long and unique histories, as well as great cultural cachet, but which are similar in concept to the established cavalier and rogue, respectively. An alternate class operates exactly as a base class, save that a character who takes a level in an alternate class can never take a level in its associated class—a samurai cannot also be a cavalier, and vice versa. The antipaladin from *Advanced Player's Guide* is also an alternate class.

Archetypes

Base classes are a great place to start, but they can't cover every possible character concept and specialization. Archetypes help to fill in the gaps. These are quick, plug-and-play sets of alternate class ability substitutions arranged around specific character concepts, designed to help players customize a given base class to their individual needs.

Who Needs This Book?

Because this book is *Ultimate Combat*, its primary focus is naturally on those characters who use weapons and their physical attributes to deal with danger or resolve conflicts. Those classes that prefer to harness the essential energies of the universe via spells and other forms of magic are dealt with much more heavily in *Ultimate Magic*. Yet even magic-users can benefit from having a trick or two up their sleeves when it comes time for combat, and thus many members of these classes may find plenty of combat-specific archetypes and rules options throughout this book.

The New Classes

The three new classes presented in this book are all equivalent in power to the classes presented in the *Core Rulebook* and additional supplements such as the *Advanced Player's Guide* and *Ultimate Magic*. First, there is the infamous gunslinger, that rare warrior who forgoes blades and bows in favor of the mysterious art of black powder. The ninja, by contrast, is an alternate class version of the rogue, one whose mystical powers augment keenly honed reflexes to make the ninja a deadly spy and assassin. Finally there is the samurai, an alternate class version of the cavalier, a disciplined warrior whose skill is matched only by his impeccable sense of honor and iron-hard resolve.

Game Masters are encouraged to allow players to choose freely from these classes and other additional rules and options in this book, but each GM must make a personal decision about what is and isn't allowed in her campaign, as well as the relative prevalence of such character classes in her world. The new options presented in this book are intended to be a toolbox—not a straitjacket.

Starting Wealth

The following table lists the starting gold piece value for the new classes presented in this book. In addition, each character begins play with an outfit worth 10 gp or less, and the gunslinger begins with her starting firearm (as discussed in the full class description).

Class	Starting Wealth	Average
Gunslinger	5d6 × 10 gp	175 gp
Ninja	4d6 × 10 gp	140 gp
Samurai	3d6 × 10 gp	105 gp

The Gunslinger

For a renegade few, battle sounds different than it does for the typical fighter. The clash of steel and the sizzle of spell energy are drowned out by the thunderous rhythm of gunfire—the pounding beat of the gunslinger.

Gunslingers are a bold and mysterious lot. While many treat the secrets of black powder with the same care and reverence that a wizard typically reserves for his spellbook, most gunslingers know that firearms are a secret that cannot remain concealed forever. While current firearms are simple, often imprecise, and even dangerous devices, they are a technology on the move, and one that will become even more powerful when it is fully fused with magic.

Role: Gunslingers are thunderous artillery, often found where the fighting is fiercest. Brave, clever, and frequently foolhardy, many gunslingers push to position themselves at close range, barrels blazing, to take down their foes and demoralize their enemies. Other gunslingers are masters of distant death, picking off enemies from afar with their strange and wondrous weapons.

Alignment: Any.

Hit Dice: d10.

Class Skills

The gunslinger's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the gunslinger.

Weapon and Armor Proficiency: Gunslingers are proficient with all simple and martial weapons, and with all firearms. They are proficient with all light armor.

Gunsmith: At 1st level, a gunslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.

Grit (Ex): A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this

Table 1-1: Gunslinger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Deeds, grit, gunsmith
2nd	+2	+3	+3	+0	Nimble +1
3rd	+3	+3	+3	+1	Deeds
4th	+4	+4	+4	+1	Bonus feat
5th	+5	+4	+4	+1	Gun training 1
6th	+6/+1	+5	+5	+2	Nimble +2
7th	+7/+2	+5	+5	+2	Deeds
8th	+8/+3	+6	+6	+2	Bonus feat
9th	+9/+4	+6	+6	+3	Gun training 2
10th	+10/+5	+7	+7	+3	Nimble +3
11th	+11/+6/+1	+7	+7	+3	Deeds
12th	+12/+7/+2	+8	+8	+4	Bonus feat
13th	+13/+8/+3	+8	+8	+4	Gun training 3
14th	+14/+9/+4	+9	+9	+4	Nimble +4
15th	+15/+10/+5	+9	+9	+5	Deeds
16th	+16/+11/+6/+1	+10	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+10	+5	Gun training 4
18th	+18/+13/+8/+3	+11	+11	+6	Nimble +5
19th	+19/+14/+9/+4	+11	+11	+6	Deeds
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, true grit

maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm: When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Deeds: Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the gunslinger has at least 1 grit point. The following is the list of base gunslinger deeds. A gunslinger can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Deadeye (Ex): At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the –2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Gunslinger's Dodge (Ex): At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Quick Clear (Ex): At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Gunslinger Initiative (Ex): At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are

free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Pistol-Whip (Ex): At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/×2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Utility Shot (Ex): At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot.

- *Blast Lock*: The gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. *Arcane lock* grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though *knock* can still be employed to bypass the lock, and the creator of an *arcane lock* can still bypass the wards of that spell.
- *Scoot Unattended Object*: The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally.
- *Stop Bleeding*: The gunslinger makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

Dead Shot (Ex): At 7th level, as a full-round action, the gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the gunslinger's single attack is considered to have hit. For each additional successful attack roll beyond the first, the gunslinger increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th-level gunslinger firing a musket hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as *flaming*) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus –5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0). The gunslinger only misfires on a dead shot if all the attack rolls are misfires. She cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The gunslinger must spend 1 grit point to perform this deed.

Startling Shot (Ex): At 7th level, a gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Targeting (Ex): At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets. Creatures that are immune to sneak attacks are immune to these effects.

- *Arms*: On a hit, the target takes no damage from the hit but drops one carried item of the gunslinger's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.
- *Head*: On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect.
- *Legs*: On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.

Optional Rule: Daring Act

The following method for regaining grit points requires a measure of GM judgment, so it is an optional rule.

Daring Act: Each time a gunslinger performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunslinger regains 1 grit point.

Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

- *Torso*: Targeting the torso threatens a critical on a 19–20.
- *Wings*: On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Bleeding Wound (Ex): At 11th level, when the gunslinger hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gunslinger's Dexterity modifier. Alternatively, the gunslinger can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gunslinger's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Expert Loading (Ex): At 11th level, whenever the gunslinger rolls a misfire with a gun that has the broken condition, she can spend 1 grit point to keep the gun from exploding, though it retains the broken condition.

Lightning Reload (Ex): At 11th level, as long as the gunslinger has at least 1 grit point, she can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If she has the Rapid Reload feat or is using an alchemical cartridge (or both), she can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

Evasive (Ex): At 15th level, when the gunslinger has at least 1 grit point, she gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. She uses her gunslinger level as her rogue level for improved uncanny dodge.

Menacing Shot (Ex): At 15th level, the gunslinger can spend 1 grit point, shoot a firearm into the air, and affect all living creatures within a 30-foot-radius burst as if they were subject to the *fear* spell. The DC of this effect is equal to 10 + 1/2 the gunslinger's level + the gunslinger's Wisdom modifier.

Slinger's Luck (Ex): At 15th level, the gunslinger can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The gunslinger must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

Cheat Death (Ex): At 19th level, whenever the gunslinger is reduced to 0 or fewer hit points, she can spend all of her remaining grit points (minimum 1) to instead be reduced to 1 hit point.

Death's Shot (Ex): At 19th level, when the gunslinger scores a critical hit, she can spend 1 grit point to deal normal damage, and the target must succeed at a Fortitude saving throw with a DC equal to 10 + 1/2 the gunslinger's level + the gunslinger's Dexterity modifier. On a failed saving throw, the target dies. This is a death attack. Performing this deed does not allow the gunslinger to regain grit from confirming a critical hit or making a killing blow.

Stunning Shot (Ex): At 19th level, when a gunslinger hits a creature, she can spend 2 grit points to stun the creature for 1 round. The creature must make a Fortitude saving throw (the DC = 10 + 1/2 the gunslinger's level + the gunslinger's Wisdom modifier). If the creature fails, it is stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

Nimble (Ex): Starting at 2nd level, a gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Bonus Feats: At 4th level, and every four levels thereafter, a gunslinger gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats.

Gun Training (Ex): Starting at 5th level, a gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Every four levels thereafter (9th, 13th, and 17th), the gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

True Grit (Ex): At 20th level, a gunslinger picks two deeds that she has access to and that she must spend grit to perform. She can perform these deeds for 1 grit point fewer (minimum 0) than usual. If the number of grit points to perform a deed is reduced to 0, the gunslinger can perform this deed as long as she has at least 1 grit point. If a deed could already be performed as long as she had at least 1 grit point, she can now perform that deed even when she has no grit points.

Ninja

When the wealthy and the powerful need an enemy eliminated quietly and without fail, they call upon the ninja. When a general needs to sabotage the siege engines of his foes before they can reach the castle walls, he calls upon the ninja. And when fools dare to move against a ninja or her companions, they will find the ninja waiting for them while they sleep, ready to strike. These shadowy killers are masters of infiltration, sabotage, and assassination, using a wide variety of weapons, practiced skills, and mystical powers to achieve their goals.

Role: The ninja spends almost all of her time honing her skills, practicing her art, or working on her next assignment. Even when not specifically working, the ninja is ever vigilant and ready for the situation to turn deadly. Her line of work earns her many enemies, but it is a list that she frequently reduces through assassination and misdirection. The ninja is an alternate class for the rogue core class.

Alignment: Any.

Hit Die: d8.

Class Skills

The ninja's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier.

Class Features

The following are the class features of the ninja.

Weapon and Armor Proficiency: Ninja are proficient with all simple weapons, plus the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. They are proficient with light armor but not with shields.

Poison Use: At 1st level, a ninja is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

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

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

With a weapon that deals nonlethal damage (such as a sap, whip, or unarmed strike), a ninja can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual –4 penalty.

Table 1-2: Ninja

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Poison use, sneak attack +1d6
2nd	+1	+0	+3	+0	*Ki* pool, ninja trick
3rd	+2	+1	+3	+1	No trace +1, sneak attack +2d6
4th	+3	+1	+4	+1	Ninja trick, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Light steps, ninja trick, no trace +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, ninja trick
9th	+6/+1	+3	+6	+3	No trace +3, sneak attack +5d6
10th	+7/+2	+3	+7	+3	Master tricks, ninja trick
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Ninja trick, no trace +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Ninja trick
15th	+11/+6/+1	+5	+9	+5	No trace +5, sneak attack +8d6
16th	+12/+7/+2	+5	+10	+5	Ninja trick
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Ninja trick, no trace +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Hidden master, ninja trick

The ninja must be able to see the target well enough to pick out a vital spot, and must be able to reach this spot. A ninja cannot sneak attack while striking a creature that has concealment.

***Ki* Pool (Su):** At 2nd level, a ninja gains a pool of *ki* points, supernatural energy she can use to accomplish amazing feats. The number of points in the ninja's *ki* pool is equal to 1/2 her ninja level + her Charisma modifier. As long as she has at least 1 point in her *ki* pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although she still cannot move farther than her speed allows).

By spending 1 point from her *ki* pool, a ninja can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a ninja can spend 1 point from her *ki* pool to give herself a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A ninja can gain additional powers that consume points from her *ki* pool by selecting certain ninja tricks.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the ninja possesses levels in another class that grants points to a *ki* pool, ninja levels stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The ninja can now use *ki* points from this pool to power the abilities of every class she possesses that grants a *ki* pool.

Ninja Tricks: As a ninja continues her training, she learns a number of tricks that allow her to confuse her foes and grant her supernatural abilities. Starting at 2nd level, a ninja gains one ninja trick. She gains one additional ninja trick for every 2 levels attained after 2nd. Unless otherwise noted, a ninja cannot select an individual ninja trick more than once.

Tricks marked with an asterisk (*) add effects to a ninja's sneak attack. Only one of these tricks can be applied to an individual attack and the decision must be made before the attack is made.

Acrobatic Master (Su): As a swift action, a ninja with this trick can focus her *ki* to grant her a +20 bonus on one Acrobatics check of her choice made before the start of her next turn. Using this ability expends 1 *ki* point from her *ki* pool.

Bleeding Attack (Ex)*: A ninja with this trick can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the ninja's sneak attack. Bleeding creatures take that amount of damage

every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any DR the creature might possess.

Choking Bomb (Ex): Whenever a ninja throws a smoke bomb, all living creatures in the resulting cloud must make a Fortitude save or become staggered by the choking black smoke for 1d4 rounds. The DC of this saving throw is equal to 10 + 1/2 the ninja's level + the ninja's Charisma modifier. The ninja can decide to create an ordinary smoke bomb or add poison to this smoke bomb as normal. The ninja must have the poison bomb ninja trick before selecting this trick.

Combat Trick: A ninja who selects this trick gains a bonus combat feat.

Darkvision (Su): This trick allows the ninja to use her *ki* to enhance her sight, granting darkvision out to a range of 60 feet. Using this trick is a standard action that costs 1 *ki* point. The enhanced senses last for 1 hour.

Deadly Range (Ex): A ninja with this ninja trick increases the range at which she can deal sneak attack damage by 10 feet. A ninja can take this trick more than once. Its effects stack.

Deflect Arrows: A ninja who selects this ninja trick gains the Deflect Arrows feat as a bonus feat. The ninja must have the Improved Unarmed Strike combat feat before taking this trick.

Fast Stealth (Ex): A ninja with this trick can move at full speed using the Stealth skill without penalty.

Feather Fall (Su): As an immediate action, the ninja can slow her descent as if using *feather fall*. This ability uses her ninja level as the caster level. Each use of this ability uses up 1 *ki* point.

Flurry of Stars (Ex): A ninja with this ability can expend 1 *ki* point from her *ki* pool as a swift action before she makes a full-attack attack with shuriken. During that attack, she can throw two additional shuriken at her highest attack bonus, but all of her shuriken attacks are made at a –2 penalty, including the two extra attacks.

Forgotten Trick (Ex): A ninja with this ability can recall one trick taught to her by her ancient masters. When she uses this ability, she selects one ninja trick (not a master trick or rogue talent) that she does not know and can use that ninja trick for a number of rounds equal to her level. She must pay any *ki* costs associated with the trick as normal. Using this ability expends 2 *ki* point from her *ki* pool, plus the *ki* cost of the trick she chooses.

Hidden Weapons (Ex): A ninja with this ability can easily conceal weapons on her body. The ninja adds her level on opposed Sleight of Hand checks made to conceal a weapon. In addition, she can draw hidden weapons as a move action, instead of as a standard action.

High Jumper (Ex): When a ninja with this trick makes a high jump, the DC for that jump is half the normal DC. The ninja must have the acrobatic master trick before taking this talent.

Ki Block (Su)*: A ninja with this trick can prevent a creature from using its *ki* pool. Whenever the ninja deals sneak attack damage, the target must make a Will save or be unable to spend any points from its *ki* pool for a number of rounds equal to the ninja's Charisma modifier. The DC of this save is 10 + 1/2 the ninja's level + the ninja's Charisma modifier. The number of points in the target's *ki* pool is unaffected, and abilities that do not require the subject to spend *ki* still function.

Ki Charge (Su): A ninja with this trick can invest a portion of her *ki* into a single thrown weapon, such as a shuriken, and throw it as a standard action. The thrown weapon explodes on impact in a 5-foot burst, dealing 1d6 points of fire damage plus 1d6 points of fire damage for every four levels of the ninja above 2nd, to a maximum 4d6 at 18th level. Creatures caught in the blast receive a Reflex save to halve the damage. The DC of this save is 10 + 1/2 the ninja's level + the ninja's Charisma modifier. If the thrown weapon hits a creature, that creature takes a –2 penalty on the saving throw. If the thrown weapon misses, treat it as a thrown splash weapon. Using this ability expends 1 *ki* point from her *ki* pool.

Poison Bomb (Ex): Whenever the ninja throws a smoke bomb, she can decide to include 1 dose of any inhaled poison she possesses. This poison affects all creatures in the smoke and lasts as long as the smoke lasts. She must pay for the poison normally. The ninja must have the smoke bomb ninja trick before selecting this trick.

Pressure Points (Su)*: A ninja with this trick can strike at an opponent's vital pressure points, causing weakness and intense pain. Whenever the ninja deals sneak attack damage, she also deals 1 point of Strength or Dexterity damage, decided by the ninja. Unlike normal ability damage, this damage can be healed by a DC 15 Heal check. Each successful check heals 1 point of damage caused by this trick. A ninja with this trick receives a +10 insight bonus on this Heal check.

Rogue Talent: The ninja can select a rogue talent in place of a ninja trick. The ninja cannot select a rogue talent that has the same name as a ninja trick. The ninja can select this talent multiple times.

Shadow Clone (Su): The ninja can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as *mirror image*, using the ninja's level as her caster level. Using this ability is a standard action that uses up 1 *ki* point.

Slow Metabolism (Ex): The ninja has a slower-than-normal metabolism. She can hold her breath for twice as long as normal before needing to make Constitution checks (four times her Constitution score). In addition,

whenever the ninja is poisoned, the time between saving throws (the poison's frequency) is doubled. Thus, a poison that has a frequency of "1/round for 6 rounds" would instead be "1/2 rounds for 12 rounds."

Slow Reactions (Ex)*: Opponents that are damaged by the ninja's sneak attack can't make attacks of opportunity for 1 round.

Smoke Bomb (Ex): This ability allows a ninja to throw a smoke bomb that creates a cloud of smoke with a 15-foot radius. This acts like the smoke from a smokestick. The ninja can center this smoke on herself, or throw the bomb as a ranged touch attack with a range of 20 feet. Using this ability is a standard action. Each use of this ability uses up 1 *ki* point.

Snatch Arrows: A ninja who selects this ninja trick gains the Snatch Arrows feat as a bonus feat. The ninja must have the Improved Unarmed Strike feat and the Deflect Arrows feat before taking this trick.

Style Master: A ninja who selects this ninja trick gains a style feat that she qualifies for as a bonus feat.

Sudden Disguise (Su): As a swift action, a ninja can change her appearance for 1 minute per level. This ability functions as *disguise self*. Each use of this ability uses up 1 *ki* point.

Unarmed Combat Training: A ninja who selects this ninja trick gains Improved Unarmed Strike as a bonus feat.

Undetected Sabotage (Ex): Whenever a ninja with this trick uses Disable Device to sabotage or disable a device, she can make a Stealth check with a bonus equal to her level. Anyone who inspects the device does not notice the sabotage and assumes the object works unless he beats the ninja's check with an opposed Perception skill check.

Vanishing Trick (Su): As a swift action, the ninja can disappear for 1 round per level. This ability functions as *invisibility*. Using this ability uses up 1 *ki* point.

Ventriloquism (Su): As a swift action, the ninja can throw her voice as if using the spell *ventriloquism*. She can use this ability for 1 minute per ninja level. Each use of this ability uses up 1 *ki* point.

Wall Climber (Su): A ninja with this ability gains a climb speed of 20 feet, but only on vertical surfaces. This ability cannot be used to scale perfectly smooth surfaces or to climb on the underside of horizontal surfaces.

Weapon Training: A ninja who selects this ninja trick gains Weapon Focus as a bonus feat.

No Trace (Ex): At 3rd level, a ninja learns to cover her tracks, remain hidden, and conceal her presence. The DC to track a ninja using the Survival skill increases by +1. In addition, her training gives her a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round. Every three levels thereafter, the increase to Survival DCs and the bonuses on Disguise and opposed Stealth checks increase by 1.

Uncanny Dodge (Ex): Starting at 4th level, a ninja can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A ninja with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a ninja already possesses uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Light Steps (Ex): At 6th level, a ninja learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the ninja ignores any mechanical traps that use a location-based trigger.

Improved Uncanny Dodge (Ex): At 8th level, a ninja can no longer be flanked. This defense denies another ninja (or rogue) the ability to sneak attack the ninja by flanking her, unless the attacker has at least four more ninja (or rogue) levels than the target does.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum ninja (or rogue) level required to flank the character.

Master Tricks: At 10th level, and every two levels thereafter, a ninja can select one of the following master tricks in place of a ninja trick.

Advanced Talents: The ninja can select a rogue talent from the list of Advanced Talents in place of a ninja trick. The ninja cannot select a rogue talent that has the same name as a ninja trick. The ninja cannot select improved evasion unless she has evasion (either as a class feature or as a ninja master trick).

Assassinate (Ex): A ninja with this master trick can kill foes that are unable to defend themselves. To attempt to assassinate a target, the ninja must first study her target for 1 round as a standard action. On the following round, if the ninja makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the ninja as an enemy. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The

DC of this save is equal to 10 + 1/2 the ninja's level + the ninja's Charisma modifier. If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that ninja's assassinate ability for 1 day.

Blinding Bomb (Ex): Whenever the ninja throws a smoke bomb, all living creatures in the cloud must make a Fortitude save or be blinded by the black smoke for 1d4 rounds. The DC of this saving throw is equal to 10 + 1/2 the ninja's level + the ninja's Charisma modifier. This trick cannot be combined with a choking bomb, but the ninja can combine a blinding bomb with a poison bomb. The ninja must have the choking bomb ninja trick before selecting this trick.

Deadly Shuriken (Ex): As a full-round action, a ninja with this master trick can take careful aim and pool all of her attack potential into a single, deadly shuriken throw. When she does this, she throws a single shuriken at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the attack hits. For each additional successful attack roll beyond the first, the ninja increases the damage by 1d6. Precision damage and extra damage from weapon special abilities (such as *flaming*) are added with damage modifiers and are not increased by this advanced talent. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus –5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0).

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

Feat: A ninja may gain any feat that she qualifies for in place of a ninja trick.

Ghost Step (Su): As a swift action, a ninja with this trick can pass through walls as if she were a ghost. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. Each use of this ability uses up 1 *ki* point.

Invisible Blade (Su): Whenever a ninja uses the vanishing trick ninja trick, she is treated as if she were under the effects of *greater invisibility*. The ninja must have the vanishing trick ninja trick before selecting this ninja trick.

Master Disguise (Su): A ninja with this trick can take on the appearance of other creatures and individuals. Whenever the ninja uses the sudden disguise ninja trick, the duration increases to 10 minutes per level. Alternatively, the ninja can use the sudden disguise ninja trick to take on the appearance of a specific individual that the ninja has seen before for 1 minute per level. Creatures that are familiar with the individual receive a Will saving throw to see through the illusion. The DC of this saving throw is 10 + 1/2 the ninja's level + the ninja's Charisma modifier. This illusion also changes the ninja's speech, if she has heard the individual talk and can speak his language. The ninja must have the sudden disguise ninja trick before selecting this trick.

See the Unseen (Su): A ninja with this trick learns how to see that which cannot be seen. As a swift action, the ninja can cast *see invisibility*, using her level as the caster level. Each use of this ability uses up 1 *ki* point.

Shadow Split (Su): This trick allows the ninja to create an illusory double of herself that moves away from her, allowing the ninja to create a distraction. When she uses this ability, an illusory double appears and moves away from the ninja, heading in one direction. The double climbs walls, jumps pits, or simply passes through obstacles, moving at twice the ninja's speed in the direction indicated by the ninja when the ability is used. Its course cannot be changed. The double persists for 1 round per level of the ninja. Those who interact with the double receive a Will saving throw to recognize that it is fake. The DC of this save is 10 + 1/2 the ninja's level + the ninja's Charisma modifier. Each use of this ability uses up 1 *ki* point. The ninja must possess the shadow clone ninja trick before selecting this trick.

Unarmed Combat Mastery: A ninja who selects this trick deals damage with her unarmed strikes as if she were a monk of her ninja level –4. If the ninja has levels in monk, this ability stacks with monk levels to determine how much damage she can do with her unarmed strikes. A ninja must have the Improved Unarmed Strike feat before taking this trick.

Unbound Steps (Su): This trick allows a ninja to use her *ki* to walk through the air. Whenever the ninja uses the light steps class feature, she can walk on air, rising or descending as she desires. She must end her move on a solid surface. Each use of this ability uses up 1 *ki* point.

Hidden Master (Su): At 20th level, a ninja becomes a true master of her art. She can, as a standard action, cast *greater invisibility* on herself. While invisible in this way, she cannot be detected by any means, and not even *invisibility purge*, *see invisibility*, and *true seeing* can reveal her. She uses her ninja level as her caster level for this ability. Using this ability consumes 3 *ki* points from her *ki* pool. In addition, whenever the ninja deals sneak attack damage, she can sacrifice additional damage dice to apply a penalty to one ability score of the target equal to the number of dice sacrificed for 1 minute. This penalty does not stack with itself and cannot reduce an ability score below 1.

Samurai

Few warriors are more dedicated to honor and the code of the warrior than the samurai. Trained from an early age in the art of war and sworn to the service of a lord, the samurai holds a position of power and respect in many lands, often serving as the voice and justice of the local noble. The samurai takes on his training with zeal, learning the way of the blade (typically a katana), the bow, and the horse. Some even learn how to effectively use firearms, if they are available. The samurai is often the most trusted soldier in his lord's employ. In him, the common folk see honor and sacrifice. He is an honorable warrior, dedicated to the realm and the leaders that guide it.

Role: While typically sworn to the service of a lord, a samurai is usually given free reign as to how he performs that service. As such, samurai can sometimes be found with other adventurers, taking the fight to the enemies of their masters. Other samurai become ronin, striving to serve an ideal without paying fealty to a lord. In either case, samurai make powerful allies, capable of withstanding nearly any harm while dispatching their foes with deadly precision. The samurai is an alternate class for the cavalier base class.

Alignment: Any.

Hit Die: d10.

Class Skills

The samurai's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the samurai.

Weapon and Armor Proficiency: Samurai are proficient with all simple and martial weapons, plus the katana, naginata, and wakizashi. Samurai are proficient with all types of armor (heavy, light, and medium) and shields (except tower shields).

Challenge (Ex): Once per day, a samurai can challenge a foe to combat. As a swift action, the samurai chooses one target within sight to challenge. The samurai's melee attacks deal extra damage when made against the target of his challenge. This extra damage is equal to the samurai's level. The samurai can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much of the samurai's concentration. The samurai takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious, or until the combat ends. Each samurai's challenge also includes another effect, which is listed in the section describing the samurai's order.

Mount (Ex): A samurai gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the samurai's level as his effective druid level. The creature must be one that he is capable of riding and that is suitable as a mount. A Medium samurai can select a camel or a horse. A Small samurai can select a pony or a wolf, but can also select a boar or a dog if he is at least 4th level. The GM may approve other animals as suitable mounts.

A samurai does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A samurai's mount does not gain the share spells special ability.

A samurai's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a samurai's mount die, the samurai may find another mount to serve him after 1 week of mourning. The new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the samurai gains a level.

Order (Ex): At 1st level, a samurai must pledge himself to a specific order, typically the order of the warrior. The order grants the samurai a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts the samurai must follow. If he violates these edicts, he loses the benefits of his order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation.

Most samurai belong to the order of the warrior and are dedicated to their lord. Those without a lord, or who chose to abandon their lord, are ronin. A samurai may instead elect to dedicate himself to one of the orders listed under the cavalier description (see pages 34–37 of the *Advanced Player's Guide*), but such samurai are rare.

A samurai who wishes to change his order must undertake a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once he has accomplished this, he gains all the bonuses from his new order. The only exception to this is when a samurai decides to become a ronin. A samurai can elect to become a ronin immediately, losing all the benefits from his old

order and replacing them with the new benefits from the ronin order. Once a ronin, however, the only way for the samurai to change to another order is through the method described above. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

Resolve (Ex): Starting at 1st level, the samurai gains resolve that he can call upon to endure even the most devastating wounds and afflictions. He can use this ability once per day at 1st level, plus one additional time per day for every two samurai levels beyond 1st. Whenever the samurai defeats the target of his challenge, he regains one daily use of his resolve, up to his maximum number of uses per day. Defeating the target of his challenge usually involves reducing the target to 0 hit points or fewer, but the GM might rule that an enemy who surrenders or flees the battle is also defeated. He can use this resolve in a number of ways.

Determined: As a standard action, the samurai can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the samurai is at least 8th level, he can alternatively remove the exhausted, frightened, nauseated, or staggered condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.

Resolute: Whenever the samurai is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

Unstoppable: When the samurai is reduced to fewer than 0 hit points but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but he does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

Weapon Expertise (Ex): At 3rd level, a samurai gains an unparalleled expertise with his chosen weapons. At 3rd level, the samurai selects either the katana, longbow, naginata, or wakizashi. The samurai can draw the selected weapon as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with the selected weapon, he gains a +2 bonus on the confirmation roll. Finally, his samurai levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his chosen weapon, such as Weapon Specialization.

Mounted Archer (Ex): At 4th level, the samurai becomes skilled at firing ranged weapons while mounted. A samurai only takes a –2 penalty on attack rolls with ranged weapons while his mount takes a double move. This penalty increases to –4 while his mount is running.

Table 1-3: Samurai

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Challenge 1/day, mount, order, resolve
2nd	+2	+3	+0	+0	Order ability
3rd	+3	+3	+1	+1	Weapon expertise
4th	+4	+4	+1	+1	Challenge 2/day, mounted archer
5th	+5	+4	+1	+1	Banner
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Challenge 3/day
8th	+8/+3	+6	+2	+2	Order ability
9th	+9/+4	+6	+3	+3	Greater resolve
10th	+10/+5	+7	+3	+3	Challenge 4/day
11th	+11/+6/+1	+7	+3	+3	Honorable stand
12th	+12/+7/+2	+8	+4	+4	Bonus feat, demanding challenge
13th	+13/+8/+3	+8	+4	+4	Challenge 5/day
14th	+14/+9/+4	+9	+4	+4	Greater banner
15th	+15/+10/+5	+9	+5	+5	Order ability
16th	+16/+11/+6/+1	+10	+5	+5	Challenge 6/day
17th	+17/+12/+7/+2	+10	+5	+5	True resolve
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Challenge 7/day
20th	+20/+15/+10/+5	+12	+6	+6	Last stand

Banner (Ex): At 5th level, a samurai's banner becomes a symbol of inspiration to his allies and companions. As long as the samurai's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the samurai or his mount to function.

Bonus Feat: At 6th level, and every six levels thereafter, a samurai gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The samurai must meet the requirements of these bonus feats.

Greater Resolve (Ex): At 9th level, a samurai can spend his resolve to negate some of his most grievous wounds. After a critical hit is confirmed against him, the samurai can spend one use of his resolve as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do not trigger when the samurai uses this ability.

Honorable Stand (Ex): At 11th level, a samurai can make an honorable stand, deciding to fight the target of his challenge to the bitter end, no matter the cost. He can make an honorable stand once per day at 11th level, plus one additional time per day at 16th level. Declaring an honorable stand is a swift action. While making an honorable stand, the samurai is immune to the shaken, frightened, and panicked conditions. He does not fall unconscious while his hit point total is below 0. Finally, whenever a samurai making an honorable stand must make a saving throw, he can spend one daily use of his resolve to reroll the saving throw after the first roll is made. He must take the result of the second roll, even if it is worse. If a samurai making an honorable stand ever retreats from battle against his challenged foe, he loses the ability to make a challenge for 24 hours.

Demanding Challenge (Ex): At 12th level, whenever a samurai declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the samurai, it takes a –2 penalty to its AC on attacks made by anyone other than the samurai.

Greater Banner (Ex): At 14th level, a samurai's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the samurai can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

True Resolve (Ex): At 17th level, a samurai can spend uses of his resolve to avoid death. If he has at least two uses of his resolve remaining, he can spend all of the daily uses of his resolve that he has available to him to avoid death. Regardless of the source of the attack that would have killed him, he is left alive, at –1 hit points (or lower if he was already below –1), unconscious, and stable.

Last Stand (Ex): At 20th level, a samurai can make a last stand once per day whenever he makes a challenge. While this challenge is in effect, all melee and ranged weapons deal the minimum amount of damage to the samurai, unless the attack scored is a critical hit. In addition, the samurai remains conscious and is not staggered while he is below 0 hit points. While using this ability, the samurai cannot be killed by melee or ranged weapons unless they are wielded by the target of his challenge. Attacks made by opponents that are not the target of his challenge deal no damage when samurai has 0 or fewer hit points. This ability has no effect on spells, environmental effects, supernatural abilities, or any other source of damage other than melee and ranged weapons. Such sources of damage affect him normally and can kill him (although they do not cause him to fall unconscious or to become staggered if they reduce his hit points below 0). This effect lasts until the challenge ends or the samurai takes an offensive action against a target other than the target of his challenge.

Samurai Orders

The following orders can be chosen by both samurai and cavaliers, although the former are far more likely to do so. Samurai can also select any of the cavalier orders presented in the *Pathfinder RPG Advanced Player's Guide*.

Order of the Warrior

Most samurai swear themselves to the code of the warrior, which emphasizes duty, honor, loyalty, and obedience. This code extends not only to the samurai's lord and master, but also to his comrades and family. Samurai who follow the order of the warrior are among the most trusted and feared warriors in the land.

Edicts: The samurai must protect the life and lands of his lord with his life. He must be truthful and courageous, respectful to his elders and his masters, and loyal to his friends and liege. He must conduct himself with honor and dignity.

Challenge: Whenever an order of the warrior samurai declares a challenge, he receives damage reduction 1/— against attacks made by the target of his challenge. This DR increases by +1 for every four levels the samurai possesses.

Skills: An order of the warrior samurai adds Knowledge (history) (Int) and Knowledge (nobility) (Int) to his list of class skills. An order of the warrior samurai can make Knowledge (nobility) checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his samurai level (minimum +1) as long as the check involves the nobles or politics of his land.

Order Abilities: A samurai who belongs to the order of the warrior gains the following abilities as he increases in level.

Honor in All Things (Ex): At 2nd level, the order of the warrior samurai draws strength from his sense of honor. Whenever the samurai makes a skill check or saving throw, he can call upon his honor as a free action to grant him a +4 morale bonus on the roll. He can use this ability once per day at 2nd level, plus one additional time per day for every four levels beyond 2nd (maximum of five times per day at 18th level).

Way of the Samurai (Ex): At 8th level, the order of the warrior samurai's sense of honor and loyalty drives him to accomplish seemingly impossible tasks. The samurai can, as a standard action, focus his mind and will. Once during the next minute, he can choose to roll an attack roll, skill check, or saving throw three times and take the best result. He must decide to use this ability before the roll is made. Using this ability expends one daily use of his resolve.

Strike True (Ex): At 15th level, the order of the warrior samurai can use his years of training and focus to make the perfect strike. When he uses this ability, the samurai makes an attack as normal. If the attack hits, it is a critical threat. The samurai must roll to confirm the critical as normal. The attack deals the maximum amount of damage, although additional dice from weapon qualities, sneak attack, and additional dice from a critical hit are rolled normally. The damage from this attack ignores any damage reduction the target might have and also causes the target to become blinded, deafened, sickened, or staggered for 1d4 rounds (the samurai's choice). Making this attack is a standard action. The samurai can use this ability once per day.

Ronin

While most samurai belong to the order of the warrior, dedicating their considerable skills to the service of a lord, land, and people, some find themselves without a master, either as a result of disgrace or death, or occasionally by choice. Known as ronin, these samurai wander the lands, serving their own code of ideals. While ronin are significantly freer to do as they please, they do not receive the same respect and support that a more dedicated samurai can count on. Note that cavaliers can select this order, but they are typically called knights errant instead of ronin.

Becoming Ronin: Normally, when a samurai wishes to change his order, he must undergo a lengthy process that

requires him to adhere to the edicts of his new order for a period of time before receiving any benefits. This is not the case with ronin. Once a samurai decides to become a ronin, he immediately loses all of the bonuses, skills, and abilities of his old order and gains those of the ronin order. If he wishes to once again dedicate himself to another order, he must do so using the normal rules.

Edicts: Ronin follow their own personal code of ethics and honor. As such, their edicts are extremely flexible and subject to change. Each ronin should determine his own edicts, which should include at least three provisions. These edicts are subject to GM approval.

Challenge: Whenever a ronin is the target of a challenge, a smite, a quarry, or similar effect, and he issues a challenge against that character in return, the ronin receives a +1 morale bonus on attack rolls made against the target of his challenge and a +1 dodge bonus to his AC against attacks made by the target of his challenge. These bonuses increase by +1 for every four class levels the samurai possesses (to a maximum of +5 at 20th level).

Skills: A ronin adds Knowledge (local) (Int) and Survival (Wis) to his list of class skills.

Order Abilities: A ronin samurai gains the following abilities as he increases in level.

Self Reliant (Ex): At 2nd level, the ronin learns to rely solely on himself, even in the most difficult of times. Whenever the ronin fails a Will saving throw against an effect with a duration greater than 1 round, he can attempt another saving throw at the end of the second round of the effect. If he makes this saving throw, it has the same effect as if he had made the original save (negating part or all of the effect). In addition, whenever a ronin is brought below 0 hit points, on his next turn he can roll twice to stabilize, taking the better result.

Without Master (Ex): At 8th level, the ronin's fierce independence allows him to overcome staggering odds. The ronin can summon up this willpower as an immediate action, and can use it in one of three ways. He can use his willpower whenever an attack would reduce him to fewer than 0 hit points but wouldn't kill him, to instead be at 1 hit point and conscious. He can use his willpower after making an attack roll to confirm a critical hit in order to reroll the confirmation roll. Finally, he can use his willpower to take 10 on a skill check during combat, even if the situation or the skill would not normally allow him to take 10. A ronin can use this ability once during a combat.

Chosen Destiny (Ex): At 15th level, the ronin is the master of his own destiny. Whenever the ronin makes a saving throw against a charm or compulsion effect, he may roll twice and take the better result. In addition, once per day, the ronin can treat any one d20 roll as if the result were a natural 20. He must declare the use of this ability before the roll is made.

Class Archetypes

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. The class archetypes and corresponding new abilities mentioned below are all included in this chapter, and characters may take more than one archetype as long as they meet the requirements (see below).

Alchemist: This section presents new discoveries, as well as the beastmorph and ragechemist archetypes.

Barbarian: This section includes new rage powers, as well as the armored hulk, scarred rager, sea reaver, titan mauler, true primitive, urban barbarian, and wild rager.

Bard: This section includes the archaeologist, daredevil, and dervish dancer.

Cavalier: This section includes new cavalier orders, plus the beast rider, emissary, gendarme, honor guard, luring cavalier, musketeer, standard bearer, and strategist.

Cleric: This section includes the crusader, divine strategist, evangelist, and merciful healer.

Druid: This section includes the ape shaman, bat shaman, and boar shaman, as well as the world walker.

Fighter: This section includes expanded weapon groups, plus the armor master, brawler, cad, dragoon, gladiator, tactician, thunderstriker, tower shield specialist, unarmed fighter, and unbreakable.

Gunslinger: This section includes the gun tank, musket master, mysterious stranger, and pistolero.

Inquisitor: This section includes new inquisitions, plus the iconoclast, spellbreaker, and witch hunter.

Magus: This section includes new magus arcana, plus the kensai, myrmidarch, skirnir, and soul forger.

Monk: This section includes the flowing monk, maneuver master, martial artist, master of many styles, sensei, sohei, and tetori.

Paladin: This section includes the divine hunter, empyreal knight, holy gun, holy tactician, knight of the sepulcher, and sacred shield.

Ranger: This section includes the battle scout, deep walker, falconer, trophy hunter, warden, and wild stalker.

Rogue: This section includes new rogue talents, plus the bandit, chameleon, charlatan, driver, knife master, pirate, roof runner, sanctified rogue, and survivalist.

Wizard: This section includes the arcane bomber, siege mage, and spellslinger.

Using Archetypes

Each base class in the Pathfinder Roleplaying Game draws upon a central idea, a basic concept representing

the commonly held understanding of what a character of a certain class should be, and is designed to be useful as a foundation to the widest possible array of characters. Beyond that basic concept, however, exists the potential for innumerable interpretations and refinements. A member of the bard class, for example, might be an incorrigible archaeologist, a dashing swashbuckler, or a dangerously graceful dervish dancer, each refined by a player's choice of background details, class options, and specific rules such as feats to better simulate the character she imagines and make that character more effective at pursuing her specific goals.

Some character concepts are too close to existing classes to warrant unique classes of their own, yet prove pervasive and exciting enough that they come up in play time and again. For these situations, the Pathfinder Roleplaying Game has created archetypes—prepackaged modifications to abilities that can be easily swapped out of a given class to help customize its focus. To help players interested in creating iconic fantasy characters, the following pages explore new rules, options, and alternate class features for many different classes.

While the types of options presented for each base class differ, each subsystem and archetype is customized to best serve that class, emulate the abilities and talents of classic fantasy tropes, and expand players' freedom to design exactly the characters they desire.

Alternate Class Features

The primary way in which archetypes modify their corresponding base classes is via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source (typically the *Core Rulebook* or the *Advanced Player's Guide*)—the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class. For example, the flowing monk archetype's redirection class feature replaces the Stunning Fist feature of the standard monk class.

When an archetype includes multiple alternate class features, a character must take them all—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. For example, a fighter could not be both an armor master and a brawler, since both archetypes replace the weapon training 1 class feature with something different.

If an archetype replaces a class feature that is part of a series of improvements or additions to a base ability (such as a fighter's weapon training or a ranger's favored enemy), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a rogue's +2d6 sneak attack bonus at 3rd level, when she reaches 5th level and gains a sneak attack bonus, her sneak attack doesn't jump from +1d6 to +3d6—it improves to +2d6, just as if she had finally gained the increase at 3rd level. This adjustment continues for every level at which her sneak attack would improve, until at 19th level she has +9d6 instead of the +10d6 of a standard rogue.

Adapting Existing Characters

Players with existing characters should talk with their GMs about whether or not these alternate class features are available in their games, and if so, whether players can retroactively modify their characters to adopt them. As the alternate class features presented in this book are designed to be balanced with those in the base class, players who revise their characters shouldn't gain any special advantages over other party members. As long as a GM is comfortable with retroactively adjusting the character specifics, there should be no disruption to future adventures. Typically, the best time for a player to adopt alternate class features and significantly revise her character is when leveling up between adventures, though she should always check with her GM before doing so, as he may wish to make changes to the campaign to better fit the revised character.

While GMs might want to make concessions for players who didn't have these alternate class features available to them when creating their characters, PCs should still be one of the most constant elements of a campaign. Regularly changing and recreating characters can prove problematic to a campaign. GMs should be willing to adapt and may allow characters who grow bored with their characters to redefine them, but alternate class abilities shouldn't feel like exploitable options that allow players to build and rebuild their characters in whatever ways seem most advantageous at a given moment. Allowing players to remake characters in light of newly adopted rules may be desirable on occasion, but GMs shouldn't feel like they're being unfair or breaking any rule by not allowing players to rebuild their characters or disallowing certain options. While GMs should always strive to help players run the characters they want, ultimately the GMs know what's best for their campaigns.

Alchemist

Alchemists, who first appeared in the *Advanced Player's Guide*, are the mad scientists of adventuring parties and villainous organizations. This section introduces new alchemist discoveries, which are followed by new alchemist archetypes. Within an archetype description, discoveries marked with an asterisk (*) appear in this supplement, while discoveries marked with two asterisks (**) appear in *Ultimate Magic*.

Discoveries

The following new discoveries can be taken by any alchemist who meets the prerequisites. Discoveries that modify bombs and are marked with a single asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb.

*Breath Weapon Bomb**: Instead of drawing the components of, creating, and throwing a bomb, the alchemist can draw the components, drink them, mix them within his body, and then expel them as a breath weapon as a standard action. This breath weapon is a 15-foot cone and has the same DC as the bomb. Each creature within the cone takes damage as if it had suffered a direct hit from the alchemist's bomb, but succeeding at a Reflex save (DC = 10 + 1/2 the alchemist's level + the alchemist's Intelligent modifier) halves the damage. Unlike throwing normal bombs, drawing, drinking, and expelling breath weapon bombs does not provoke attacks of opportunity. An alchemist must be at least 6th level before selecting this discovery.

Explosive Missile: As a standard action, the alchemist can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of his bomb, load the ammunition, and shoot the ranged weapon. He must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if the alchemist had thrown the bomb at the target. If the explosive missile misses, it does not detonate. An alchemist must be at least 4th level before selecting this discovery.

*Immolation Bomb**: When the alchemist creates a bomb, he can choose to have its substance coat the direct target's body, causing the bomb to deal its damage over time instead of all at once. The bomb's effect lasts for a number of rounds equal to the number of damage dice the bomb would normally deal (for instance, a 5d6 bomb lasts for 5 rounds). When the bomb hits the direct target, the bomb deals 1d6 + the alchemist's Intelligence modifier in damage, and those within the splash zone take damage equal to 1 + the alchemist's Intelligence modifier. It repeats this damage against the direct target of the bomb each round the immolation bomb lasts, dealing the damage at the start of the alchemist's turn. Splash damage is dealt again to any creature that is adjacent to the direct target when it takes damage from the immolation bomb. A creature taking damage from an immolation bomb's direct hit can attempt to extinguish the flames as a full-round action that requires a Reflex save (DC = 10 + 1/2 the alchemist's level + the alchemist's Intelligent modifier). Because of the alchemical nature of this bomb, rolling on the ground does not grant a bonus on the saving throw, and dousing a creature with water does not stop it from burning. These bombs can be used underwater. An alchemist must be at least 3rd level before selecting this discovery.

Nauseating Flesh: The alchemist's body is suffused with poison. Any creature that bites, engulfs, or swallows the alchemist must make a Fortitude saving throw or be nauseated for 1d4 rounds. An alchemist must be at least 12th level before selecting this discovery. The alchemist with this discovery does not suffer the effect of the poison of his own nauseating flesh.

Poison Conversion: By spending 1 minute, the alchemist can convert 1 dose of poison from its current type (contact, ingested, inhaled, or injury) to another type. For example, the alchemist can convert a dose of Small centipede poison (an injury poison) to an inhaled poison. This process requires an alchemy lab. An alchemist must be at least 6th level before selecting this discovery.

*Siege Bomb**: As a standard action, the alchemist infuses a single piece of ammunition on a loaded siege weapon with the power of his bomb. As long as the siege engine with this ammunition is fired before the start of the alchemist's next turn, the ammunition does damage normally, and also deals the damage of the alchemist's bomb. The splash radius of the bomb effect is 20 feet rather than 5 feet. Creatures that take the bomb's damage (either direct damage or splash damage), take 1d6 points of fire damage (or another energy type, if the alchemist is capable of modifying his bombs in that way) each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 bonus on the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames. An alchemist must be at least 12th level and must possess the explosive bomb discovery before selecting this discovery.

Beastmorph (Archetype)

Beastmorphs study the anatomy of monsters, learning how they achieve their strange powers. They use their knowledge to duplicate these abilities, but at the cost of taking on inhuman shapes when they use mutagens.

Beastform Mutagen: At 3rd level, a beastmorph's mutagen causes him to take on animalistic features—whether those

of an animal, a magical beast, an animal-like humanoid (such as a lizardfolk), or a monstrous humanoid. For example, when the beastmorph uses his mutagen, he may gain a furry muzzle and pointed ears like a werewolf, scaly skin like a lizardfolk or sahuagin, or compound eyes and mandibles like a giant insect. The beastmorph also gains his choice of one of the abilities listed in the *alter self* spell, which persists as long as the mutagen. He may select a different ability each time he creates a mutagen. This ability replaces swift alchemy.

Improved Beastform Mutagen: At 6th level, a beastmorph's mutagen grants him additional abilities and options. The alchemist gains his choice of two of the abilities listed in the *beast shape I* spell, which persist as long as the mutagen. He may select two different abilities each time he creates a mutagen. This ability replaces swift poisoning.

Greater Beastform Mutagen: At 10th level, a beastmorph's mutagen grants him three of the abilities listed in the *beast shape II* spell, which persist as long as the mutagen. He may select three different abilities each time he creates a mutagen. This ability replaces poison resistance +2, +4, and +6, as well as poison immunity.

Grand Beastform Mutagen: At 14th level, a beastmorph's mutagen grants him four of the abilities listed in the *beast shape III* spell, which persist as long as the mutagen. He may select four different abilities each time he creates a mutagen. This ability replaces persistent mutagen.

Discoveries: The following discoveries complement the beastmorph archetype: feral mutagen, grand mutagen, greater mutagen, infuse mutagen, mummification**, spontaneous healing**, tentacle**, and wings**.

RAGECHEMIST (ARCHETYPE)

Some alchemists create mutagens that tap into a primal anger that fuels their physical transformation. These alchemists have little control over their altered selves.

Rage Mutagen: At 2nd level, whenever a ragechemist creates a mutagen that improves his Strength, that mutagen grants the rage chemist a +6 bonus to Strength, a +2 bonus to natural armor, and a –2 penalty to Intelligence. Furthermore, while under the effects of this mutagen, whenever the alchemist takes damage, his rage grows, with detrimental effects. At the end of each turn that he takes hit point damage, the ragechemist must succeed at a Will saving throw (DC 15, or DC 20 if any of the damage came from a critical hit that turn) or take a –2 penalty on Will saving throws and to Intelligence. These penalties end 1 hour after the mutagen ends and stack with themselves. If the penalty lowers the ragechemist's Intelligence score to 0, the ragechemist is comatose until 1 hour after the mutagen expires. This ability replaces poison use.

Sturdy Rage: At 6th level, whenever a ragechemist uses his rage mutagen, he also gains a +4 bonus to natural armor, but the penalty on Will saving throws and to Intelligence for taking damage increases to –4. This ability replaces swift poisoning.

Lumbering Rage: At 10th level, whenever a ragechemist uses his rage mutagen ability, he may have the mutagen also give him a +2 morale bonus to Constitution, but when he takes a penalty on Will saving throws and to Intelligence, he also takes a –1 penalty to Dexterity. This ability replaces poison immunity.

Discoveries: The following discoveries complement the ragechemist: feral mutagen, grand mutagen, greater mutagen, infuse mutagen, tentacle**, and vestigial arm**.

Barbarian

The barbarian is a creature of savagery and superstition. Whether tapping into totems of power or unleashing mighty reserves of rage and destruction, a barbarian lives in a world of battle, a place of barely controlled emotion and unrelenting bloodshed.

Presented here are a number of new barbarian rage powers and archetypes that allow a barbarian to tap into new sources of savage power, expanding your choices when building such characters and providing different types of barbarians for you to play. Many of the new rage powers increase rage powers already presented in the *Core Rulebook* and *Advanced Player's Guide*. Others are brand new, providing new manifestations of a barbarian's powerful rages.

The new barbarian archetypes also suggest rage powers—though not mandatory, these choices complement the theme and the features of each archetype. Rage powers marked with a single asterisk (*) are detailed in this book. Rage powers marked with two asterisks (**) are described in the *Advanced Player's Guide*. All other rage powers are detailed in the *Core Rulebook*.

Rage Powers: Any barbarian who meets the powers' prerequisites can select and use the following new rage powers. Totem rage powers grant powers related to a theme. A barbarian cannot select from more than one group of totem rage powers; for example, a barbarian who selects a beast totem rage power (see the *Advanced Player's Guide*) cannot later choose to gain any of the dragon totem rage powers (any rage power with "dragon totem" in its title), unless she has the totem warrior archetype.

Auspicious Mark (Su): The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. Once per rage, as a swift action that costs 2 rounds of rage, the barbarian can call upon the spirits' favor. Using auspicious mark grants her a +1d6 bonus on one d20 roll she has just made. She can call on the auspicious mark after seeing the result of the d20 roll.

Bestial Climber (Ex): While raging, the barbarian gains a natural climb speed equal to her land speed. A barbarian must have the raging climber rage power and be at least 6th level before selecting this rage power.

Bestial Leaper (Ex): While raging, the barbarian can take a move action to move and can take her normal standard action at any point during the move. A barbarian must have the raging leaper rage power and be at least 6th level before selecting this rage power.

Bestial Swimmer (Ex): While raging, the barbarian gains a natural swim speed equal to her normal land speed. A barbarian must have the raging swimmer rage power and be at least 6th level before selecting this rage power.

Bleeding Blow (Ex): When she uses her powerful blow rage power, the barbarian also deals bleed damage equal to her bonus damage with the powerful blow. This bleed damage bypasses damage reduction. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.

Body Bludgeon (Ex): While raging, if the barbarian pins an opponent that is smaller than her, she can then use that opponent as a two-handed improvised weapon that deals 1d8 points of bludgeoning damage, assuming the opponent is sized Small. Larger or smaller creatures used as a bludgeon deal damage based on their size using this base damage. A size Tiny creature deals 1d6 points of damage, a size Medium creature deals 1d10 points of damage, and so on. The barbarian can make a single attack using the pinned opponent as part of the action she uses to maintain the grapple, using her highest attack bonus. Whenever the barbarian hits using the pinned opponent as a weapon, she deals damage to her target normally, and the grappled opponent used as a bludgeon also takes the same damage she dealt to the target. If the pinned opponent is unable to resist being pinned for any reason, the barbarian can use that opponent as an improvised weapon without grappling or pinning the opponent, until the creature is reduced to 0 or fewer hit points, at which point the creature becomes useless as an improvised weapon. A barbarian must be at least 10th level before selecting this rage power.

Crippling Blow (Ex): When using her powerful blow rage power, the barbarian can forgo the normal bonus to damage (including any bleed damage granted by the bleeding blow rage power or similar boosts to the damage of the powerful blow rage power) and instead deals 1 point of ability damage to the target's Strength or Dexterity score for every four class levels the barbarian has attained. The target can attempt a Fortitude saving throw (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) to halve this ability damage. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.

Deadly Accuracy (Ex): If the barbarian scores a critical threat when using her surprise accuracy rage power, she applies double the surprise accuracy bonus when rolling to confirm the critical. A barbarian must have the surprise accuracy rage power and be at least 4th level before selecting this rage power.

Dragon Totem (Su): The barbarian must select a single color of dragon (black, blue, brass, bronze, copper, gold, green, red, silver, or white) as her totem. While raging, she gains a +1 bonus on Perception checks and a +1 morale bonus on saving throws against fear, paralysis, and sleep effects. This bonus increases by +1 for each additional dragon totem rage power (such as dragon totem resilience and dragon totem

wings) the barbarian possesses. A barbarian must have the animal fury and intimidating glare rage powers and be at least 6th level before selecting this rage power.

Dragon Totem Resilience (Su): While raging, the barbarian gains resistance to the energy type that is associated with her dragon totem—acid (black, copper, green), cold (silver, white), electricity (blue, bronze), or fire (brass, gold, red). This resistance equals double her current DR/— from her barbarian damage reduction class feature; this DR increases by 2 for each dragon totem rage power she possesses, including this one. A barbarian must have the dragon totem rage power and be at least 8th level before selecting this rage power.

Dragon Totem Wings (Su): When a barbarian selects this rage power, the Fly (Dex) skill becomes a class skill for her. While raging and wearing medium or lighter armor, the barbarian can spend a standard action to manifest a pair of spiritual dragon wings that grant her a fly speed equal to her base speed (average maneuverability). She can expend 2 rounds of her rage to instead spend an immediate action to gain this fly speed. She can end her fly speed at any time, even when it is not her turn. Each round she spends raging and flying counts as 2 rounds of rage. Her ability to fly ends automatically when she ceases raging. A barbarian must have the dragon totem and dragon totem resilience rage powers, and she must be at least 10th level before selecting this rage power.

Eater of Magic (Su): Once per rage, when a barbarian fails a saving throw against a spell, supernatural ability, or spell-like ability, she can reroll the saving throw against the effect (this is not an action). If she succeeds at the second saving throw, she is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last until damage is applied to them or 1 minute, whichever occurs first. A barbarian must have the superstition rage power and be at least 10th level before selecting this rage power.

Ghost Rager (Su): While raging, the barbarian deals normal damage to incorporeal creatures even when using nonmagical weapons. She also gains a morale bonus to touch AC equal to her saving throw bonus from her superstition rage power. A barbarian must have the superstition rage power and be at least 6th level before selecting this rage power.

Ground Breaker, Greater (Ex): When using the ground breaker** rage power, the barbarian can extend the radius of the effect by 5 feet. This rage power can be selected up to three times, and its effects stack. A barbarian must have the ground breaker rage power and be at least 8th level before selecting this rage power.

Guarded Life, Greater (Ex): When using the guarded life** rage power, 1 additional hit point of lethal damage per barbarian level is converted to nonlethal damage. A barbarian must have the guarded life rage power and be at least 6th level before selecting this rage power.

Hive Totem (Su): While raging, the barbarian takes half damage from attacks by swarms of vermin, including spells and effects that act like a swarm of vermin (like *summon swarm* used to summon spiders or *insect plague*). She also gains a +1 bonus on Strength ability checks and to CMD against bull rush, drag, and trip attacks for every four barbarian levels she has (maximum +5). A barbarian must have the animal fury power and be at least 4th level before selecting this rage power.

Hive Totem Resilience (Su): While raging, the barbarian takes no damage from attacks by swarms of vermin, preventing harmful secondary effects of such attacks like poison or bleed. She also gains a +1 bonus on combat maneuver checks and to CMD when grappling for every four barbarian levels she has (maximum +5). A barbarian must have the hive totem rage power and be at least 6th level before selecting this rage power.

Hive Totem Toxicity (Su): While raging, the barbarian increases her bite damage die type with the animal fury rage power by one die type and decreases the penalty on attack rolls with that bite to –2. Once per rage, a bite that hits can deliver an injury toxin that has a frequency of once per round for 4 rounds, deals 1d3 points of Constitution damage, and has a cure of one save. The saving throw has a Fortitude save DC of 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier. A barbarian must have the hive totem and hive totem resilience rage powers and be at least 8th level before selecting this rage power.

Lethal Accuracy (Ex): When using her surprise accuracy rage power, the barbarian's critical multiplier for damage increases by 1 (a ×2 multiplier becomes ×3, a 19–20/×2 multiplier becomes 19–20/×3, a ×3 multiplier becomes ×4, and a ×4 multiplier becomes ×5). A barbarian must have the surprise accuracy and deadly accuracy rage powers and be 16th level before selecting this rage power.

Perfect Clarity (Ex): While using her moment of clarity rage power, the barbarian can roll twice for any miss chance or Will saving throws to disbelieve illusions, taking the better result. A barbarian must have the moment of clarity rage power before selecting this rage power.

Primal Scent (Ex): When using her scent rage power, the barbarian adds half her barbarian level on Survival checks made to track by scent and on Perception checks to pinpoint the location of creatures she cannot see. If she pinpoints the location of a creature that has total concealment, she treats it as having concealment. A barbarian must have the scent rage power and be at least 8th level before selecting this rage power.

Reflexive Dodge (Ex): While using her rolling dodge rage power, the barbarian may apply her dodge bonus to AC

as a bonus on Reflex saving throws. A barbarian must have the rolling dodge rage power and be at least 6th level before selecting this rage power.

Regenerative Vigor (Ex): After using her renewed vigor rage power until her current rage ends, the barbarian gains fast healing 1 for every 6 barbarian levels she has (maximum fast healing 3). She regains hit points from fast healing at the start of each of her turns. A barbarian must have the renewed vigor rage power and be at least 6th level before selecting this rage power.

Renewed Life (Ex): While raging, the barbarian ignores the effect of one temporary negative level per four barbarian levels she has (maximum 5). Once per day, when a barbarian with temporary negative levels ends her rage, she can attempt saving throws to remove a number of negative levels equal to the number of levels she could ignore while raging. A barbarian must have the renewed vitality rage power and be at least 6th level before selecting this rage power.

Renewed Vitality (Ex): While raging, the barbarian ignores the effect of 1 point of ability penalty or damage per two barbarian levels she has (maximum 10). Once per day, when a barbarian with ability penalties or damage ends her rage, she can reroll a saving throw, if any, against an effect that imposed an ability penalty or dealt her ability damage. If successful, she removes an amount of ability penalty or damage equal to the amount she can ignore while raging. A barbarian must have the renewed vigor rage power and be at least 4th level before selecting this rage power.

Sharpened Accuracy (Ex): When using her surprise accuracy rage power, the barbarian ignores the miss chance for concealment and treats total concealment as concealment. She also ignores cover penalties except those from total cover. A barbarian must have the surprise accuracy rage power and be at least 8th level before selecting this rage power.

Spell Sunder (Su): Once per rage, the barbarian can attempt to sunder an ongoing spell effect by succeeding at a combat maneuver check. For any effect other than one on a creature, the barbarian must make her combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the barbarian must succeed at a normal sunder combat maneuver against the creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If successful, the barbarian suppresses the effect for 1 round, or 2 rounds if she exceeded the CMD by 5 to 9. If she exceeds the CMD by 10 or more, the effect is dispelled. A barbarian must have the witch hunter rage power and be at least 6th level before selecting this rage power.

Sprint (Ex): Once per rage, the barbarian can use a single full-round run action to move up to 6 times her speed or a single full-round charge action to move up to 3 times her speed. A barbarian must have the swift foot rage power and be at least 4th level before selecting this rage power.

Sunder Enchantment (Su): While raging, whenever the barbarian succeeds at a sunder combat maneuver on a magical item, that item's magical abilities are suppressed for 1 round, plus 1 round for every 5 points by which her combat maneuver check exceeded the target's CMD. A barbarian must have the spell sunder rage power and be at least 8th level before selecting this rage power.

World Serpent Totem (Su): While raging, the barbarian gains a +1 insight bonus to AC against outsiders and aberrations. This bonus increases by +1 for each world serpent rage power the barbarian possesses, excluding this one.

World Serpent Spirit (Su): While raging, the barbarian considers her weapons to be chaotic-, evil-, good-, and lawful-aligned for the purposes of overcoming damage reduction. She also gains a +1 resistance bonus on saving throws against spells and effects that have an alignment descriptor or come from an outsider or aberration. This bonus increases by +1 for each world serpent rage power the barbarian possesses, excluding this one. A barbarian must have the world serpent totem rage power and be at least 6th level before selecting this rage power.

World Serpent Totem Unity (Su): While raging, the barbarian doubles her fast movement bonus to land speed and cannot be knocked prone. She also doubles her world serpent totem insight bonus to AC against attack rolls made by an outsider or aberration to confirm a critical hit against her. A barbarian must have the world serpent totem and world serpent totem spirit rage powers and be at least 10th level before selecting this rage power.

Armored Hulk (Archetype)

Some barbarians disdain the hides and leather used as armor by most of their kin. Instead they master the heaviest of armors, even those created by more civilized people, to gain greater protection and stability in battle.

Weapon and Armor Proficiency: An armored hulk gains proficiency in heavy armor.

Indomitable Stance (Ex): An armored hulk gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and damage rolls against charging creatures. This ability replaces fast movement.

Armored Swiftness (Ex): At 2nd level, an armored hulk moves faster in medium and heavy armor. When wearing medium or heavy armor, an armored hulk can move 5 feet faster than normal, to a maximum of her speed. This ability replaces uncanny dodge.

Resilience of Steel (Ex): At 3rd level, an armored hulk is able to use her armor to help avoid deadly hits. While wearing heavy armor, she gains a +1 bonus to AC that applies only on critical hit confirmation rolls. This bonus

increases by +1 every 3 levels beyond 3rd (maximum +6 at 18th level). This ability replaces trap sense.

Improved Armored Swiftness (Ex): At 5th level, an armored hulk's land speed is faster than the norm for her race by +10 feet. This benefit applies when she is wearing any armor, including heavy armor, but not while carrying a heavy load. Apply this bonus before modifying the armored hulk's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the armored hulk archetype: boasting taunt**, greater guarded life*, guarded life**, guarded stance, increased damage reduction, no escape, overbearing advance**, overbearing onslaught**, reflexive dodge*, rolling dodge, and unexpected strike.

Scarred Rager (Archetype)

Some barbarians wear marks of prowess and savagery upon their bodies. The scarred rager believes each wound tells the tales of her prowess and bravery. She augments these ragged trophies with brands and tattoos in order to win the notice and favor of her gods, ancestors, or totem spirits. The scarred rager's gnarled and exotic appearance terrifies civilized onlookers, but is awe-inspiring to her savage kin.

Terrifying Visage (Ex): A scarred rager adds 1/2 her barbarian level on Intimidate checks against humanoids who are not members of barbarian tribes. When dealing with barbarians, the scarred rager may choose to add this bonus on Diplomacy checks instead. The DC of any fear effect created by the scarred rager also increases by 1. This ability replaces fast movement.

Tolerance (Ex): At 2nd level, a scarred rager who fails a save against an effect that causes her to become nauseated, sickened, fatigued, or exhausted can make a second save to negate the effect on the start of her next turn. Only one additional save is allowed. If the effect does not allow a saving throw, its duration is halved instead (minimum of 1 round). This ability replaces uncanny dodge.

Scarification (Ex): At 3rd level, a scarred rager can ignore 1 point of bleed damage per round. This amount increases by 1 every three levels beyond 3rd. At 15th level, a scarred rager can ignore 1 bleed effect each round. This ability replaces trap sense.

Improved Tolerance (Ex): At 5th level, a scarred rager's tolerance ability also applies to effects that would cause her to become dazed, frightened, shaken, or stunned. This replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the scarred rager archetype: auspicious mark*, body bludgeon*, come and get me**, increased damage reduction, inspire ferocity**, internal fortitude, intimidating glare, reckless abandon**, regenerative vigor*, renewed life*, renewed vigor, renewed vitality*, roused anger, and terrifying howl.

Sea Reaver (Archetype)

Not all barbarians hunt forests, plains, and mountains. Some are raiding terrors on the sea and coasts, pillaging

those who hoard treasure and pursuing monsters of the deep. Some sea reavers are no more than hunters of the open sea, while others are raiders striking fear into coastal settlements within reach of the sea reavers' longships.

Weapon and Armor Proficiency: A sea reaver is not proficient with medium armor.

Marine Terror (Ex): A sea reaver can hold her breath for a number of rounds equal to four times her Constitution score. In addition, a sea reaver can move normally though squares of standing water or bog that is 1 foot deep. It does not cost her extra movement to traverse these terrains. Lastly, a sea reaver ignores the normal cover bonus to AC when attacking creatures that are partially immersed in water. This ability replaces fast movement.

Eyes of the Storm (Ex): At 2nd level, a sea reaver ignores any concealment provided by fog, rain, sleet, mist, wind, or other weather effects that is less than total concealment, and any penalties weather applies on Perception checks are halved. This ability replaces uncanny dodge.

Savage Sailor (Ex): At 3rd level, a sea reaver gains a +1 bonus on Acrobatics, Climb, Profession (sailor), Survival, and Swim checks made in aquatic terrain, including aboard a ship or along shorelines. These bonuses improve by +1 every three levels after 3rd. This ability replaces trap sense.

Sure-Footed (Ex): At 5th level, a sea reaver takes no penalties when moving across slick surfaces, whether natural or magical (e.g., *grease*, *ice storm*, and *sleet storm*). She is not at risk of falling, is not denied her Dexterity bonus when moving across such areas, and does not treat them as difficult terrain. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the sea reaver archetype: bestial leaper, bestial swimmer, come and get me**, hurling charge**, raging leaper*, raging swimmer*, rolling dodge*, and smasher**.

Titan Mauler (Archetype)

In lands overrun by giants, dragons, and other hulking beasts, entire fellowships of barbarians hone tactics and traditions with one purpose—to bring low these massive foes. While her enemies' size makes the creatures strong, the titan mauler is even stronger, taking up weapons from her fallen foes that no lesser warrior can lift, and using them when she beseeches the spirits to grant her increased size and greater ferocity against her titanic foes.

Big Game Hunter (Ex): A titan mauler gains a +1 bonus on attack rolls and a +1 dodge bonus to AC in melee with creatures larger than themselves. This ability replaces fast movement.

Jotungrip (Ex): At 2nd level, a titan mauler may choose to wield a two-handed weapon in one hand with a –2 penalty on attack rolls while doing so. The weapon must be appropriately sized for her, and it is treated as one-handed when determining the effect of Power Attack, Strength bonus to damage, and the like. This ability replaces uncanny dodge.

Massive Weapons (Ex): At 3rd level, a titan mauler becomes skilled in the use of massive weapons looted from her titanic foes. The attack roll penalty for using weapons too large for her size is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (to a minimum of 0). This ability replaces trap sense.

Evade Reach (Ex): At 5th level, as a swift action, a titan mauler may choose one creature within her line of sight. Until the end of her turn, that target's reach is treated as if it were 5 feet shorter with respect to reaching the titan mauler, and this reduction increases by 5 feet for every five levels beyond 5th. This ability replaces improved uncanny dodge.

Titanic Rage (Su): At 14th level, a titan mauler may choose to gain the benefits of *enlarge person* when she enters a rage. While using titanic rage, she must spend 2 rounds of rage per round, and she becomes exhausted rather than fatigued when the rage ends. This ability replaces indomitable will.

Rage Powers: The following rage powers complement the titan mauler archetype: body bludgeon*, greater ground breaker*, ground breaker**, knockback, mighty swing, powerful blow, smasher**, and strength surge.

True Primitive (Archetype)

Isolated and xenophobic tribes that dwell in areas untouched by civilization often see anything from cities and organized settlements as strange, dangerous, and decadent. They gain power from their truly primitive nature; their bodies and spirits are hardened by the wild and untainted existence far from the pathetic softness of so-called civilization. Even when forced to mingle with civilization, the true primitive stays apart in both traditions and trappings.

Weapon and Armor Proficiency: A true primitive is proficient with hide armor and armors made from bone (see page 146). A true primitive is also proficient with bone shields and the following weapons: battleaxe, blowgun, club, greatclub, handaxe, longspear, shortspear, sling, and spear.

Illiteracy: A true primitive cannot read or write, and her superstition about such things leads her to refuse to ever learn to read or write, even if she multiclasses into other classes.

Favored Terrain (Ex): A true primitive has a favored terrain representing her native homeland. This ability functions as the ranger class feature, and the true primitive's bonuses in that terrain improve by +2 at 5th level and every five levels thereafter. However, she does not gain any additional favored terrains. This ability replaces fast movement.

Trophy Fetish (Ex): A true primitive collects teeth, bones, hair, and other trophies from vanquished enemies, representing their power and strength. At 3rd level, a true primitive can attach a trophy fetish to one of the traditional true primitive weapons listed above. When wielding that weapon, the true primitive gains a +1 morale bonus on damage rolls. Furthermore, if that weapon has the fragile property, once per day, the true primitive can ignore the effects of a single natural 1 roll. A trophy fetish can also be attached to a suit of hide armor, granting the true primitive a +1 morale bonus on saving throws. Furthermore, if that armor has the fragile property, once per day, the true primitive can chose not to have the armor break on the confirmation of a critical hit made against her. Every five levels beyond 3rd, a true primitive can use an additional trophy fetish. Multiple trophy fetishes can be attached to the same armor or weapon; their effects stack. A trophy fetish can be sundered (hardness 5, 1 hit point) but is not damaged by area attacks or attacks that do not specifically target it. It has no effect if attached to other types of weapons or armor. This ability replaces trap sense.

Rage Powers: The following rage powers complement the true primitive archetype: animal fury, eater of magic*, ghost hunter*, greater primal scent*, low-light vision, night vision, primal scent*, scent, spell sunder*, sunder enchantment*, superstition, and witch hunter**.

Urban Barbarian (Archetype)

Every barbarian knows that city life can soften the spirit and the body, but some barbarians take on the trappings and ways of their adoptive homes and bend their savage powers to its challenges. While these urban barbarians' rough edges are smoothed into civility, they can use their primal nature and upbringing to move with the ebb and flow of civilization's natural rhythms.

Weapon and Armor Proficiency: An urban barbarian is not proficient with medium armor.

Skills: An urban barbarian does not gain Handle Animal (Cha), Knowledge (nature) (Int), or Survival (Wis) as class skills; instead, she gains Diplomacy (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), and Profession (Wis) as class skills.

Crowd Control (Ex): At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds (*Core Rulebook* 436). This ability replaces fast movement.

Controlled Rage (Ex): When an urban barbarian rages, instead of making a normal rage she may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty rage. She may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage.

Rage Powers: The following rage powers complement the urban barbarian archetype: boasting taunt**, clear mind, deadly accuracy*, guarded stance, intimidating glare, lethal accuracy*, no escape, quick reflexes, perfect accuracy*, sharpened accuracy*, surprise accuracy, and unexpected strike.

Wild Rager (Archetype)

Rages are barely controlled, but there are those who wholly give in to their more savage side, letting their rages take them to a confusing and uncontrolled place of terrible savagery. These barbarians become beasts, consumed with absolute bloodlust to the point where they cannot tell friend from foe.

Uncontrolled Rage (Ex): A wild rager's rage functions as normal, except that when she reduces a creature to 0 or fewer hit points, she must attempt a Will save (DC 10 + the barbarian's level + the barbarian's Charisma modifier) or become confused. For the remainder of her current turn, she attacks the nearest creature other than herself. On the following round, refer to the *confusion* spell (*Core Rulebook* 258) to determine her actions. At the end of this round, and each round thereafter, she can attempt a new saving throw to end the *confusion* effect. The rounds during which she is confused do not count against the rounds she has spent raging that day, but she cannot end her rage voluntarily, nor can she use rage powers while confused.

Wild Fighting (Ex): At 2nd level, even when not raging, wild ragers often fight with reckless, savage abandon. A wild rager using the full-attack action can make one extra attack per round at her highest base attack bonus. Until the beginning of her next turn, however, she takes a –2 penalty on attack rolls and –4 penalty to AC. This ability replaces uncanny dodge.

Rage Conversion (Ex): At 5th level, a wild rager who fails a saving throw against any mind-affecting effect can attempt a new saving throw at the beginning of her next turn. If the save succeeds, that effect ends and she instead rages and becomes confused as noted above. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the wild rager archetype: animal fury, bloody blow*, body bludgeon*, brawler**, crippling blow*, greater brawler**, intimidating glare, mighty swing*, no escape, powerful blow, and quick reflexes.

Bard

The versatility of bards makes them threats in any battle. A combat-focused bard is a bit less of a jack-of-all-trades than others of his kind, but still backs up martial prowess with social skills and a healthy dose of arcane talent. Presented below are variant options for martially inclined bards.

Archaeologist (Archetype)

No stodgy researcher, this archaeologist meets his research head-on in the field. Archaeologists sacrifice the bard's inspirational performance for a smattering of rogue talents. This archetype also fits roguelike characters that focus more on learning than on stabbing foes in the back.

Bardic Performance: Archaeologists do not gain the bardic performance ability or any of its performance types.

Archaeologist's Luck (Ex): Fortune favors the archaeologist. As a swift action, an archaeologist can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the archaeologist is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Archaeologist's luck is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance. Like bardic performance, it cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level.

Clever Explorer (Ex): At 2nd level, an archaeologist gains a bonus equal to half his class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, an archaeologist can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps. This ability replaces the versatile performance ability.

Uncanny Dodge (Ex): At 2nd level, an archaeologist gains uncanny dodge, as the rogue class feature of the same name. This ability replaces well-versed.

Trap Sense (Ex): At 3rd level, an archaeologist gains trap sense +1, as the rogue class feature of the same name. This bonus improves by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

Rogue Talents: At 4th level, an archaeologist gains a rogue talent. He gains an additional rogue talent for every four levels of archaeologist gained after 4th level. Otherwise, this works as the rogue's rogue talent ability.

Evasion (Ex): At 6th level, an archaeologist gains evasion, as the rogue ability of the same name.

Advanced Talent: At 12th level, and every four levels thereafter, an archaeologist can choose an advanced rogue talent in place of a rogue talent.

Daredevil (Archetype)

As quick at wordplay as at swordplay, daredevils are dashing heroes, inspiring their allies to match their clever repartee and acrobatic feats. Daredevils often lean toward comedy, dance, oratory, and singing.

Agile (Ex): A daredevil adds half her class level (minimum 1) on Acrobatics, Bluff, Climb, and Escape Artist checks. This ability replaces bardic knowledge.

Bardic Performance: A daredevil gains the following type of bardic performance.

Derring-do (Su): A daredevil can use her performance to bring out grace in the clumsiest allies. The daredevil and any allies who see her receive a +1 morale bonus on Reflex saving throws and a +2 competence bonus on Dexterity-based skill checks. Allies who move at least 10 feet during their turn gain a +1 dodge bonus to their Armor Class until the start of their next turn. At 5th level, and every six bard levels thereafter, the saving throw and Armor Class bonuses increase by +1, to a maximum of +4 at 17th level, and the skill check bonuses increase by +2, to a maximum of +8 at 17th level. This is a mind-affecting ability that uses visual components. This ability replaces inspire courage.

Canny Foe (Ex): At 2nd level, a daredevil can choose one type of combat maneuver. She gains a +2 bonus on her combat maneuver checks to attempt the chosen maneuver and to her CMD to resist that maneuver. At 6th level, and every four levels thereafter, the daredevil gains a +2 bonus for an additional type of combat maneuver. She may not choose the same maneuver twice. This ability replaces versatile performance.

Dauntless (Ex): At 2nd level, a daredevil gains a +1 morale bonus on saving throws against mind-affecting effects, including all fear effects. This bonus increases by +1 for every four levels gained after 2nd level, to a maximum of +5 at 18th level. This ability replaces well-versed.

Scoundrel's Fortune (Ex): At 5th level, once per day a daredevil can choose to roll two dice instead of one for any skill check, keeping the best result. She can use this ability one additional time per day for every three levels she possesses beyond 5th, to a maximum of eight times per day at 20th level. This ability replaces lore master.

Dervish Dancer (Archetype)

Not all bards inspire others with their performances. Dervish dancers enter a near-mystical trance that allows them to push their bodies beyond normal limits.

Weapon and Armor Proficiency: Dervish dancers gain weapon proficiency with the scimitar and kukri. This ability replaces their proficiency with the rapier and whip.

Battle Dance: A dervish dancer is trained in the use of the Perform skill, especially dance, to create magical effects on himself. This works like bardic performance, except the dervish dancer only affects himself, and does not need to be able to see or hear his own performance. Battle dancing is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance, except that battle dancing does not benefit from the Lingering Performance feat or any other ability that allows a bardic performance to grant bonuses after it has ended. Battle dancing benefits apply only when the bard is wearing light or no armor. Like bardic performance, it cannot be maintained at the same time as other performance abilities.

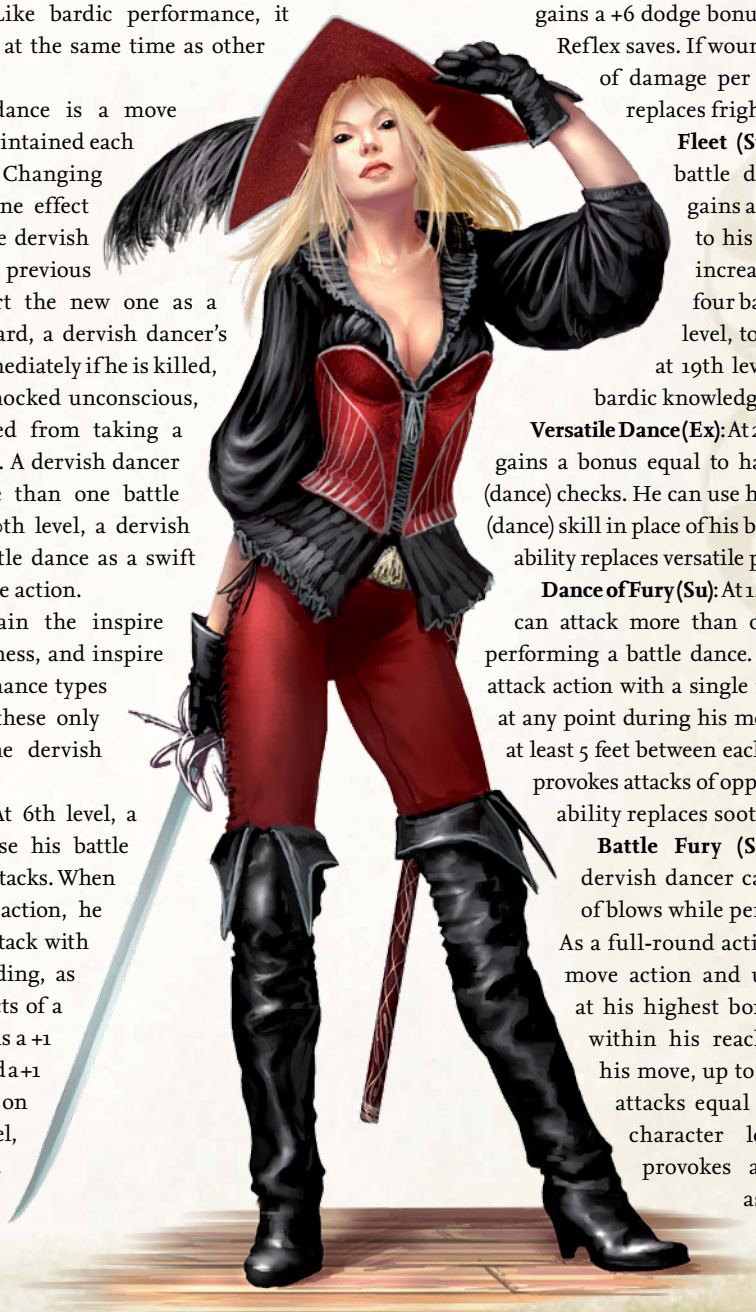
Starting a battle dance is a move action, but it can be maintained each round as a free action. Changing a battle dance from one effect to another requires the dervish dancer to stop the previous performance and start the new one as a move action. Like a bard, a dervish dancer's performance ends immediately if he is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round. A dervish dancer cannot perform more than one battle dance at a time. At 10th level, a dervish dancer can start a battle dance as a swift action instead of a move action.

Dervish dancers gain the inspire courage, inspire greatness, and inspire heroics bardic performance types as battle dances, but these only provide benefit to the dervish dancer himself.

Rain of Blows (Su): At 6th level, a dervish dancer can use his battle dance to speed up his attacks. When making a full attack action, he may make one extra attack with any weapon he is holding, as though under the effects of a *haste* spell. He also gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves. At 9th level, and every three bard levels thereafter, these bonuses increase by +1, to a maximum of +5 at 18th level. These bonuses do not stack with the *haste* spell. This ability replaces suggestion and mass suggestion.

Razor's Kiss (Su): At 8th level, a dervish dancer can use his battle dance to improve his weapons' critical range. All attacks he makes with manufactured weapons are treated as though he had the Improved Critical feat. Natural weapons and spells are not affected. This ability replaces dirge of doom.

Leaf on the Wind (Su): At 14th level, a dervish dancer can use his battle dance to evade attacks with unearthly grace and to shake off the effects of his wounds. Unlike other battle dances, leaf on the wind requires a standard action each round to start or maintain the performance. Each round it is maintained, including the first, the dervish dancer gains a +6 dodge bonus to Armor Class and on Reflex saves. If wounded, he heals 1 hit point of damage per bard level. This ability replaces frightening performance.



Fleet (Su): While performing a battle dance, a dervish dancer gains a +10 enhancement bonus to his land speed. This bonus increases by 5 feet for every four bard levels gained after 1st level, to a maximum of +30 feet at 19th level. This ability replaces bardic knowledge and lore master.

Versatile Dance (Ex): At 2nd level, a dervish dancer gains a bonus equal to half his level on Perform (dance) checks. He can use his bonus for his Perform (dance) skill in place of his bonus for Acrobatics. This ability replaces versatile performance.

Dance of Fury (Su): At 12th level, a dervish dancer can attack more than once as he moves while performing a battle dance. He can combine a full-attack action with a single move, taking the attacks at any point during his movement, but must move at least 5 feet between each attack. This movement provokes attacks of opportunity as normal. This ability replaces soothing performance.

Battle Fury (Su): At 20th level, the dervish dancer can unleash a whirlwind of blows while performing a battle dance. As a full-round action, he can take a single move action and unleash a single attack at his highest bonus against each target within his reach during any point of his move, up to a maximum number of attacks equal to the dervish dancer's character level. This movement provokes attacks of opportunity as normal, and replaces deadly performance.

Cavalier

Heavily armored and well armed, sitting astride a powerful charger, the cavalier is a battlefield marshal, capable of both directing troops and crashing into combat himself to disrupt the stratagems of his enemies. Not merely interested in battle for its own sake, the cavalier fights for a cause, whether it be to defend honor, serve his lord, uphold an ideal or intellectual principle, or protect something hidden and secret.

Cavalier Orders

Where some cavaliers dedicate themselves to their comrades, the common folk around them, a lord, or even themselves, still others have found their calling in defending or advocating more abstract notions, such as peace, a particular place or relic, or even the preservation of written knowledge.

Order of the Blue Rose

The cavaliers of the order of the blue rose dedicate themselves to promoting peace in the lands they roam. Skilled warriors and adept diplomats, these cavaliers counsel wisdom, patience, and understanding, but are ever mindful of the need to take up arms to strike down aggressors, tyrants, or evil usurpers. Although they believe wholeheartedly in peace as an aim and a final goal, cavaliers of the blue rose are warriors first, and embrace their role as guardians of those who cannot or will not take up arms to defend themselves.

Edicts: The cavalier must guard against needless violence, protecting both the land and its people from wars they neither started nor wish to fight. He must seek to stop conflict with a minimum of bloodshed, to encourage peaceful resolutions to disagreements between intelligent creatures, and to mend the wounds opened by battle. He must also honor quarter when he gives it, protecting captives who have surrendered from his own allies if need be.

Challenge: Whenever an order of the blue rose cavalier issues a challenge, he receives a +1 morale bonus on attack rolls made against the target of his challenge, if the target is an intelligent creature to whom the cavalier offered the chance to surrender (by taking a standard action to offer terms). This bonus increases by +1 for every four levels the cavalier possesses (to a maximum of +5 at 17th level).

Skills: An order of the blue rose cavalier adds Knowledge (history) (Int) and Knowledge (nobility) (Int) to his list of class skills. Whenever an order of the blue rose cavalier uses Diplomacy to try to mediate a dispute between two parties that do not include him, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the blue rose gains the following abilities as he increases in level.

Flat of the Blade (Ex): At 2nd level, the cavalier of the order of the blue rose gains the ability to moderate his attacks in order to take an enemy alive. He no longer takes a –4 penalty when attacking with a lethal weapon to deal nonlethal damage. When dealing nonlethal damage, the cavalier receives a +2 bonus on damage rolls. When the cavalier makes use of this ability, he must attempt to subdue his target without killing it; dealing lethal damage after using this ability, or allowing his allies to kill the target, is considered a violation of his edicts.

Inner Peace (Ex): At 8th level, the cavalier has learned that while not all things in the world will go as he wishes, he must remain calm and centered. Once per day as an immediate action, the cavalier may ignore an amount of damage from a single source (one attack, spell, or effect) equal to his cavalier level plus his Charisma modifier. He can only ignore hit point damage in this fashion. The cavalier can use this ability one additional time per day at 12th level and every four levels thereafter (to a maximum of four times per day at 20th level).

Shield of Blades (Ex): At 15th level, the cavalier gains an expert sense of impending violence around him. When taking the total defense action, the cavalier can extend his protection to those around him, granting a +2 circumstance bonus to AC to all adjacent allies. In addition, while taking the total defense action, as an immediate action, the cavalier can attempt to deflect an attack by making an attack roll opposed by the attacker's original attack roll. If successful, the attack is deflected and deals no damage.

Order of the Seal

Cavaliers of the order of the seal are a secretive order, each charged with the protection of a specific object (such as a dangerous magic item), place (a lost temple), or secret (that a certain peasant is actually the last descendant of the royal line). Such cavaliers are the defenders of ancient traditions or the servants of rulers with important secrets to hide, sometimes having to search out such secrets in order to properly protect and preserve them.

Edicts: The cavalier must guard his sworn charge with all he has: his health, his honor, and his very life. If his charge is a place, he must keep intruders out. If it is a thing, he must keep it safe from thieves—and restore the item to its rightful place if taken.

Challenge: An order of the seal cavalier can make a free bull rush or trip combat maneuver anytime he takes

the full-attack action against the target of his challenge. This free combat maneuver does not provoke an attack of opportunity.

Skills: An order of the seal cavalier adds Disable Device (Dex) and Linguistics (Int) to his list of class skills. Whenever the cavalier uses Bluff to conceal information about his sworn charge, he receives a competence bonus equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the seal gains the following abilities as he increases in level.

Keeper (Ex): At 2nd level, once per day the cavalier must select a location, or a secret that he has sworn to protect. If he chooses a location, he gains a +2 morale bonus on attack rolls when directly defending his charge. If he chooses a secret, he gains a +2 morale bonus on saving throws and opposed checks to resist revealing information about his charge. He gains these bonuses until he picks a new object, location, or secret to protect.

I Shall Not Be Moved (Ex): At 8th level, the cavalier can draw on his dedication to overcome physical weakness. Whenever the cavalier does not move more than a 5-foot step, he receives a +2 dodge bonus to his CMD to resist bull rush, overrun, pull, push, and trip combat maneuvers until his next turn.

Staggering Assault (Ex): At 15th level, the cavalier can drive opponents back without giving ground. As a full-round action, the cavalier can make a single attack at his highest attack bonus. If the attack hits, the attack does damage as normal, and the cavalier may attempt a bull rush against the target. The cavalier gains a bonus on the bull rush combat maneuver check equal to half the amount of damage dealt on the initial attack.

Order of the Tome

Knowledge is the stepping stone of both truth and power. The members of this order devote themselves to the preservation of knowledge. Most would protect written knowledge at all costs, but there are members that believe there is such thing as knowledge too dangerous to be allowed to exist, and seek to destroy it.

Edicts: An order of the tome cavalier must protect written knowledge (or at least approved knowledge) at all costs. Some are also devoted to the destruction of proscribed knowledge and are equally zealous in the pursuit of its destruction. Most of these cavaliers believe that the preservation of a written work is more important than a single life, even their own, as it ensures future generations benefit from its wisdom.

Challenge: Whenever an order of the tome cavalier issues a challenge, he receives a +2 bonus on all saving throws against spells or spell-like abilities cast by the subject of his challenge and a +2 bonus on all Bluff and Sense motive checks involving the subject of his challenge.

Skills: An order of the tome cavalier adds Knowledge (arcana), Knowledge (religion), and Linguistics to his list of class skills. Furthermore, he can use Linguistics untrained. If he has ranks in Linguistics, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the tome gains the following abilities as he increases in level.

Specialized Knowledge (Ex): At 2nd level, an order of the tome cavalier chooses either Knowledge (arcana) or Knowledge (religion). He can make the chosen skill checks untrained. He cannot change his chosen skill later. If he has ranks in his chosen skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as that check involves a book, tome, scroll, or any other form of written knowledge.

Powerful Knowledge (Ex): At 8th level, the cavalier gains the ability to read scrolls and cast arcane or divine spells from a scroll as if he had a caster level of his cavalier level –4. He can decipher all scrolls, using his Linguistics skill in place of Spellcraft, and does not need to cast *read magic* in order to decipher a scroll. Which type of spell the cavalier can cast is based on the Knowledge skill he chose for specialized knowledge. If he chose Knowledge (arcana), he can cast any arcane spells from a scroll. If he chose Knowledge (religion), he can cast any divine spells from a scroll. Furthermore, he gains a +1 bonus to an ability score for purposes of determining the level of spells he can cast from a scroll, and this bonus increases by +1 at 10th level and every 5 levels thereafter (to a maximum of +4 at 20th level). The ability score that gains the bonus is dependent on which skill the cavalier picked for his specialized knowledge ability. If the cavalier picked Knowledge (arcana), he gains the bonus to Intelligence. If he picked Knowledge (religion), he gains the bonus to Wisdom.

Defensive Knowledge (Ex): At 15th level, an order of the tome cavalier can grant nearby allies some of the boons of his cavalier challenge. While allies are adjacent to the cavalier, they gain a +2 bonus on all saving throws against spells or spell-like abilities cast by the subject of the cavalier's challenge. In addition, as an immediate action, a number of times per day equal to the cavalier's Intelligence modifier (minimum 1) or Wisdom modifier (minimum 1), the cavalier can allow an ally adjacent to him to reroll a single failed saving throw against a spell or spell-like ability from the target of his challenge. The ally must be able to see and hear the cavalier in order to gain this reroll. The ability score that determines how many times per day a cavalier can use this ability depends on which Knowledge skill the cavalier picked for specialized knowledge. If the cavalier picked Knowledge (arcana), the number of times per day this ability can be used is based on Intelligence. If he picked Knowledge (religion) it is based on Wisdom.

Cavalier Archetypes

The following are new cavalier archetypes. Unless stated otherwise, cavaliers of any order can take these archetypes.

Beast Rider (Archetype)

The cavalier is defined not only by his dedication to his order or his skill on the battlefield, but also by the special relationship he maintains with his mount. Where some cavaliers are simply skilled with horses or well-trained knights, the beast rider spends his life in constant pursuit of the most perfect mount, forming bonds with greater, more powerful, and more exotic creatures.

Armor Proficiency: A beast rider is proficient with light and medium armor, and with shields (with the exception of tower shields).

Exotic Mount (Ex): At 1st level, a beast rider forms a bond with a strong, loyal companion that permits him to ride it as a mount. This mount functions as a druid's animal companion, using the beast rider's level as his effective druid level. The animal chosen as a mount must be large enough to carry the beast rider (Medium or Large for a Small character; Large or Huge for a Medium character).

The beast rider does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained, and begins play with Endurance as a bonus feat. A beast rider's mount does not gain the share spells special ability.

Each time the beast rider increases in level, he can choose to select a new, more impressive mount better suited to his increased power.

Small-sized beast riders can choose a pony or wolf mount at 1st level. At 4th level, a Small beast rider can also choose an allosaurus, ankylosaurus, arsinoitherium, aurochs, bison, boar, brachiosaurus, elephant, glyptodon, hippopotamus, mastodon, megaloceros, riding dog, snapping turtle (giant), triceratops, or tyrannosaurus. At 7th level, he can also choose a dinosaur (deinonychus or velociraptor).

Medium beast riders can choose a camel or horse mount at 1st level. At 4th level, a Medium beast rider can also choose an allosaurus, ankylosaurus, arsinoitherium, aurochs, bison, brachiosaurus, elephant, glyptodon, hippopotamus, lion, mastodon, megaloceros, snapping turtle (giant), tiger, triceratops, or tyrannosaurus as his mount. Additional mounts might be available with GM approval.

In addition, a 7th-level or higher Medium beast rider can select any creature whose natural size is Large or Huge, provided that creature is normally available as a Medium-sized animal companion at 7th level (like a bear). To generate statistics for such a mount, apply the following modifications: **Size** Large; **Ability Scores** Str +2, Dex –2, Con +2. Increase the damage of each of the mount's natural attacks by one die size. A beast rider cannot choose a mount that is not capable of bearing his weight, that has fewer than four legs, or that has a fly speed (although the GM may allow mounts with a swim speed in certain environments).

Anytime a feat or ability allows a mount to make a hoof attack, it can make a claw, slam, or other analogous attack instead.

This ability replaces the standard cavalier's mount and expert trainer abilities.

Emissary (Archetype)

Cavaliers serve many roles on the battlefield, from bold leaders and shock troops to dashing knights and mounted juggernauts. Some cavaliers, however, focus more on speed and mobility than they do on the raw power of the mounted charge. On foot or in the saddle, the emissary is usually first to meet the enemy, with a pointed lance, a drawn sword, or terms for surrender.

Armor Proficiency: An emissary does not gain proficiency with heavy armor.

Bonus Feats: An emissary can select Endurance, Fleet, or Run in addition to the list of combat feats whenever he gains a bonus feat.

In or Out of the Saddle (Ex): At 1st level, an emissary gains Mounted Combat as a bonus feat. In addition, he can move at normal speed when wearing medium armor. This ability replaces tactician.

Battlefield Agility (Ex): At 5th level, an emissary learns to be more aware of the threats that surround him in combat, and shares this awareness with his loyal steed. Both the emissary and his mount gain Mobility as a bonus feat. This ability replaces banner.

Mounted Acrobatics (Ex): At 9th level, an emissary is even more adept at hopping on and off his steed, and even dropping alongside its flanks mid-gallop. He gains Trick Riding as a bonus feat, even if he does not meet the prerequisites. The emissary can employ this feat even when wearing medium armor. This ability replaces greater tactician.

Mounted Dervish (Ex): At 14th level, an emissary becomes a fearsome, mobile foe on the battlefield. He gains Mounted Skirmisher as a bonus feat, even if he does not meet the prerequisites. In addition, whenever the emissary is mounted and takes the charge action, he adds 10 feet to his mount's speed. This ability replaces greater banner.

Erratic Charge (Ex): At 17th level, an emissary learns to ride through the thick of combat, striking and then moving away with blinding speed. Whenever the emissary is mounted and takes the charge action, he can first move 10 feet and make a melee attack. This first attack is not a charge, but a regular melee attack, and the movement counts toward the total allowed movement for the round. After making this attack, the emissary must still move in a straight line to reach the target of his charge, and he takes a –5 penalty on the attack roll for the attack at the end of his charge. This ability replaces supreme charge.

Gendarme (Archetype)

The gendarme cares less for the finer points of tactical precision than he does for the exhilaration of the charge: the rush of wind through the visor of his helmet, the feel of his couched lance, the satisfying shriek of armor giving way before his weapon's force as the point drives past metal into his foes.

Bonus Feats: A gendarme trains to be a mounted terror, almost to the exclusion of all other abilities. He gains bonus feats at 1st level, 5th level, and then every three levels thereafter, but must select these bonus feats from the following list: Improved Bull Rush, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Spring Attack, and Unseat. If the gendarme has already selected all of the listed feats, then he may select his bonus feats from those feats listed as combat feats. This ability replaces tactician, greater tactician, master tactician, and the standard cavalier's selection of bonus feats.

Transfixing Charge (Ex): At 20th level, a gendarme represents the epitome of mounted combat. Whenever he makes a charge attack while mounted, he deals triple the normal damage (quadruple if using a lance); this damage includes all increases from the Spirited Charge feat and from the use of a lance. In addition, if the gendarme confirms a critical hit on a charge attack while mounted, the attack deals maximum damage for the weapon wielded. Additional damage from weapon properties, magic effects, precision-based bonuses, or other increases are rolled normally. This ability replaces supreme charge.

Honor Guard (Archetype)

Certain cavaliers are trained not as advance combatants, but as loyal guards, standing as firm defenders in the face of threats to their chosen charge. These honor guards are sometimes merely ornamental, performing their functions on a ceremonial basis, but a surprising number are capable, deadly opponents, able to take down a threat long before their liege knows of the danger. To be an honor guard is to constantly place one's self in harm's way, and to always be willing to lay down one's life at a moment's notice.

Sworn Defense (Ex): At 1st level, whenever an honor guard issues a challenge, he can select one ally as his ward for the duration of the challenge. Whenever the honor guard is adjacent to his ward, he takes a –1 penalty to Armor Class, and the ward receives a +1 dodge bonus to AC. This modifies the challenge ability

Intercept (Ex): At 3rd level, an honor guard learns to better disrupt the attacks of his enemies. He gains Bodyguard (*Advanced Player's Guide* 151) as a bonus feat, even if he does not meet the prerequisite. In addition, whenever the honor guard uses the aid another action to increase an ally's Armor Class, the bonus to Armor Class granted by the aid another action increases by +1. This ability replaces cavalier's charge.

Warding Charge (Ex): At 11th level, an honor guard can flash across the battlefield to protect his ward against the target of his challenge. Whenever the target of the honor guard's challenge makes an attack against his ward, the honor guard can move up to his speed and make a single melee attack against the target of his challenge as an immediate action. This movement and attack can be made as a charge if the movement qualifies. This ability replaces mighty charge.

Defensive Challenge (Ex): At 12th level, whenever an honor guard declares a challenge, his target must pay particular attention to him and his ability to intercept attacks. As long as the target is within the threatened area of the cavalier, it takes a –2 penalty on attack rolls against anyone other than the honor guard. This ability replaces demanding challenge.

Luring Cavalier (Archetype)

Those who study the perfection of strategy and tactics know that picking the battlefield can grant advantages that only overwhelming numbers of allies can eclipse. The luring cavalier is a special type of cavalier that helps accomplish that goal. Typically, he uses a bow or other ranged weapon to lure opponents toward him, and then makes strategic retreats to position his enemies exactly where he wants them.

Far Challenge (Ex): Once per day, a luring cavalier can use his far challenge ability as a swift action. When he does, the luring cavalier chooses one target within sight to challenge. The luring cavalier's ranged attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the luring cavalier's level. The luring cavalier can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. Furthermore, once per day, the luring cavalier may spend a use of his far challenge ability to double the potential extra damage of his ranged attack. Before making the attack roll, he can choose to spend a use of his challenge to deal twice his cavalier level in extra damage on a successful hit instead of just his cavalier level in extra damage. If the attack misses, the use of the challenge is wasted.

Challenging a foe requires subtle deceits and strategies. The cavalier must make it look like he is a soft target. The subject of the far challenge gains a +4 bonus on attack rolls made against him.

This challenge remains in effect until the target is dead or unconscious, until the target hits the luring cavalier with a melee attack, or until the combat ends. If this challenge ends because the target hits the luring cavalier with a melee attack, this challenge changes to the effects of the normal cavalier challenge, and gains any order benefit the luring cavalier has. Far challenge replaces the challenge ability.

Careful Aim (Ex): At 3rd level, when a luring cavalier makes a ranged attack with his highest base attack bonus, he can ignore the penalties for firing up to three range increments away. If he is using a firearm, he can target touch AC up to two range increments away. This effect stacks with effects that allow the cavalier to make ranged attacks farther without penalty or that allow him to target touch AC with a firearm beyond the first range increment. This ability replaces cavalier's charge.

Infuriating Aim (Ex): At 11th level, when a luring cavalier confirms a critical hit with a ranged attack made at his highest base attack bonus against the target of a far challenge, the target becomes infuriated for 1 round. While infuriated, the target must spend its turn moving closer to the cavalier, making move, run, or charge actions only (challenged creature's choice). This is a mind-affecting effect. This ability replaces mighty charge.

Versatile Challenge (Ex): At 12th level, a luring cavalier can expend a use of his challenge to gain the benefit of far challenge or the normal cavalier challenge. He can even change the type of challenge an opponent is under the effects of as a swift action, as long as the target of the challenge is within line of sight.

Supreme Aim (Ex): At 20th level, the luring cavalier gains the careful aim bonus and the effect of infuriating aim on all ranged attacks. This ability replaces supreme charge.

Musketeer (Archetype)

Some cavaliers are entrusted by their masters with the care and use of expensive and powerful oddities—firearms. Capable of inflicting shocking amounts of destruction without the aid of magic, these musketeers lead the advance of their troops, firing devastating fusillades long before the enemy can prepare for the armed charge that follows.

Weapon and Armor Proficiency: A musketeer does not gain proficiency in heavy armor. Musketeers are proficient with all simple and martial weapons, and with firearms. A cavalier's levels stack with any fighter levels he possesses for the purpose of meeting the level prerequisite for feats that specifically select a firearm, such as Weapon Specialization.

Gifted Firearm (Ex): At 1st level, a musketeer is gifted by his order with a firearm (either a pistol or a musket). This weapon is both a symbol of the cavalier's duty and a focus for much of his talent. He cannot sell this weapon. He also gains the Gunsmithing feat.

Beginning at 8th level, the musketeer can focus himself when wielding his gifted weapon. As a standard action, he can focus himself to gain a number of benefits for 1 minute per cavalier level. The musketeer can use this ability twice per day, plus one additional time per day for every four levels beyond 8th, to a total of five times per day at 20th level.

At 8th level, the cavalier gains the benefit of the Improved Critical feat. At 11th level, he can reduce the misfire chance of his weapon by 1 (to a minimum of 1, as with the *reliable* firearm special ability), and at 17th level, the musketeer can double the range increment of his weapon (as the *distance* special ability). These abilities do

not stack with the magical weapon special abilities that they duplicate.

Finally, at 20th level, during a period of such focus, the musketeer can engage in a flurry of gunfire. The cavalier can expend one of his daily challenges to make a full attack with his firearm. The musketeer ignores the normal load times for his weapon, but must still expend enough doses of powder and enough bullets to complete each attack.

If the musketeer's gifted firearm is destroyed, the cavalier loses this ability for 30 days while a replacement weapon is crafted for him. During this 30-day period, the musketeer takes a –1 penalty on weapon and damage rolls. This ability replaces the standard cavalier's mount ability.

Swift Powder (Ex): At 4th level, the musketeer gains Rapid Reload (musket) or Rapid Reload (pistol) as a bonus feat. At 14th level, each time the musketeer issues a challenge, he may reload a wielded firearm as a free action. This ability replaces expert trainer.

Standard Bearer (Archetype)

Not all cavaliers are content to ride at the head of a charge, leading from the front and facing down their enemies directly. Some prefer to stand away from the fray, their banners a beacon shining brightly over the battlefield, rallying their troops to victory. The standard bearer employs the banner of his order, his lord, or his own house to raise the spirits of his allies and warns enemies of impending doom.

Banner (Ex): At 1st level, a standard bearer gains the banner ability. This ability is identical to the standard cavalier's banner ability, except that the morale bonuses on saving throws against fear effects and on attack rolls made as part of a charge increase at 5th level, and every five levels thereafter. This ability replaces the standard cavalier's mount ability.

Mount (Ex): At 5th level, a standard bearer gains the service of a loyal and trusted mount. This mount is identical in all ways to the standard cavalier's mount. This ability replaces the standard cavalier's banner ability.

Banner of Solace (Ex): At 11th level, a standard bearer's banner becomes an even more potent symbol of protection and inspiration to those around him. Once per day, while his banner is displayed, the standard bearer can wave it through the air as a full-round action, granting all allies within 60 feet temporary hit points equal to 1/2 his cavalier level, and a +2 morale bonus on their next damage rolls. At 15th level, and every four levels thereafter, this bonus increases by +1 (to a maximum of +3 at 19th level). The temporary hit points last for 10 minutes or until depleted, whichever occurs first. This ability replaces mighty charge.

Awesome Pennon (Ex): At 20th level, a standard bearer's banner has become a powerful rallying point to his allies, and a bane to his foes. Whenever his banner is visible, allies of the standard bearer within 60 feet gain a +1 morale bonus on attack rolls, immunity to fear effects, and a +3 morale bonus on saving throws against mind-affecting effects. This ability replaces supreme charge.

Strategist (Archetype)

Some cavaliers make a lifelong mission out of their exceptional ability to direct troops on the battlefield, combining tactical insight with a preternatural skill at improving the teamwork of their allies in order to win the day. Such strategists are masters at learning the strengths and weaknesses of those they fight alongside, and at employing those observations at the most opportune moments. The best of them are also skilled at determining the strengths and weaknesses of their enemies, as well as at countering some of those strengths with their own formidable abilities.

Tactician (Ex): As the cavalier class feature, except that a strategist can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every four levels thereafter (to a maximum of five times per day at 17th level).

Drill Instructor (Ex): At 4th level, a strategist learns to train his fellow adventurers in the nuances of squad combat. By spending 10 minutes and expending 1 use of his challenge ability, the strategist can grant the use of a teamwork feat that he knows to up to four of his allies, similar to the tactician ability. As with tactician, allies need not meet the prerequisites of the granted feat, but they retain the use of this feat for 10 minutes plus 1 minute for every two levels the cavalier possesses, as long as the cavalier is visible and can be heard by his allies. If the cavalier falls unconscious or cannot be both seen and heard, his allies lose the benefit of the granted feat until the condition is remedied. This ability replaces expert trainer.

Tactical Advantage (Ex): At 14th level, whenever a strategist uses his tactician ability to grant the use of a teamwork feat to his allies, he can move up to his speed as a free action either before or after granting the feat. This movement provokes attacks of opportunity normally. This ability replaces greater banner.

Strategic Supremacy (Ex): At 18th level, a strategist gains the ability not only to improve his allies' abilities, but also to disrupt the teamwork of his enemies. Whenever the strategist uses the tactician ability, he can choose to cancel out the effects of one teamwork feat employed by any of his opponents within 30 feet instead of granting the use of a teamwork feat to his allies. This ability replaces the cavalier's 18th-level bonus feat.

Cleric

Most clerics take on two domains or subdomains of their deities. But there are those clerics who forsake one of those domains and specialize in an aspect of faith that spans many religions and philosophies.

Crusader (Archetype)

Crusaders serve the militant arm of a church, ready to stand guard over the religion's holy places and to be its swift, avenging arm against those who resist its truth.

Diminished Spellcasting: A crusader chooses only one domain and gains one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if they are domain spells or if her Wisdom allows bonus spells of that level.

Bonus Feat: A crusader gains a bonus feat at 1st level, then again at 5th level and every five levels thereafter (to a maximum of six at 20th level). These bonus feats must be chosen from the following list: Heavy Armor Proficiency, Improved Shield Bash, Martial Weapon Proficiency, Saving Shield, Shield Focus, Tower Shield Proficiency, and Weapon Focus*. At 10th level, a crusader may also choose from the following feats: Exotic Weapon Proficiency, Greater Shield Focus, Greater Weapon Focus*, Improved Critical*, Shield Slam, Shield Specialization, and Weapon Specialization*. At 20th level, a crusader may also choose from the following feats: Greater Shield Specialization and Greater Weapon Specialization*. Bonus feats marked with an asterisk (*) must be applied to the favored weapon of the crusader's deity. A crusader need not meet the normal class- or level-based prerequisites for these bonus feats.

Legion's Blessing (Su): At 8th level, a crusader gains the ability to confer beneficial spells quickly to a large group of allies. As a full-round action, the crusader may confer the effects of a single harmless spell with a range of touch to a number of creatures equal to half her cleric level. The spell's range remains touch, so all intended recipients must be within the crusader's reach when the spell is cast. Using the legion's blessing expends the prepared spell, but it also requires the crusader to sacrifice another prepared spell three levels higher, as when spontaneously using a cure or inflict spell. The higher-level spell is not cast but is simply lost, its magical energy used to power the legion's blessing.

Divine Strategist (Archetype)

The divine strategist leads the armies of the faithful, not from the front lines but through her clever strategy and tactical acumen.

Domains: A divine strategist gains only a single domain.

Master Tactician (Ex): A divine strategist can always act in a surprise round even if she fails to make a Perception check to notice enemies, though she is considered flat-footed until she acts. In addition, the divine strategist gains a bonus on initiative checks equal to 1/2 her cleric level. At 20th level, a divine strategist's initiative roll is automatically a natural 20. Allies able to see and hear the divine strategist gain a bonus on initiative checks equal to 1/4 the divine strategist's level. This is a language-dependent ability. This ability replaces channel energy.

Caster Support (Su): A divine strategist can use the aid another action to assist another divine spellcaster, granting a +2 circumstance bonus on caster level checks and concentration checks until the beginning of the divine strategist's next turn. This bonus increases by +1 at 4th level and every four levels thereafter (to a maximum of +7 at 20th level). The allied caster must remain adjacent to the divine strategist to gain this benefit. Caster support can be used to assist arcane spellcasters or characters using magical items, but they gain only half the normal bonus.

Tactical Expertise (Ex): At 8th level, a divine strategist knows how to take best advantage of tactical opportunities. Whenever she is flanking or makes an attack of opportunity, she may add her Intelligence bonus (if any) as a bonus on the attack roll. In addition, once per day as a swift action she may add her Intelligence modifier as a bonus on any single d20 roll made as part of a readied action. She can use this ability one additional time per day for every two levels after 8th.

Evangelist (Archetype)

The evangelist is the voice of her religion in the world. Where others nurture the faith among believers, an evangelist proclaims the coming glory of her deific patron and issues the clarion call to all around to heed the truth, or obey the call to war and crusade against the enemies of the church.

Single-Minded: An evangelist focuses her skills and learning on proclamation rather than the fine details of the church's deeper mysteries or martial training. Thus, she may select only one domain and does not gain Medium Armor Proficiency or Shield Proficiency.

Public Speaker: An evangelist gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by an amount equal to her class level plus her Charisma modifier (minimum 0).

Sermonic Performance: An evangelist gains the ability to deliver a select number of supernatural and spell-like performances through the force and power of her divinely inspired preaching and exhortation. This ability is similar in all respects to bardic performance as used by a bard of

the same level (including interactions with feats, spells, and prestige classes), using Perform (oratory) as the evangelist's performance skill. However, an evangelist gains only the following types of bardic performance: countersong, fascinate, and inspire courage at 1st level; inspire greatness at 9th level; and inspire heroics at 15th level. Sermonic performance replaces the 1st-, 9th-, and 15th-level channel energy abilities. This caps the cleric's channel energy damage at 7d6 points.

Spontaneous Casting: An evangelist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an evangelist can spontaneously cast the following spells by sacrificing a prepared spell of the noted level or above:

Spell Level	Spontaneous Spell
1st level	*command*
2nd level	*enthrall*
3rd level	*tongues*
4th level	*suggestion*
5th level	*greater command*
6th level	*geas/quest*
7th level	*mass suggestion*
8th level	*sympathy*
9th level	*demand*

Merciful Healer (Archetype)

The merciful healer is a master of battlefield revivification, sustaining and restoring allies to keep them in the fight.

Willing Healer: A merciful healer must choose the Healing domain. She does not gain a second domain. If the cleric worships a deity, that deity must be one that grants the Healing domain. A merciful healer must channel positive energy.

Channel Energy (Su): As the cleric ability, save that a merciful healer must channel positive energy, and when she does, she cannot choose to target undead. This ability is otherwise identical to the cleric ability of the same name.

Combat Medic (Ex): A merciful healer does not provoke attacks of opportunity when using the Heal skill to stabilize another creature or casting healing spells.

Merciful Healing (Su): At 3rd level, a merciful healer can channel positive energy to relieve one or more harmful conditions. The merciful healer chooses one of the following harmful conditions at 3rd level: fatigued, shaken, or sickened. When the merciful healer channels energy she can remove the chosen condition from one living creature that she heals within her channel energy burst. At 6th level, she can choose another condition. It can be one of those she didn't choose at 3rd level, or one of the following conditions: dazed, diseased, or staggered. She can remove the selected condition or the one she chose at 3rd level from up to two creatures within her channel energy burst. She gains another condition at 9th level, and can choose an above condition or one of the following conditions: cursed, exhausted, frightened, nauseated, or poisoned. She can remove that condition, or a condition she previously chose, from one or two creatures within the burst. Finally, at 12th level, she can choose a lower-level condition or one of the following conditions: blinded, deafened, paralyzed, or stunned. She can remove that condition or one she previously chose from one, two, or three creatures within her channel energy burst. Feats and effects that affect a paladin's mercy also affect this ability.

True Healer (Su): At 8th level, when a merciful healer channels holy energy, she can choose to apply the benefits of merciful healing or to reroll any 1s when determining how much damage she heals with the holy energy. She must choose which benefit to take before she rolls to see how much damage she heals.

Druid

Some druids choose to follow a different path than others and focus their abilities on emulating the strengths and virtues of a specific animal. Perhaps they have always had a bond with such animals, or perhaps they seek to become more like them. Whatever the case, animal shamans truly embody the essence of their totem animals. These archetypes all contain similar powers, described fully in the ape shaman section.

By contrast, a few druids forsake such totemistic ties, and instead embody the innate freedom of nature and the ability to travel as they will through all parts of the wilderness with impunity.

Ape Shaman (Archetype)

A shaman with this totem calls upon the mighty ape, a peaceful but powerful simian whose strength is beyond compare. An ape shaman is a friendly protector of the forest, but will crush those enemies who rouse her anger.

Nature Bond: An ape shaman who chooses an animal companion must select an ape or related primate. If choosing a domain, the ape shaman must choose from the Animal, Community (Family subdomain), Destruction (Rage subdomain), and Strength domains.

Wild Empathy (Ex): An ape shaman can use wild empathy with apes and other primates as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, an ape shaman may adopt an aspect of the ape while retaining her normal form. The druid gains one of the following sets of bonuses and abilities: movement (climb speed 20 ft., +4 racial bonus on Climb checks), senses (low-light vision, scent), natural weapons (2 slams [1d6 for a Medium shaman], +2 on combat maneuver checks to grapple), or toughness (+2 natural armor bonus to AC, Endurance feat).

While using totem transformation, the ape shaman may speak normally and can cast *speak with animals* (primates only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The ape shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

Totemic Summons (Su): At 5th level, an ape shaman may cast *summon nature's ally* as a standard action when summoning primates, and these summoned creatures gain temporary hit points equal to her druid level. She can apply the young template to any primate to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

Wild Shape (Su): At 6th level, an ape shaman's wild shape ability functions at her druid level –2. If she takes on the form of an ape, she instead uses her druid level +2.

Bonus Feat: At 9th level and every four levels thereafter, an ape shaman gains one of the following bonus feats: Diehard, Endurance, Great Fortitude, Improved Bull Rush, and Toughness. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

Bat Shaman (Archetype)

The bat shaman's totem is the agile bat, flitting and turning with incredible speed through even the most convoluted mazes. Her enemies do not know when she will appear, and when she does, she strikes fast and hard before disappearing into the night.

Nature Bond: A bat shaman who chooses an animal companion must select a bat. If choosing a domain, the bat shaman must choose from Air, Animal, Darkness (Night subdomain), and Trickery (Deception subdomain).

Wild Empathy (Ex): A bat shaman can use wild empathy with bats as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a bat shaman may adopt an aspect of the bat while retaining her normal form. This ability functions as the ape shaman ability, but the druid may select from the following sets of bonuses and abilities: movement (fly speed 30 ft. [average]; the druid must be at least 5th level to select this bonus), natural weapons (bite [1d4 for a Medium shaman]), or senses (blindsense 20 ft.).

While using totem transformation, the bat shaman may speak normally and can cast *speak with animals* (mammals only) at will.

Totemic Summons (Su): At 5th level, a bat shaman may cast *summon nature's ally* as a standard action when summoning bats, and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the ape shaman ability.

Wild Shape (Su): At 6th level, a bat shaman's wild shape ability functions at her druid level –2. If she takes on the form of a bat, she instead uses her druid level + 2.

Bonus Feat: At 9th level and every four levels thereafter, a bat shaman gains one of the following bonus feats: Acrobatic, Agile Maneuvers, Improved Initiative, Lightning Reflexes, or Skill Focus (Perception). She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

Boar Shaman (Archetype)

A boar shaman chooses the stolid and ferocious boar as her totem. Content to be left alone, she becomes one of the most dangerous creatures of the wild when provoked.

Nature Bond: A boar shaman who chooses an animal companion must select a boar. If choosing a domain, the boar shaman must choose from the Animal, Destruction (Rage), Protection, and Strength domains.

Wild Empathy (Ex): A boar shaman can use wild empathy with porcine creatures as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a boar shaman may adopt an aspect of the boar while retaining her normal form. This ability functions as the ape shaman ability, but the druid may select from the following sets of bonuses and abilities: movement (+10 enhancement bonus to land speed), senses (low-light vision, scent), natural weapons (gore [1d8 for a Medium druid], +2 on combat maneuver checks to overrun), or toughness (+2 natural armor bonus to AC, Endurance feat). While using totem transformation, the boar shaman may speak normally and can cast *speak with animals* (boars and related animals only) at will.

Totemic Summons (Su): At 5th level, a boar shaman may cast *summon nature's ally* as a standard action when summoning boars or other porcine creatures, and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the ape shaman ability.

Wild Shape (Su): At 6th level, a boar shaman's wild shape ability functions at her druid level –2. If she takes on the form of a boar, she instead uses her druid level +2.

Bonus Feat: At 9th level and every four levels thereafter, a boar shaman gains one of the following bonus feats: Bleeding Critical, Blind-Fight, Diehard, or Improved Overrun. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

World Walker (Archetype)

While all druids traverse the wilderness with ease, the world walkers take it upon themselves to travel the entire world. Some act as messengers and scouts for druidic circles, while others have a seemingly unquenchable wanderlust; each new land provides new mysteries to discover and new wisdom to be gained from mastering those mysteries.

Favored Terrain (Ex): At 3rd level, the world walker gains the ranger's favored terrain ability (*Core Rulebook* 65). She treats her druid level as her ranger level for this ability. If she has levels in both classes, both class's levels stack for determining the effect of this ability. This ability replaces trackless step and reduce nature's lore.

Path of Trees (Su): At 9th level, once a day, a wanderer can step within a tree and then teleport from that tree to another one in a manner similar to the *tree stride* spell (*Core Rulebook* 362). She gains an extra use of this ability each day at 12th level, and a third use of this ability at 15th level. Furthermore, a world walker of 13th level or higher can use this ability to teleport to any other tree of its type up to 100 miles away. This ability replaces both venom immunity and timeless body.

Fighter

There are more ways to fight a battle than there are types of weapons. While many fighters learn to fight in close concert with allies on a bloody field, others choose strange, esoteric, or totally backhanded and dishonorable modes of combat in order to win the day. The following are just a few strategies of the fray practiced by heroes and villains alike.

Armor Master (Archetype)

All fighters have two main tools of their trade—weapons and armor. While many fighters hone their weapon skills to a point of inescapable grace and lethality, there are those who live under the maxim that a good offense can be accomplished though an impenetrable defense. To these fighters, proper use of armor and shields ensures that they can fight another day, and that the frustration of enemies who can't seem to crack an armor master's superior defenses is just the first symptom of his foes' eventual defeat.

Deflective Shield (Ex): At 2nd level, an armor master specializes in using his shield to deflect attacks. He gains a +1 bonus to his touch AC, and this bonus increases for every four levels beyond 2nd (to a maximum of +6 at 20th level); however, this bonus cannot exceed the sum of the armor and enhancement bonus to AC provided by the shield that the armor master is currently carrying. This ability replaces bravery.

Armored Defense (Ex): At 5th level, an armor master gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. At 19th level, this damage reduction increases to DR 4/— when wearing light armor, DR 8/— when wearing medium armor, and DR 12/— when wearing heavy armor. This damage reduction stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if the armor master is stunned, unconscious, or helpless. This ability replaces weapon training 1 and 3, and armor mastery.

Fortification (Ex): At 9th level, an armor master can use his armor to shield critical areas from injury. He treats any armor he wears as if it had the *light fortification* special ability (*Core Rulebook* 463). At 13th level, his armor gains the *moderate fortification* special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases the armor master takes the better of the two fortifications. This ability replaces weapon training 2 and 4.

Indestructible (Ex): At 20th level, an armor master gains complete immunity to critical hits and sneak attacks while he is wearing armor. In addition, unless his armor has the fragile armor quality, it cannot be sundered while he is wearing it. This ability replaces weapon mastery.

Brawler (Archetype)

All melee is up close and personal, but some warriors bring it as close as they can get. Brawlers can be found anywhere, among all races and societies. A brawler could be hired muscle in a tavern, a local crime syndicate enforcer, or a hotheaded recruit among the ranks of a baron's guard. Often brawlers' in-your-face attitudes are as powerful as their tactics.

Close Control (Ex): At 2nd level, a brawler becomes skilled at forcefully moving his opponent around the battlefield. The brawler gains a +1 bonus on bull rush, drag, and reposition combat maneuver checks. The brawler also gains a +1 bonus to CMD when attacked with the bull rush, drag, and reposition maneuvers. These bonuses increase by +1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces armor training 1.

Close Combatant (Ex): At 3rd level, a brawler gains a +1 bonus on attack rolls and a +3 bonus on damage rolls with weapons in the close weapon group. Both of these bonuses increase by +1 for every four levels beyond 3rd (to a maximum of +5 on attack rolls and +7 on damage rolls at 19th level). This ability replaces weapon training 1 and 2.

Menacing Stance (Ex): At 7th level, a brawler constantly harries and distracts his enemies. While adjacent to the brawler, enemies take a –1 penalty on attack rolls and a –4 penalty on concentration checks. These penalties increase by 1 for every four levels after 7th level (to a maximum of –4 on attack rolls and –7 on concentration checks at 19th level). Creatures do not take these penalties if the brawler is dazed, helpless, staggered, stunned, or unconscious. This ability replaces armor training 2, 3, and 4 and armor mastery.

No Escape (Ex): At 9th level, taking a 5-foot step out of the area of a brawler's menacing stance or moving out of the area of a brawler's menacing stance with a withdraw action provokes an attack of opportunity from the brawler. This ability replaces weapon training 3 and 4.

Stand Still: At 13th level, a brawler gains Stand Still as a bonus feat, even if he does not have the Combat Reflexes feat. If the brawler already has the Stand Still feat, he can take any other combat feat instead. Furthermore, he gains a bonus equal to 1/2 his fighter level on combat maneuver checks when using the Stand Still feat.

Weapon Mastery (Ex): A brawler must select a close weapon for this ability.

Expanded Weapon Groups

This book and the *Advanced Player's Guide* present a number of weapons not on the weapon group lists in the *Core Rulebook*. Below is an update of that list, with all the weapons from those two books as well as new weapons introduced in this book. It also presents two new groups: firearms and siege weapons. Weapons with one asterisk (*) can be found in the *Advanced Player's Guide*. Weapons with two asterisks (**) can be found in this book.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

Axes: bardiche*, battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, hooked axe**, knuckle axe**, light pick, mattock**, orc double axe, pata**, and throwing axe

Blades, Heavy: bastard sword, chakram*, double chicken saber**, double walking stick katana**, elven curve blade, falcata*, falchion, greatsword, great terbutje**, katana**, khopesh*, longsword, nine-ring broadsword**, nodachi**, scimitar, scythe, seven-branched sword**, shotel**, temple sword*, terbutje**, and two-bladed sword

Blades, Light: bayonet*, butterfly sword**, dagger, gladius**, kama, kerambit**, kukri, pata**, quadrens**, rapier, short sword, sica**, sickle, starknife, swordbreaker dagger*, sword cane*, and wakizashi**

Bows: composite longbow, composite shortbow, longbow, and shortbow

Close: bayonet*, brass knuckles*, cestus**, dan bong**, emei piercer**, fighting fan**, gauntlet, heavy shield, iron brush**, light shield, madu**, mere club**, punching dagger, sap, scizore**, spiked armor, spiked gauntlet, spiked shield, tekko-kagi**, tonfa**, unarmed strike, wooden stake*, and wushu dart**

Crossbows: double crossbow*, hand crossbow, heavy crossbow, heavy repeating crossbow, light crossbow, light repeating crossbow, and tube arrow shooter**

Double: dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword

Firearms: all one-handed**, two-handed**, and siege firearms**

Flails: chain spear*, dire flail, double chained kama**, flail, flying blade**, heavy flail, kusarigama**, kyoketsu shoge**, meteor hammer**, morningstar, nine-section whip**, nunchaku, sansetsukon**, scorpion whip**, spiked chain, urumi**, and whip

Hammers: aklys**, battle aspergillum*, club, greatclub, heavy mace, light hammer, light mace, mere club**, taiaha**, tetsubo**, wahaika**, and warhammer

Monk: bo staff**, brass knuckles**, butterfly sword**, cestus*, dan bong**, double chained kama**, double chicken saber**, emei piercer**, fighting fan**, jutte**, kama, kusarigama**, kyoketsu shoge**, lungshuan tamo**, monk's spade**, nine-ring broadsword**, nine-section whip**, nunchaku, quarterstaff, rope dart**, sai, sansetsukon**, seven-branched sword**, shang gou**, shuriken, siangham, tiger fork**, tonfa**, tri-point double-edged sword**, unarmed strike, urumi**, wushu dart**

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing

Polearms: bardiche*, bec de corbin*, bill*, glaive, glaive-guisarme*, guisarme, halberd, hooked lance**, lucerne hammer*, mancatcher*, monk's spade**, naginata**, nodachi**, ranseur, rohomphaia**,tepoztopili**, and tiger fork**

Spears: amentum**, boar spear*, javelin, harpoon**, lance, longspear, pilum*, shortspear, sibat**, spear, tiger fork**, and trident

Thrown: aklys**, amentum**, atlatl**, blowgun, bolas, boomerang*, chakram*, club, dagger, dart, halfling sling staff, harpoon**, javelin, lasso*, kestros**, light hammer, net, poisoned sand tube**, rope dart**, shortspear, shuriken, sling, spear, starknife, throwing axe, throwing shield**, trident, and wushu dart**

Siege Engines: all siege engines**

Cad (Archetype)

In combat, most fighters have some sort of code of honor. Some believe that one should not kick enemies when they are down, or should limit use of other such dirty tricks to the most dire of circumstances. The cad places no such limitations on himself. Battles are for winning, and anything that gives the cad the upper hand against his enemies is a legitimate tactic. No trick is too treacherous if it leads to victory.

Weapon and Armor Proficiency: A cad is not proficient with medium armor, heavy armor, or tower shields.

Skills: Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Sleight of Hand (Dex), and Stealth (Dex) are class skills for a cad.

Dirty Maneuvers (Ex): At 2nd level, a cad becomes skilled at deceiving and discomfiting his opponents. The cad gains a +1 bonus on disarm, dirty trick, and steal combat maneuver checks. The cad also gains a +1 bonus to CMD when attacked with the disarm, dirty trick, and steal combat maneuvers. These bonuses increase by 1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces bravery.

Catch Off-Guard: At 3rd level, the cad gains the Catch Off-Guard feat. This ability replaces armor training 1.

Payback (Ex): At 5th level, a cad gains a +1 bonus on attack and damage rolls against any creature that has attacked the cad since the beginning of his last turn. This bonus increases by +1 for every four levels beyond 5th (to a maximum of +4 at 17th level). This ability replaces weapon training 1, 3, and 4.

Deadly Surprise (Ex): At 7th level, when a cad hits an opponent that is denied its Dexterity bonus to AC against him with a weapon or unarmed attack, he may attempt a dirty trick combat maneuver as an immediate action as part of the attack. This ability replaces armor training 2.

Razor-Sharp Chair Leg (Ex): At 9th level, as a swift action, a cad may alter the type of damage dealt by an improvised weapon to bludgeoning, piercing, or slashing damage. In addition, the cad has a critical threat range of 19–20/×2 with any improvised melee weapon. This ability replaces weapon training 2.

Craven Combatant (Ex): At 11th level, when fighting defensively or using Combat Expertise or total defense, a cad cannot be flanked except by a rogue or ninja whose level is four or more higher than the cad's fighter level. This ability replaces armor training 3.

Sweeping Prank (Ex): At 13th level, as a standard action, a cad can use a dirty trick maneuver against any two adjacent opponents that he can reach, making a separate combat maneuver check against each opponent. He must use the same dirty trick maneuver against each opponent.

At 17th level, the cad can use this ability as a full-round action to attempt a dirty trick maneuver against a number of enemies equal to 2 + his Dexterity bonus (if any). This ability replaces weapon training 3 and 4.

Treacherous Blow (Ex): At 15th level, when a cad confirms a critical hit, he can attempt a dirty trick combat maneuver as part of that attack as an immediate action. This ability replaces armor training 4.

Ultimate Payback (Ex): At 20th level, any critical threats a cad makes against an opponent that has attacked him since the beginning of his last turn are automatically confirmed. This ability replaces weapon mastery.

Dragoon (Archetype)

These gallant lancers serve in the vanguard of many armies or as knights-errant. They are born leaders and masters of the mounted charge.

Weapon and Armor Proficiency: A dragoon is not proficient with tower shields.

Skilled Rider (Ex): At 1st level, a dragoon gains both the Mounted Combat and Skill Focus (Ride) feats as bonus feats. This ability replaces the 1st-level fighter bonus combat feat.

Spear Training (Ex): At 5th level, a dragoon must select weapon training with the spear group. The dragoon's weapon training bonus with spears improves by +1 on attack rolls and +2 on damage rolls for every four levels beyond 5th (to a maximum of +4 on attack rolls and +8 on damage rolls at 17th level). The dragoon does not gain weapon training in any other groups as he increases in level.

Spinning Lance (Ex): At 7th level, a dragoon may alternate attacks with the piercing head of his lance with reach, or with the butt end (treat as a club) against adjacent targets. Unlike a double weapon, the masterwork quality and magical special abilities apply to both ends of the lance,

except for those weapon special abilities that apply only to edged weapons. This ability replaces armor training 2.

Banner (Ex): At 9th level, a dragoon may attach a banner to his lance. This is identical to the cavalier class feature (*Advanced Player's Guide* 34). The bonuses provided by the dragoon's banner increase by +1 for every five levels beyond 9th (to a maximum of +3 at 19th level). Cavalier levels stack with his dragoon level for determining the effect of his banner, and he can take the better banner progression. This ability replaces weapon training 2, 3, and 4.

Piercing Lance (Ex): At 11th level, as a standard action or as part of a charge, a dragoon attacking a mounted opponent can make two attacks, one against the mount and the other against the rider, using his highest base attack bonus. Furthermore, if the mount is hit and its rider attempts to negate the hit with the Mounted Combat feat, the dragoon's attack roll is considered 4 higher when calculating the DC of the Ride check to negate the hit. This ability replaces armor training 3.

Leaping Lance (Ex): At 15th level, a dragoon and his mount suffer no armor check penalty on Acrobatics checks while mounted. When charging, a dragoon may jump from his mount toward his target. If he jumps 10 feet, his charge modifiers on attack rolls and to AC are doubled and he is still considered mounted for lance damage, mounted combat feats, and so on. This ability replaces armor training 4.

Weapon Mastery: The dragoon must select the lance for this ability.

Gladiator (Archetype)

Most fighters battle out of necessity, with each battle a contest of life and death. Some, however, fight for glory and for the adulation of the crowd. The gladiator is both a cunning warrior and a consummate performer, knowing life and death are balanced not only on a sword's edge, but also on the cheers or jeers of the crowd.

Skills: A gladiator gains Perform (act, comedy, and dance) (Cha) as class skills.

Weapon and Armor Proficiency: A gladiator is not proficient with heavy armor or tower shields. Instead he gains the Performance Weapon Mastery feat (see page 112) at 1st level as a bonus feat. This bonus feat is in addition to the bonus feat a fighter gains at 1st level. Furthermore, a gladiator using piecemeal armor is considered to be wearing a suit of armor as long as he wearing two or three armor pieces, gaining the +1 to armor bonus but still taking the +5% chance of arcane spell failure if the pieces are mixed.

Bonus Feats: A gladiator may choose to take combat or performance feats as bonus feats.

Fame (Ex): At 2nd level, when a gladiator begins a performance combat (see page 153), he always starts with at least 1 victory point. If he already has victory points, he gains 1 extra victory point. At 10th level, the gladiator starts out with at least 2 victory points. If he already has victory points, he gains 2 extra victory points. This ability replaces bravery.

Tactician (Archetype)

While many fighters focus on the fundamentals of melee and ranged combat, there are those who are trained to view the bigger picture on the battlefield. These fighters use their training and tactical acumen to overcome challenges that would overwhelm mere brute strength and skill at arms.

Weapon and Armor Proficiency: A tactician is not proficient with heavy armor or tower shields.

Strategic Training (Ex): A tactician gains 4 skill points + a number of skill points equal to his Intelligence modifier at each level, instead of the normal 2 skill points + Intelligence modifier at each level. Furthermore, Diplomacy (Cha), Knowledge (geography) (Int), Knowledge (nobility) (Int), Linguistics (Int), and Sense Motive (Wis) are all class skills for the tactician. This ability replaces the bonus fighter combat feat gained at 1st level.

Bonus Feats: A tactician may choose Skill Focus or any teamwork feat, in addition to combat feats, as bonus feats.

Tactical Awareness (Ex): At 2nd level, a tactician gains a +1 bonus on initiative checks. This bonus increases by +1 for every four levels after 2nd level (to a maximum of +5 at 18th level). This ability replaces bravery.

Tactician (Ex): At 5th level, a tactician gains this ability as the cavalier class feature (*Advanced Player's Guide* 33). He may use this ability once per day at 5th level, plus one additional time for every five levels after 5th (to a maximum of four times at 20th level). If the tactician also has cavalier levels, these levels stack for determining the number of uses per day, and he can take the better progression. This ability replaces weapon training 1.

Cooperative Combatant (Ex): At 11th level, when a tactician uses the aid another special attack (*Core Rulebook* 197), he may affect one additional ally per point of Intelligence bonus. For each ally that a tactician aids, he can pick whether to grant that ally the +2 bonus on its next attack against the opponent or the +2 bonus to AC against the opponent's next attack on that ally, and can grant different allies different bonuses. This ability replaces armor training 3.

Battle Insight (Ex): At 15th level, as a swift action, a tactician can grant his Intelligence modifier as an insight bonus on the attack rolls made by a single ally within line of sight that can both see and hear the tactician. That ally gains the bonus until the end of the tactician's next turn. The tactician can use this ability a number of times per day equal to 3 + his Intelligence modifier.

Thunderstriker (Archetype)

The thunderstriker adopts an unusual fighting style, gripping a heavy weapon with both hands and switching to a defensive posture with weapon and buckler, lashing out with the shield with surprising speed and power.

Strapped Shield (Ex): At 3rd level, a thunderstriker takes no penalty on attack rolls when using a weapon in two hands while wearing a buckler. This ability replaces armor training 1.

Hardbuckler (Ex): At 7th level, a thunderstriker may make shield bash attacks with a buckler as if it were a light shield. This ability replaces armor training 2.

Knockback Smash (Ex): At 11th level, when a thunderstriker uses his buckler to attack, he gains a bonus equal to the enhancement bonus of the buckler on both attack and damage rolls. This ability replaces armor training 3.

Hammer and Anvil (Ex): At 13th level, a thunderstriker suffers only half the normal penalties for two-weapon fighting when using a buckler as his off-hand weapon. This ability replaces weapon training 3.

Buckler Defense (Ex): At 15th level, a thunderstriker retains partial use of his buckler even when using a weapon in both hands or in each hand (rather than losing his shield bonus until the beginning of his next turn). He gains a +1 shield bonus to AC and may apply the benefits of any feats he knows that require the use of a shield, but does not benefit from any magical properties his shield may possess. This ability replaces armor training 4.

Balanced Bashing (Ex): At 17th level, a thunderstriker no longer suffers two-weapon fighting penalties when using a buckler as his off-hand weapon. This ability replaces weapon training 4.

Improved Buckler Defense (Ex): At 19th level, a thunderstriker does not forfeit his shield bonus to AC from a buckler when fighting two-handed. This ability replaces armor mastery.

Tower Shield Specialist (Archetype)

Many fighters believe the tower shield is a tool suitable only for troops on the battlefield, claiming it is too large and bulky to use in skirmishes or within dungeon corridors. Tower shield specialists defy those notions, using their massive shields with startling skill and incredible effect. They use these seemingly clumsy shields to perform deft maneuvers that confound their enemies.

Burst Barrier (Ex): At 2nd level, a tower shield specialist can use his shield to screen himself from burst spells and effects, gaining a +1 bonus on Reflex saves against them while employing a tower shield. This bonus increases by +1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces bravery.

Tower Shield Training (Ex): At 3rd level, a tower shield specialist gains armor training as normal, but while he employs a tower shield, the armor penalty is reduced by 3 and the maximum Dexterity bonus allowed by his armor increases by 2. The benefit increases every four levels thereafter as per standard armor training; if the tower shield specialist is not employing a tower shield, the benefits to armor training revert to the normal bonuses.

Tower Shield Specialist (Ex): At 5th level, when a tower shield specialist employs a tower shield in combat, he does not take the –2 penalty on attack rolls because of the shield's encumbrance. This ability replaces weapon training 1.

Tower Shield Defense (Ex): At 9th level, while using a tower shield, a tower shield specialist gains his shield bonus against touch attacks. This ability replaces weapon training 2.

Immediate Repositioning (Ex): At 13th level, as an immediate action, a tower shield specialist can reposition his tower shield to another facing, but he cannot use this ability to interrupt an attack. This ability replaces weapon training 3.

Tower Shield Evasion (Ex): At 16th level, while using a tower shield, the tower shield specialist gains evasion, as the rogue class ability. At 20th level, the shield specialist gains improved evasion, as the rogue advanced talent, while using a tower shield. This ability replaces both weapon training 4 and weapon mastery.

Unarmed Fighter (Archetype)

Not all fighters need weapons to make their mark on the world. The unarmed fighter picks up a weapon only rarely, and when he does, he prefers the weapons of the monk. There are even those who mistake them for monks, but these fighters enter the fight without *ki*, and instead have a tough perseverance that few can rival.

Weapon and Armor Proficiency: An unarmed fighter is not proficient with medium armor, heavy armor, or shields. An unarmed fighter is proficient with all monk weapons, including exotic monk weapons.

Unarmed Style: At 1st level, a unarmed fighter gains the Improved Unarmed Strike feat and any single style feat (see Chapter 3) as a bonus feat. The unarmed fighter need not meet all the prerequisites of the style feat he chooses, but style feats that grant additional uses of the Elemental Fist feat cannot be taken until the unarmed fighter has that feat. This ability replaces the bonus feat at 1st level.

Harsh Training (Ex): At 2nd level, an unarmed fighter gains a +1 bonus on saving throws against effects that cause the exhausted, fatigued, or staggered conditions or temporary penalties to ability scores. This bonus increases by +1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces bravery.

Tough Guy (Ex): At 3rd level, an unarmed fighter gains DR/— equal to half his fighter level against nonlethal damage or damage taken while he is grappled. This ability replaces armor training 1.

Weapon Training (Ex): At 5th level, an unarmed fighter gains a +1 bonus on attack and damage rolls with weapons in the monk and natural weapon groups, improving by +1 for every four levels beyond 5th (to a maximum of +4 at 17th level). This ability replaces weapon training 1, 2, 3, and 4.

Clever Wrestler (Ex): At 7th level, an unarmed fighter takes no penalties to Dexterity or on attack rolls while grappled, and retains his Dexterity bonus to AC while pinning an opponent. The unarmed fighter can make attacks of opportunity even when grappled and even against creatures attempting to grapple him if the opponent has the Improved Grapple feat or the grab ability. This ability replaces armor training 2.

Trick Throw (Ex): At 9th level, when an unarmed fighter successfully trips an opponent with an unarmed attack, he can attempt a dirty trick combat maneuver against that creature (before the opponent becomes prone) as an immediate action that does not provoke attacks of opportunity. This ability replaces weapon training 2.

Takedown (Ex): At 11th level, if an unarmed fighter succeeds on a drag maneuver, he can attempt a trip maneuver against the same target as a swift action that does not provoke attacks of opportunity. At 15th level, he may do so after a successful grapple check. This ability replaces armor training 3.

Eye Gouge (Ex): At 13th level, if an unarmed fighter confirms a critical hit with his unarmed strike or begins his turn grappled, he may attempt a dirty trick maneuver to blind his target as a swift action that does not provoke attacks of opportunity. A target more than one size category larger is unaffected. This ability replaces weapon training 3.

Sucker Punch (Ex): At 17th level, when an unarmed fighter strikes a creature that is denied its Dexterity bonus to AC, or that he has successfully pinned with a grapple check, he can attempt a dirty trick or trip combat maneuver against that target as a swift action. This ability replaces armor training 4.

Sheer Toughness (Ex): At 19th level, an unarmed fighter becomes immune to nonlethal damage and the exhausted, fatigued, and staggered conditions. This ability replaces armor mastery.

Weapon Mastery (Ex): This ability applies to unarmed strikes only.

Unbreakable (Archetype)

The unbreakable is a warrior of indomitable will, unstoppable and implacable once he has set his mind upon a course of action. The unbreakable endures any trial to do what must be done, and when his mind is set toward a goal, nothing can stop him from achieving it, though many may try. He is a juggernaut and a zealot, supremely confident in his own abilities.

Weapon and Armor Proficiency: An unbreakable is not proficient with tower shields.

Tough as Nails: An unbreakable gains Endurance and Die Hard as bonus feats. This ability replaces the fighter's 1st-level bonus feat.

Unflinching (Ex): At 2nd level, an unbreakable gains a +1 bonus on Will saves against mind-affecting effects. This bonus increases by +1 for every four levels after 2nd level (to a maximum of +5 at 18th level). This ability replaces bravery.

Heroic Recovery (Ex): At 5th level, an unbreakable gains the Heroic Recovery feat (*Advanced Player's Guide* 162) as a bonus feat, if he does not have it already. If he already has this feat, the unbreakable can choose any combat feat instead. In addition, he may use this feat one additional time per day for every four levels after 5th (to a maximum of 4 times per day at 17th level). This ability replaces weapon training 1.

Heroic Defiance (Ex): At 9th level, an unbreakable gains the Heroic Defiance feat (*Advanced Player's Guide* 162) as a bonus feat, if he does not have it already. If he already has this feat, the unbreakable can choose any combat feat instead. In addition, he may use this feat one additional time per day for every four levels after 9th (to a maximum of 3 times per day at 19th level). This ability replaces weapon training 2.

Quick Recovery (Ex): At 11th level, an unbreakable needs only 15 minutes of rest or to be subject to a healing spell or effect to recover from the fatigued condition. This ability replaces armor training 3.

Stalwart (Ex): At 13th level, when an unbreakable succeeds on a Fortitude or Will save against a spell or spell-like ability that has a partial effect even on a successful save, he is completely unaffected by it. This ability replaces weapon training 3.

Unlimited Endurance (Ex): At 15th level, when an unbreakable is exhausted, he only suffers the effects of the fatigued condition instead, but does require 1 hour of rest to reduce this condition to the actual fatigued condition. This ability replaces armor training 4.

Miraculous Recovery (Ex): At 17th level, when an unbreakable makes a saving throw to recover from an ongoing effect, he may roll twice and choose the better roll. This ability replaces weapon training 4.

Unbreakable Mind (Ex): At 20th level, an unbreakable becomes nearly impossible to sway with honeyed words or magic. He gains immunity to mind-affecting effects. This ability replaces weapon mastery.

Gunslinger

While firearms are still rather new additions to the adventurers' arsenal in most campaigns, their chief adherents—gunslingers—have wasted no time in experimenting with these weapons in exciting new ways. The gunslinger is already a versatile adventurer, yet the following archetypes add new specialties and strategies for the class, by either specializing in a form of firearm, using personality instead of willpower to fuel their grit, or fusing firearms with heavy armor to create a seemingly unstoppable juggernaut on the battlefield.

Each of these archetypes has its roots in both fantasy and history, with the gun tank representing those first armored knights to adopt the way of the gun, the classic musket master harkening back to the days of the noble musketeer, and the pistolero simulating countless banditos and quick-draw artists from the dusty streets of the Old West and beyond.

Gun Tank (Archetype)

Gunslingers usually don't use heavy armor, but there are a few who use and modify their armor to protect themselves from both traditional weapons and gunfire. These gun tanks trundle into battle with barrels blazing, dealing out punishment with their firearms while knowing few can penetrate their hard protective shells.

Armor Proficiency: A gun tank is proficient with all armors and shields, including tower shields.

Deeds: A gun tank swaps a pair of deeds for the following. The new deed descriptions include information on which deeds from the gunslinger class feature these new deeds replace.

Gun Tank's Resolve (Ex): At 1st level, the gun tank can shrug off the most serious of attacks. When the gun tank is wearing medium or heavy armor and is subject to a critical hit or sneak attack, she can spend 1 grit point as an immediate action to attempt to negate the critical hit or sneak attack damage. At 1st level, she has a 25% chance of doing so. At 10th level, the chance increases to 50%. At 15th level, the chance increases to 75%. While a gun tank's resolve does not stack with the *fortification* armor special ability, it does work in concert with that armor special ability or similar effects, so a gun tank can use this ability even after the *armor of fortification* has failed to negate the critical hit or sneak attack damage. This deed replaces the gunslinger's dodge deed.

Gun Tank's Resilience (Ex): At 15th level, when the gun tank has at least 1 grit point and makes a successful Fortitude saving throw against an attack that would deal half damage or have a partial effect, she takes no damage or other effects from that attack. Furthermore, she gains a +2 bonus on all saving throws against fear and mind-affecting effects. This deed replaces the evasive deed.

Bullet Defection (Ex): A gun tank is adept at modifying and using her armor to stop firearm attacks. Starting at 2nd level, a gun tank wearing medium or heavy armor gains half the armor's bonus plus the armor's enhancement bonus (if any) as a deflection bonus against any non-siege firearm or splash weapon attack (including the alchemist's bomb class ability; *Advanced Player's Guide* 28). This ability has no affect on spells, spell-like abilities, or supernatural abilities that make a touch attack. This ability replaces nimble.

Armor Training (Ex): At 4th level, a gun tank learns to be more maneuverable while wearing armor. Whenever she is wearing armor, the armor check penalty is reduced by 1 (to a minimum of 0) and the maximum Dexterity bonus allowed by her armor increases by 1. Every four levels thereafter (8th, 12th, and 16th), the bonus increases by 1, to a maximum of a –4 reduction of the armor check penalty and a +4 increase to the maximum Dexterity bonus allowed. This ability stacks with the fighter class ability of the same name. If the gun tank has both class features, she takes the most advantageous benefit of the two class features. This ability replaces the bonus feats the gunslinger gains at 4th level and every four levels thereafter.

Musket Master (Archetype)

Pistols and other one-handed firearms are often easy to conceal and faster to load than other firearms, and do sufficient damage for most situations. But some gunslingers want a little more firepower and range. These are the musket masters; the best of these gunslingers can reload a musket with dazzling speed, potentially putting even their pistol-wielding brethren to shame.

Weapon Proficiency: A musket master only gains proficiency with two-handed firearms. She must take the Exotic Weapon Proficiency (firearm) feat to gain proficiency with two-handed firearms and firearm siege engines.

Gunsmith: A musket master must take a musket when she chooses a battered firearm at 1st level.

Deeds: A musket master swaps a pair of deeds for the following.

Steady Aim (Ex): At 1st level, as long as a musket master has at least 1 grit point, she can take a move-equivalent action to increase the accuracy of a two-handed firearm. When she does, she increases the range increment of the firearm she is firing by 10 feet. This stacks with other abilities that increase her range increment. This deed replaces the gunslinger's dodge deed.

Fast Musket (Ex): At 3rd level, as long as the musket master has 1 grit point, she can reload any two-handed firearm as if it were a one-handed firearm. This deed replaces the utility shot deed.

Rapid Reloader: At 1st level, a musket master gains Rapid Reload (muskets) as a bonus feat. Use the updated version of this feat on page 115.

Musket Training (Ex): Starting at 5th level, a musket master increases her skill with two-handed firearms. She gains a bonus on damage rolls equal to her Dexterity modifier, and when she misfires with a two-handed firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1. At 13th level, a musket master never misfires with a two-handed firearm. This replaces firearm training 1, 2, 3, and 4.

Mysterious Stranger (Archetype)

Gunslingers use a potent mixture of common sense and manual dexterity in order to control the fickle power of their weapons. But a few rare gunslingers seem to accomplish their chosen tasks purely through willpower and an unwillingness to ever give up. These mysterious strangers use their force of personality to keep going when the chips are down, often moving on from a region as soon as they accomplish their goals—hence the name.

Grit (Ex): A mysterious stranger is a force to be reckoned with. Instead of using her Wisdom to determine the number of grit points she gains at the start of each day, she uses Charisma. This ability works in all other ways like the gunslinger's grit class feature.

Deeds: A mysterious stranger swaps a pair of deeds for the following.

Focused Aim (Ex): At 1st level, as a swift action, the mysterious stranger can spend 1 grit point to gain a bonus on all firearm damage rolls equal to her Charisma modifier (minimum 1) with all firearm attacks she makes until the end of her turn. At 7th level, when she uses the dead shot deed, she multiplies this bonus by the number of hits she made while rolling the Dead Shot attack. This deed replaces the quick clear deed.

Clipping Shot (Ex): At 11th level, when the mysterious stranger misses with a firearm attack, she can spend 1 grit point to deal half the damage that attack would have dealt if it were a hit (roll damage normally). She can decide to use this deed and spend the grit point after making the attack. This deed has no effect if the attack used the dead shot deed. The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect.

Lucky (Ex): Starting at 2nd level, a mysterious stranger gains a +1 luck bonus on Will saving throws. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level). This ability replaces nimble.

Stranger's Fortune (Ex): Starting at 5th level, a mysterious stranger can ignore a firearm misfire a number of times per day equal to her Charisma bonus. She can use this ability as a free action. This ability replaces gun training.

Pistolero (Archetype)

While most gunslingers have favorite firearms, there are those rare ones who choose to specialize in one-handed firearms exclusively. These gunslingers are called pistoleros. While they lack the flexibility of being able to pick up any kind of firearm and use it with reasonable proficiency, they are crackerjack shots with pistols and similar firearms. Their skill and aim with these firearms at close range is second to none, and they rarely misfire with these weapons.

Weapon Proficiency: A pistolero only gains proficiency with one-handed firearms. She must take Exotic Weapon Proficiency (firearm) to gain proficiency with two-handed firearms and firearm siege engines.

Gunsmith: A pistolero must take a pistol when she chooses a battered firearm at 1st level.

Deeds: A pistolero swaps a trio of deeds for the following.

Up Close and Deadly (Ex): At 1st level, when the pistolero hits a target with a one-handed firearm that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half the extra damage anyway. She must choose to spend the grit point before she makes the attack roll. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, to 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level. This precision damage stacks with sneak attack and other forms of precision damage. This deed replaces the deadeye deed.

Deadeye (Ex): At 7th level, the pistolero gains the deadeye deed, which is normally a 1st-level gunslinger deed. This deed replaces the startling shot deed.

Twin Shot Knockdown (Ex): At 11th level, when the pistolero hits a single target with two or more one-handed firearm attacks during her turn, she can spend 1 grit point to knock the target prone. She can choose to spend the grit point after the attacks are made. This deed replaces the menacing shot deed..

Pistol Training (Ex): Starting at 5th level, a pistolero increases her skill with one-handed firearms. She gains a bonus on damage rolls equal to her Dexterity modifier, and when she misfires with a one-handed firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1. At 13th level, a pistolero never misfires with a one-handed firearm.

Inquisitor

Some inquisitors believe that arcane magic is the enemy of faith. Though most of these inquisitors realize that arcane magic is a power that can never be truly stopped, they focus their abilities toward disrupting and destroying arcane practitioners who threaten the faith.

Inquisitions

Some inquisitor domains are not the domains of their faith but are movements within a number of faiths. Many religious individuals and orders find themselves in conflict with the users of arcane magic, and have created inquisitions and training regimens expressly to fight arcane spellcasters. With GM approval, any inquisitor of any deity can take the inquisitions detailed below.

Inquisitions are domains that only inquisitors can take. They are not open to any other class that uses domains. If an inquisition's granted power calls for a saving throw, the DC of the save is equal to 10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier. The inquistor's caster level for granted powers and spell-like abilities is equal to her inquisitor level.

Black Powder Inquisition

Deities: Any (with GM approval).

Granted Powers: You gain Exotic Weapon Proficiency (firearms) and Gunsmithing as bonus feats. When you hit an arcane spellcaster or a creature that uses spell-like abilities with a firearm attack, that creature must succeed at a Fortitude saving throw. If the spellcaster fails, he takes a –4 penalty on concentration checks for 1 round.

Spellkiller Inquisition

Deities: Any (with GM approval).

Granted Powers: You gain the Disruptive feat as a bonus feat (even if you do not meet the prerequisites). When you defeat an enemy (whether by reducing it to 0 or fewer hit points, taking the enemy captive, or accepting a truce), you gain a +2 sacred or profane bonus to AC for 1 minute per level. You gain a sacred bonus if you are good, profane if you are evil; if you are neutral, you choose either sacred or profane when you select this inquisition. After you choose which type of bonus you gain, you cannot change the bonus type. When you hit a creature with levels of alchemist or any arcane spellcasting class, or that uses spell-like abilities, you can end this effect to stagger that creature. The creature gets a saving throw against this effect on each of its turns (including the turn in which it gained the effect). A successful save ends the staggered condition.

Iconoclast (Archetype)

Some magic items are heretical by nature, enabling the unfaithful to spread wickedness. Iconoclasts seek out and remove such crutches, cleansing the taint these items exude.

Shake Effects (Ex): At 1st level, an iconoclast gains a +2 bonus on all saving throws against effects that come from a magic item. This ability replaces monster lore.

Detect Magic (Sp): At 2nd level, an iconoclast gains the ability to *detect magic* at will. This ability replaces *detect alignment*.

Dispelling Attack (Sp): At 5th level, once per day as a standard action, an iconoclast can make a melee or ranged attack against an opponent, and if she hits, she can affect that opponent as if she had cast *dispel magic*, using the targeted dispel option. If she misses, this ability is wasted. Use her inquisitor level as the caster level of the *dispel magic* effect. This ability replaces *discern lies*.

Negating Critical (Sp): At 14th level, when an iconoclast confirms a critical hit, the creature she hit must succeed at a Fortitude save at DC 10 + 1/2 the iconoclast's caster level + the iconoclast's Wisdom modifier for each non-artifact magic item the target is wearing or carrying. On a failed saving throw, the target of the critical hit can neither use nor gain benefit from any minor magic item for 1d4 rounds. This ability can be used in conjunction with critical feats. This ability replaces exploit weakness.

Destroy Artifact (Sp): At 20th level, an iconoclast has the ability to destroy minor artifacts. The iconoclast must have possession of the minor artifact for at least a week, which she must spend in uninterrupted contemplation of the nature of the artifact. At the end of that week, she makes a DC 30 Spellcraft check to unweave the fabric of the item, and if she is successful, the artifact is destroyed. If the iconoclast fails, she cannot try to destroy the artifact again with this ability, but another iconoclast can. This ability replaces true judgment.

Spellbreaker (Archetype)

The world is full of dangerous magic, and many recoil in the face of such power. The spellbreaker, by contrast, learns to recognize and resist certain types of magic, wading through waves of magic to reach her foes.

Strong-Willed (Ex): At 1st level, a spellbreaker is able to stand strong against magical effects that seek to control, compel, or persuade her. The spellbreaker rolls twice and takes the best result when making a Will saving throw against a mind-affecting effect. This ability replaces monster lore.

Defense against Magic (Ex): At 3rd level, a spellbreaker picks a single wizard school. She gains a +1 bonus on saving throws against arcane spells of that school. Every four levels beyond 3rd, the spellbreaker picks a new school and gains this bonus against arcane spells of that school (to a maximum of five schools of magic at 19th level). Furthermore, each time the spellbreaker picks a new school, the bonuses for

the schools she has already chosen increase by 1. This ability replaces all bonus teamwork feats.

Foil Casting (Su): At 3rd level, when an opponent tries to cast an arcane spell within a spellbreaker's threatened area, the DC for that caster to cast defensively increases by 2. This increase stacks with the effects of the Disruptive feat (see page 112 of the *Core Rulebook*). Furthermore, the spellbreaker knows where to hit foes to foil casting from a distance. Each time she hits an arcane spellcaster or a creature that uses spell-like abilities with a ranged weapon attack, the DC of any Concentration checks the caster makes increases by 2 for 1 round. This ability replaces solo tactics.

Impervious (Ex): At 20th level, a spellbreaker becomes immune to the effects of a single school of arcane magic. That school of magic must be the first one she picked for defense against magic (see above). Neither harmful nor helpful arcane spells of that school have an effect on the spellbreaker. If a spell of that school is an area of effect spell, the spell goes off as normal, but the spellbreaker is untouched by its effects. Once per day, as a swift action, the spellbreaker can grant this imperviousness to all allies in a 60-foot burst for 1 minute. This ability replaces final judgment.

Witch Hunter (Archetype)

When pursuing justice for their faith, inquisitors sometimes hunt sorcerers, witches, wizards, and other practitioners of arcane magic—but especially witches, since their devotion to a patron is often seen as suspect by many religions.

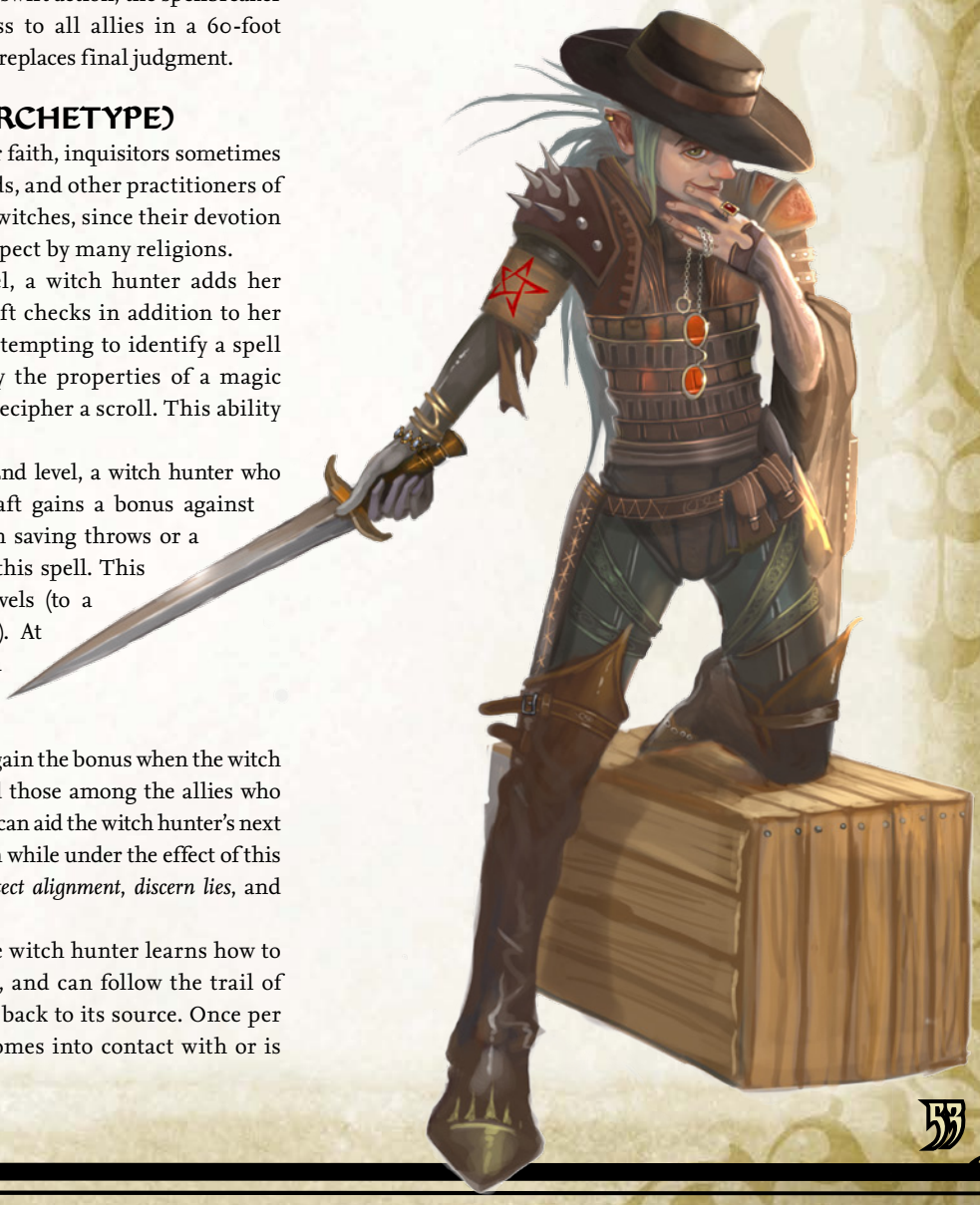
Spell Sage (Ex): At 1st level, a witch hunter adds her Wisdom modifier on Spellcraft checks in addition to her Intelligence modifier when attempting to identify a spell as it is being cast, to identify the properties of a magic item using *detect magic*, or to decipher a scroll. This ability replaces monster lore.

Knowledgeable Defense: At 2nd level, a witch hunter who identifies a spell with Spellcraft gains a bonus against its effects, either a +1 bonus on saving throws or a +1 dodge bonus to AC against this spell. This bonus increases every four levels (to a maximum of +5 at 18th level). At 20th level, once per day as a swift action, she can grant this bonus to all her allies within 60 feet, for 1 minute. The allies gain the bonus when the witch hunter identifies the spell, and those among the allies who have at least 1 rank in Spellcraft can aid the witch hunter's next Spellcraft check as a swift action while under the effect of this ability. This ability replaces *detect alignment*, *discern lies*, and true judgment.

Spell Scent: At 6th level, the witch hunter learns how to sense unique spell signatures, and can follow the trail of a cast spell or spell effect cast back to its source. Once per day, when the witch hunter comes into contact with or is exposed to a spell effect or a magic item, she can spend a full-round action to examine the spell effect or magic item, and then gains the effect of a *locate creature* spell (*Core Rulebook* 305). She can do this even if the spell effect was instantaneous, but must start her examination within 1 round after she experienced the spell's effect. Instead of locating a known creature, the witch hunter locates the caster of the spell effect or magic item she examined. Doing so does not allow the witch hunter to gain any intelligence about the spellcaster other than its location. This ability replaces track.

Witch's Bane Judgment (Ex): At 14th level, a witch hunter gains the following judgment.

Witch's Bane: Any creature that casts an arcane spell within 30 feet of the witch hunter takes a –2 penalty to AC against her attacks and a –2 penalty on saving throws against her spells while this judgment remains in effect. This ability replaces exploit weakness.



Magus

A master of arcane magic fused with more conventional weapon attacks, the magus typically seeks balance in both approaches. Many of the archetypes and new magus arcana presented in this section supplement those magi who favor their feats of arms over raw spellcasting power. More so than other magi, these combat-oriented arcanists use their magical arts to empower their weapon attacks and defenses.

Magus arcana marked with an asterisk (*) in the archetype sections are found in *Ultimate Magic*.

Magus Arcana

As he gains levels, a magus masters arcane secrets that supplement his magical and martial attacks. Any magus who meets the prerequisites listed in a magus arcana's description can select that arcana. Unless specifically noted in a magus arcana's description, a magus cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted in their descriptions.

Accurate Strike (Ex): The magus can expend 2 points from his arcane pool as a swift action to resolve all of his melee weapon attacks until the end of his turn as melee touch attacks. The magus must be at least 9th level before selecting this arcana.

Arcane Cloak (Su): The magus can expend 1 point from his arcane pool to add his Intelligence bonus to Stealth checks and Bluff checks to create a diversion in order to hide. This bonus lasts for 1 minute.

Arcane Edge (Su): The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a slashing or piercing weapon in order to deal an amount of bleed damage equal to his Intelligence modifier (minimum 0). The magus must be at least 9th level before he selects this arcana.

Arcane Redoubt (Su): As a swift action, the magus can expend 1 point from his arcane pool to treat his shield bonus to AC (including any enhancement bonus) as a bonus to touch AC until the beginning of his next turn.

Arcane Redoubt, Greater (Su): Whenever the magus uses his arcane redoubt magus arcana, he may spend an additional point from his arcane pool in order to apply his shield bonus to AC (including any enhancement bonus) as a bonus on Reflex saves until the beginning of his next turn. If he is targeted with an effect requiring a Reflex save while using this power, he may spend 2 points from his arcane pool as an immediate action to grant himself evasion, or 4 points to grant himself improved evasion. The magus must have the arcane redoubt magus arcana and be at least 12th level to select this magus arcana.

Bane Blade (Su): Whenever the magus enhances his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add the *bane* special ability to the weapon. The magus must be at least 15th level before selecting this arcana.

Devoted Blade (Su): Whenever the magus enhances his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add either the *anarchic*, *axiomatic*, *holy*, or *unholy* special ability to the list of available options. A magus may only add one of these abilities if it matches his own alignment. The magus must be at least 12th level before selecting this arcana.

Disruptive (Ex): The magus gains Disruptive as a bonus feat. The magus must be at least 6th level before selecting this arcana.

Enduring Blade (Su): Whenever the magus enchants his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to increase the duration to 1 minute per magus level. The magus must be at least 6th level before selecting this arcana.

Ghost Blade (Su): Whenever the magus enchants his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add the *brilliant energy* and *ghost touch* special abilities to the list of available options. The magus must be at least 9th level before selecting this arcana.

Lingering Pain (Su): The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack. All damage from that attack (including damage from a spell cast using the spellstrike ability) is considered continuous damage for the purposes of any concentration checks made by the target prior to the beginning of the magus's next turn.

Pool Strike, Arcing (Su): The magus can expend 1 additional point from his arcane pool when using the pool strike arcana. If his attack hits, the magus can target a number of enemies within 15 feet equal to his Intelligence modifier (minimum 0) with a ranged touch attack as a free action. Those struck take the same energy damage as the primary target of the pool strike, including increased damage on a critical hit. The magus must be at least 12th level and must have the pool strike magus arcana before selecting this magus arcana.

Pool Strike, Clinging (Su): The magus can expend 1 additional point from his arcane pool when making a pool strike. A single target of his pool strike takes energy damage as normal from the pool strike and also takes half this amount of damage at the beginning of its turn on the following round. The magus must be at least 9th level and must have the pool strike magus arcana before selecting this magus arcana.

Pool Strike, Thunderous (Su): The magus can expend 1 additional point from his arcane pool when making a pool strike. His pool strike deals sonic damage and deafens a single target for 1 round (DC 10 + 1/2 magus level + Intelligence modifier). The magus must be at least 6th level and must have the pool strike magus arcana before selecting this magus arcana.

Prescient Attack (Su): The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the magus's attacks until the end of the magus's next turn. The magus must be at least 6th level before selecting this arcana.

Prescient Defense (Su): The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, granting him a premonition of his enemy's intentions. The magus gains a bonus to his AC and on Reflex saves equal to his Intelligence modifier (minimum 0) against attacks by that opponent until the beginning of his next turn. The magus must be at least 9th level before selecting this arcana.

Rod Mastery (Su): Whenever the magus uses a rod, he calculates the DC for any spell it contains using his Intelligence modifier (minimum 0) instead of the minimum modifier needed to cast a spell of that level.

Rod Wielder (Su): The magus adds his Intelligence bonus (minimum 0) on caster level checks made to overcome spell resistance when using a spell contained within a rod or when making a spellstrike attack channeled through a rod.

Spellbreaker (Ex): The magus gains Spellbreaker as a bonus feat. The magus must be at least 9th level before selecting this arcana.

Kensai (Archetype)

A kensai spends his life focusing his training and meditation into a rapturous perfection of the use of a single weapon, which is usually but not always a sword, channeling his arcane might through it in a dizzying and deadly dance beyond the abilities of even the greatest of mundane warriors.

Weapon and Armor Proficiency: A kensai is proficient in simple weapons and in a single martial or exotic melee weapon of his choice. A kensai is not proficient with armor or shields and suffers normal arcane spell failure chance when casting magus spells while armored.

Diminished Spellcasting: A kensai may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Canny Defense (Ex): At 1st level, when a kensai is wielding his chosen weapon, he gains the canny defense ability. This is identical to the duelist prestige class ability of the same name (*Core Rulebook* 382), save that his chosen weapon may be of any type.

Weapon Focus (Ex): At 1st level, a kensai gains Weapon Focus with his chosen weapon as a bonus feat.

Perfect Strike (Ex): At 4th level, when a kensai hits with his chosen weapon, he can spend 1 point from his arcane pool in order to maximize his weapon damage. Don't roll for damage—the weapon deals maximum damage. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical weapon properties, spellstrike, or critical hits.

If the kensai confirms a critical hit, he can instead spend 2 points from his arcane pool to increase his weapon's critical multiplier by 1. This ability replaces spell recall.

Fighter Training (Ex): Starting at 7th level, a kensai counts his magus level –3 as his fighter level for the purpose of qualifying for feats (if he has levels in fighter, these levels stack), but forfeits the benefit of such feats with weapons other than his favored weapon. This ability replaces knowledge pool.

Iaijutsu (Ex): At 7th level, a kensai applies his Intelligence modifier as well as his Dexterity modifier on initiative rolls (minimum 0). A kensai may make attacks of opportunity when flat-footed, and may draw his favored weapon as a free action as part of taking an attack of opportunity. This ability replaces the medium armor ability.

Critical Perfection (Ex): At 9th level, a kensai adds his Intelligence bonus (minimum 0) on critical hit confirmation rolls with his favored weapon. In addition, the kensai may use his magus levels in place of his base attack bonuses to qualify for Critical Focus and any feat for which it is a prerequisite; these feats apply only with a kensai's favored weapon. This ability replaces the magus arcana normally gained at 9th level.

Superior Reflexes (Ex): At 11th level, kensai can make a number of attacks of opportunity in a round equal to his Intelligence modifier (minimum 1). This effect stacks with the Combat Reflexes feat. This ability replaces improved spell recall.

Iaijutsu Focus (Ex): At 13th level, a kensai may always act and may draw his weapon as a swift action during a surprise round, though he is considered flat-footed until he acts. During a surprise round or when attacking a flat-footed opponent, he adds his Intelligence modifier on damage with his chosen weapon (minimum 0). This ability replaces heavy armor.

Iaijutsu Master (Ex): At 19th level, a kensai's initiative roll is automatically a natural 20 and he is never surprised. This ability replaces greater spell access.

Weapon Mastery (Ex): At 20th level, a kensai gains weapon mastery with his favored weapon, as the fighter class ability. This ability replaces true magus.

Magus Arcana: The following magus arcana complement the kensai archetype: concentrate*, critical strike*, deadly follow-up, precise prowess, prescient attack, prescient defense, spell shield*.

Myrmidarch (Archetype)

The myrmidarch is a skilled specialist, using magic to supplement and augment his martial mastery. Less inclined to mix the two than a typical magus, the myrmidarch seeks supremacy with blade, bow, and armor.

Diminished Spellcasting: Myrmidarchs cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Ranged Spellstrike (Su): At 4th level, a myrmidarch can use spellstrike to cast a single-target touch attack ranged spell and deliver it through a ranged weapon attack. Even if the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies the attack.

At 11th level, a myrmidarch using a multiple-target spell with this ability may deliver one ray or line of effect with each attack when using a full-attack action, up to the maximum allowed by the spell (in the case of ray effects). Any effects not used in the round the spell is cast are lost. This ability replaces spell recall and improved spell recall.

Weapon Training (Ex): At 6th level, a myrmidarch gains weapon training, as the fighter ability, adding an additional weapon group every six levels after 6th (to a maximum of three groups at 18th level) and increasing the bonus on attack and damage rolls for weapon groups already chosen by +1. This ability replaces the magus arcana normally gained at 6th, 12th, and 18th levels.

Fighter Training (Ex): At 7th level, a myrmidarch counts his magus level –3 as his fighter level for the purpose of qualifying for feats (if he has levels in fighter, these levels stack). This ability replaces knowledge pool.

Armor Training (Ex): At 8th level, a myrmidarch gains armor training, as the fighter ability. At 14th level, he gains armor training 2. This ability replaces improved spell combat and greater spell combat.

Armor Mastery (Ex): At 20th level, a myrmidarch gains DR 5/– when wearing armor. This ability replaces true magus.

Magus Arcana: The following magus arcana complement the myrmidarch archetype: accurate strike, arcane edge, lingering pain, lucky strike, precise prowess, spell shield*, stolen skill.

Skirnir (Archetype)

Sometimes called a shield-vassal or shieldmaiden, the skirnir has learned to infuse his power into his shield.

Diminished Spellcasting: A skirnir casts one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Arcane Bond (Su): At 1st level, a skirnir gains a shield (except for a tower shield) as an arcane bond item. This is identical to the wizard class ability, but the skirnir may only bond with a shield, not a familiar or other item.

Arcane Pool: At 1st level, a skirnir can use his arcane pool to grant an enhancement bonus to a weapon as normal, as well as to his shield, paying the arcane pool cost separately for each. At 5th level and above, he can also add the following shield special abilities: *animated*, *arrow catching*, *arrow deflection*, *bashing*, *blinding*, *fortification* (any), *reflecting*, *spell resistance* (any).

Sorcerous Shield (Ex): At 1st level, skirnirs are proficient with all types of shields, including tower shields, and do not suffer an arcane spell failure chance when casting magus spells while using a shield. They treat their magus levels as their fighter levels for the purpose of qualifying for shield-related feats. This ability replaces spell combat.

Spellstrike (Su): At 1st level, a skirnir may use this ability with a weapon or shield bash attack.

Shield Pool (Ex): At 4th level, as a free action, a skirnir may spend 1 point from his arcane pool to add his shield bonus to AC (not including enhancement bonuses) on a concentration check to cast defensively. He may also use a touch attack or shield bash with his shield in conjunction with any pool strike magus arcana. This ability replaces spell recall.

Spellshield (Su): At 7th level, as a standard action, a skirnir may store a magus spell in his shield by spending 1 point from his arcane pool per level of the spell. This functions as the *spell storing* weapon special ability, but activates only on a successful shield bash by the skirnir and is not limited to spells of 3rd level or less. This ability replaces knowledge pool.

Shielded Spell Combat (Su): At 8th level, a skirnir gains the spell combat ability, but only when wielding his bonded shield. A skirnir may use his shield hand to perform somatic components for magus spells, forfeiting the shield's bonus to AC until the beginning of his next turn; if the bonded shield is a buckler, he retains its bonus to AC. At 14th level, he gains the benefits of improved spell combat.

At 19th level, he retains his shield's bonus to AC when using any type of shield with spell combat. This ability replaces improved spell combat, greater spell combat, and greater spell access.

Greater Spellshield (Su): At 16th level, a skirnir may activate a stored spell as an immediate action after being struck in combat. He may choose to have the spell affect himself or the creature that struck him. This ability replaces counterstrike.

Magus Arcana: The following magus arcana complement the skirnir archetype: arcane redoubt, arcane redoubt

(greater), enduring blade (may use on weapon or shield), pool strike*, pool strike (arcing, clinging, thundering), prescient defense, reflection*.

Soul Forger (Archetype)

The soul forger has learned the skill of infusing the raw magical essence of his soul into armaments of surpassing power, combining the mystic arts with the arts of war in a unity of steely perfection.

Diminished Spellcasting: A soul forger casts one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Arcane Bond (Su): At 1st level, a soul forger gains a weapon as an arcane bond item. This is identical to the wizard class ability, but the soul forger must select a weapon.

Spell Combat (Su): A soul forger may use this ability only when wielding his bonded weapon.

Spellstrike (Su): A soul forger may use this ability only when wielding his bonded weapon.

Master Smith (Ex): A soul forger adds his magus class level on Craft checks to manufacture armor, shields, and weapons. This bonus applies on skill checks required when using Craft Magic Arms and Armor.

At 7th level, a soul forger uses the 1/10 gp value of armor, shields, and weapons to determine how much time it takes to craft mundane items, and he requires only half the normal amount of time to enchant magical arms and armor. This ability replaces knowledge pool.

Fortify Bond (Su): At 4th level, a soul forger may spend 1 point from his arcane pool to increase the hardness and hit points of his bonded item by an amount equal to his magus level. These hit points last until expended or until the soul forger next prepares spells. Multiple uses of this ability overlap and do not stack. This ability replaces spell recall.

Reforge (Su): At 11th level, as a standard action, a soul forger can restore a number of hit points equal to his magus level to a damaged object by touching it and spending 1 point from his arcane pool. Repairing a destroyed object takes 1 minute and materials equal to 1/4 the item's sale value, and restores the object to 1 hit point.

Restoring the enchantments of a destroyed magical item requires additional points from the soul forger's arcane pool equal to the item's caster level. The soul forger gains one temporary negative level if the item's caster level is lower than his own, two negative levels if equal or greater (or none if the item is his bonded weapon); the save DC to remove these negative levels is equal to 10 + the item's caster level. This ability replaces improved spell recall.

Destructive Counterstrike (Su): At 16th level, an opponent who activates a magical item while threatened by a soul forger provokes an attack of opportunity, either against the target or to sunder the item. If the item is destroyed, its effects are negated. This ability replaces counterstrike.

Instantaneous Reconstruction (Su): At 19th level, a soul forger can reforge a destroyed item by touch as a standard action that does not provoke attacks of opportunity. This ability replaces greater spell access.

Magus Arcana: The following magus arcana complement the soul forger archetype: arcane accuracy*, bane blade, devoted blade, dispelling strike*, enduring blade, and ghost blade.

Monk

Most monks are mystic warriors, steeped in monastic traditions that fuse *ki* with martial prowess, though not all monks or monastic orders approach their mystic traditions and fighting forms in the same manner. There are even those—like the martial artist—who reject mystical traditions and seek the perfection of fighting forms without the need for *ki* mysteries. The following archetypes represent a number of ways in which monks throughout the world seek their personal and monastic forms of fighting perfection. Some, like the sensei, use their knowledge to grant wisdom to others, while the sohei and tetori represent relatively new fighting styles that surprise those who are more used to traditional monastic disciplines.

Flowing Monk (Archetype)

The flowing monk is the wind and the river. He knows how the world flows, and forces his enemies to flow with it. Even the most powerful stone breaks under the graceful and persistent pressure of wind and water.

Bonus Feat: A flowing monk replaces the normal monk bonus feats with the following: Agile Maneuvers, Combat Reflexes, Deflect Arrows, Dodge, Improved Reposition*, Improved Trip, Nimble Moves, and Weapon Finesse. At 6th level, the following feats are also available: Acrobatic Steps, Bodyguard*, Improved Disarm, Improved Feint, *Ki* Throw*, Mobility, Second Chance*, and Sidestep*. At 10th level, the following feats are added: In Harm's Way*, Repositioning Strike*, Snatch Arrows, Spring Attack, and Tripping Strike*. (Asterisks denotes feats from the *Advanced Player's Guide*.)

Redirection (Ex): At 1st level, as an immediate action, a flowing monk can attempt a reposition or trip combat maneuver against a creature that the flowing monk threatens and that attacks him. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 + 1/2 the monk's level + monk's Wisdom modifier to halve the duration), plus 1 additional round at 4th level and for every four levels afterward (to a maximum of 6 rounds at 20th level). The monk gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply.

At 4th level, a flowing monk can use redirection against an opponent that the flowing monk threatens and that attacks an ally with a melee attack. At 8th level, a flowing monk can make both a reposition and a trip maneuver as part of a single immediate action with this ability. At 12th level, a flowing monk can use redirection against any opponent that attacks him in melee, even if the flowing monk is not threatening the opponent who attacks him. A flowing monk can use this ability once per day per monk level, but no more than once per round. This ability replaces stunning fist.

Unbalancing Counter (Ex): At 2nd level, a flowing monk's attacks of opportunity render a struck creature flat-footed until the end of the flowing monk's next turn (Reflex DC 10 + 1/2 the monk's level + Wisdom modifier negates). This ability replaces the bonus feat gained at 2nd level.

Flowing Dodge (Ex): At 3rd level, a flowing monk gains a +1 dodge bonus to AC for each enemy adjacent to him, up to a maximum bonus equal to his Wisdom modifier (minimum 1). This ability replaces fast movement.

Elusive Target (Ex): At 5th level, as an immediate action, a flowing monk may spend 2 points from his *ki* pool to attempt a Reflex save opposed by an attacker's attack roll to halve damage from that attack. At 11th level and above, the flowing monk suffers no damage on a successful save, or half damage on a failed save. If the attacker is flanking the monk, the flanking opponent who is not attacking becomes the target of the attack. Use the same attack roll, and if the attack hits the new target, that creatures takes half damage (or full damage if the attack is completely avoided). Any associated effects from the attack (such as bleed, poison, or spell effects) apply fully even if the attack deals only half damage. This ability replaces purity of body and diamond body.

Volley Spell (Su): At 15th level, when a targeted spell or spell-like ability fails to overcome a flowing monk's spell resistance, he may reflect the effect onto its caster as spell turning (*Core Rulebook* 347) by spending a number of points from his *ki* pool equal to 1/2 the spell's level (minimum 1). This ability replaces quivering palm.

Maneuver Master (Archetype)

The maneuver master specializes in more complicated moves than simple damage-dealing strikes.

Bonus Feat: In addition to normal monk bonus feats, a maneuver master may select any Improved combat maneuver feat (such as Improved Overrun) as a bonus feat. At 6th level and above, he may select any Greater combat maneuver feat (such as Greater Grapple) as a bonus feat. At 10th level and above, he may select any maneuver Strike feat (such as Tripping Strike) as a bonus feat.

Flurry of Maneuvers (Ex): At 1st level, as part of a full-attack action, a maneuver master can make one additional combat maneuver, regardless of whether the maneuver normally replaces a melee attack or requires a standard action. The maneuver master uses his monk level in place of his base attack bonus to determine his CMB for the

bonus maneuvers, though all combat maneuver checks suffer a –2 penalty when using a flurry. At 8th level, a maneuver master may attempt a second additional combat maneuver, with an additional –3 penalty on combat maneuver checks. At 15th level, a maneuver master may attempt a third additional combat maneuver, with an additional –7 penalty on combat maneuver checks. This ability replaces flurry of blows.

Maneuver Defense (Ex): At 3rd level, if a maneuver master has an Improved combat maneuver feat, any creature attempting that maneuver against the maneuver master provokes an attack of opportunity, even if it would not normally do so. This ability replaces still mind.

Reliable Maneuver (Ex): At 4th level, as a swift action, a maneuver master may spend 1 point from his *ki* pool before attempting a combat maneuver. He can roll his combat maneuver check for that maneuver twice and use the better result. This ability replaces slow fall.

Meditative Maneuver (Ex): At 5th level, as a swift action, a maneuver master can add his Wisdom modifier on any combat maneuver check he makes before the beginning of his next turn. He must choose which combat maneuver check to grant the bonus to before making the combat maneuver check. This ability replaces purity of body.

Sweeping Maneuver (Ex): At 11th level, a maneuver master can make two combat maneuvers as a standard action, as long as neither maneuver requires the maneuver master to move. He may perform two identical maneuvers against two adjacent enemies, or he may perform two different combat maneuvers against the same target. This ability replaces diamond body.

Whirlwind Maneuver (Ex): At 15th level, once per day as a full-round action, a maneuver master can attempt a single combat maneuver against every opponent he threatens, as long as the combat maneuver does not require movement. He makes a single combat maneuver check, and it applies to all targets. This ability replaces quivering palm.

Martial Artist (Archetype)

The martial artist pursues a mastery of pure martial arts without the monastic traditions. He is a master of form, but lacks the ability to harness his *ki*.

Alignment: A martial artist may be of any alignment.

Pain Points (Ex): At 3rd level, a martial artist's advanced knowledge of humanoid anatomy grants a +1 bonus on critical hit confirmation rolls and increases the DC of his stunning fist and quivering palm by 1. This ability replaces still mind.

Martial Arts Master (Ex): At 4th level, a martial artist may use his monk level to qualify for feats with a fighter level prerequisite when those feats are applied to unarmed strikes or weapons with the monk special quality. This ability replaces slow fall.

Exploit Weakness (Ex): At 4th level, as a swift action, a martial artist can observe a creature or object to find its weak point by making a Wisdom check and adding his monk level against a DC of 10 + the object's hardness or the target's CR. If the check succeeds, the martial artist gains a +2 bonus on attack rolls until the end of his turn, and any attacks he makes until the end of his turn ignore the creature or object's DR or hardness.

A martial artist may instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saves and a dodge bonus to AC against that opponent equal to 1/2 his monk level until the start of his next turn.

This ability replaces *ki* pool.

Extreme Endurance (Ex): At 5th level, a martial artist gains immunity to fatigue. At 10th level, he also gains immunity to exhaustion. At 15th level, he gains immunity to stunning. At 20th level, he gains immunity to death effects and energy drain. This ability replaces purity of body, diamond body, and perfect self.

Physical Resistance (Ex): At 7th level, if a martial artist suffers any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 1 point. This reduction increases by 1 for every three levels beyond 7th (to a maximum reduction of 5 at 19th level). This ability replaces wholeness of body, timeless body, and tongue of sun and moon.

Defensive Roll (Ex): At 13th level, a martial artist may use the defensive roll advanced rogue talent (*Core Rulebook* 69) once per day, plus once per three levels beyond 13th (to a maximum of 3 times a day at 19th level). This ability replaces diamond soul.

Quivering Palm: A martial artist may use this ability one additional time per day per level above 15th, but may not have more than one in effect at a time.

Greater Defensive Roll (Ex): At 19th level, a martial artist suffers no damage on a successful defensive roll, and only half damage if the Reflex saving throw fails. This ability replaces empty body.

Master of Many Styles (Archetype)

The master of many styles is a collector. For every move, he seeks a counter. For every style, he has a riposte. Ultimately, he seeks perfection through the fusion of styles.

Bonus Feat: At 1st level, 2nd level, and every four levels thereafter, a master of many styles may select a bonus style feat or the Elemental Fist feat (*Advanced Player's Guide* 158). He does not have to meet the prerequisites of that feat, except the Elemental Fist feat. Alternatively, a master of many styles may choose a feat in that style's feat path (such as Earth Child Topple) as one of these bonus feats if he already has the appropriate style feat (such as Earth Child

Style). The master of many styles does not need to meet any other prerequisite of the feat in the style's feat path. This ability replaces a monk's standard bonus feats.

Fuse Style (Ex): At 1st level, a master of many styles can fuse two of the styles he knows into a more perfect style. The master of many styles can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the master of many styles switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

At 8th level, the master of many styles can fuse three styles at once. He can have the stances of three style feats active at the same time. Furthermore, he can enter up to three stances as a swift action.

At 15th level, the master of many styles can fuse four styles at once. He can have the stances of four style feats active at the same time. Furthermore, he can enter up to four stances as a free action by spending 1 point from his *ki* pool.

This ability replaces flurry of blows.

Perfect Style (Ex): At 20th level, a master of many styles can have the stances of five style feats active at once, and can change those stances as a free action. This ability replaces perfect self.

Sensei (Archetype)

The sensei is a revered teacher who imparts lessons on the oneness of mind, body, and spirit, along with occasional correction that is subtle and swift. Rather than using wisdom for his own benefit alone, he uses it to better those around him.

Skills: A sensei gains Diplomacy, Linguistics, and all Knowledge skills as class skills.

Advice (Ex): A sensei's advice is identical to bardic performance (using oratory), allowing him to inspire courage at 1st level, inspire competence at 3rd level, and inspire greatness at 9th level, as a bard of the sensei's level, usable a total number of rounds per day equal to his level + his Wisdom modifier (minimum 1). This ability replaces flurry of blows, fast movement, and improved evasion.

Insightful Strike (Ex): At 2nd level, a sensei may use his Wisdom bonus in lieu of his Strength or Dexterity on attack rolls and combat maneuver checks with unarmed strikes or monk weapons. This ability replaces evasion and the bonus feat gained at 2nd level.

Mystic Wisdom (Su): At 6th level, a sensei may use his advice ability when spending points from his *ki* pool to activate a class ability (using the normal actions required for each) in order to have that ability affect one ally within 30 feet rather than the sensei himself. At 12th level, a sensei may affect all allies within 30 feet rather than himself (spending points from his *ki* pool only once, not once for each target).

At 12th level, a sensei may instead spend 1 point from his *ki* pool (as a swift action) while using advice to provide a single ally within 30 feet with evasion, fast movement, high jump, purity of body, or slow fall. At 18th level, a sensei may spend 2 points to grant one of the abilities listed above to all allies within 30 feet, or diamond body, diamond soul, or improved evasion to a single ally within 30 feet. These abilities function at the sensei's level and last 1 round. This ability replaces the bonus feats at 6th, 12th, and 18th level.

Sohei (Archetype)

The sohei are masters of the horse and the hunt. A monastic soldier, the sohei is equally adept at combat afoot or on horseback. While skilled in unarmed techniques, many sohei favor weapons they can use while mounted on horseback or against others' horses.

Skills: A sohei gains Handle Animal as a class skill.

Weapon and Armor Proficiency: A sohei is proficient with all simple and martial weapons and with light armor.

Bonus Feats: A sohei may select mounted combat feats as bonus feats.

Devoted Guardian (Ex): At 1st level, a sohei can always act in a surprise round even if he does not notice his enemies, though he remains flat-footed until he acts. In addition, a sohei gains a bonus on initiative rolls equal to 1/2 his monk level. At 20th level, a sohei's initiative roll is automatically a natural 20. This ability replaces stunning fist.

Unarmed Strike: A sohei's unarmed strike damage does not increase at 4th level and above.

Monastic Mount (Su): At 4th level, a sohei may spend 1 point from his *ki* pool to grant his mount temporary hit points equal to twice his level for 1 hour per level. In addition, as long as the sohei and his mount are adjacent, including when mounted, the mount gains any of the following abilities the sohei possesses: AC bonus, diamond soul, evasion, high jump, improved evasion, *ki* strike (as long as the sohei has at least 1 point in his *ki* pool), perfect self, and still mind. When a sohei spends points from his *ki* pool, his mount gains the same benefits as the sohei. This ability replaces fast movement and increased unarmed damage.

Ki Weapon (Su): At 4th level, as a swift action, a sohei may spend 1 point from his *ki* pool to grant any weapon he wields (including his unarmed strike) a +1 enhancement bonus on attack and damage rolls, increasing by +1 per four levels after 4th to a maximum bonus of +5 at 20th level, until the end of his next turn. This ability replaces slow fall and abundant step.

Weapon Training (Ex): At 6th level, a sohei gains weapon training in one of the following weapon groups, as the fighter class feature (*Core Rulebook* 56): bows, crossbows, monk weapons, polearms, spears, or thrown weapons. He may select an additional group of weapons for every six levels after 6th, to a maximum of three at 18th level.

A sohei may use flurry of blows and *ki* strike with any weapon in which he has weapon training. This ability replaces purity of body, diamond body, quivering palm, timeless body, and tongue of sun and moon.

Tetori (Archetype)

The style of the tetori is that of the majestic wrestler—a warrior with a dizzying array of grabs, holds, and locks with which to bewilder and incapacitate his foes.

Bonus Feat: A tetori gains the following bonus feats: 1st level—Improved Grapple, 2nd level—Crushing Embrace, 6th level—Greater Grapple, 10th level—Twin Lock, 14th level—Choke Hold, 18th level—Backbreaker. These feats replace a monk's normal bonus feats.

Graceful Grappler (Ex): A tetori uses his monk level in place of his base attack bonus to determine CMB and CMD for grappling. At 4th level, he suffers no penalties on attack rolls, can make attacks of opportunity while grappling, and retains his Dexterity bonus to AC when pinning an opponent or when grappled. At 8th level, a tetori gains the grab special attack when using unarmed strikes (*Pathfinder RPG Bestiary* 301), and can use this ability against creatures his own size or smaller by spending 1 point from his *ki* pool, or against larger creatures by spending 2 points from his *ki* pool. At 15th level, a tetori gains the constrict special attack (*Bestiary* 298), inflicting his unarmed strike damage on any successful grapple check. This ability replaces flurry of blows.

Counter-Grapple (Ex): At 4th level, a tetori wrestler may make an attack of opportunity against a creature attempting to grapple him. This ability does not allow the tetori to make an attack of opportunity against a creature with the Greater Grapple feat. At 6th level, he may use counter-grapple even if his attacker has concealment or total concealment, at 8th level even if he is flat-footed, and at 10th level even if his attacker has exceptional reach. This ability replaces slow fall.

Break Free (Ex): At 5th level, a tetori adds his monk level on combat maneuver or Escape Artist checks made to escape a grapple. If a tetori fails a save against an effect that causes him to become entangled, paralyzed, slowed, or staggered, he may spend 1 point from his *ki* pool as an immediate action to attempt a new save. This ability replaces high jump.

Inescapable Grasp (Su): At 9th level, a tetori can spend 1 point from his *ki* pool to suppress his opponents' *freedom of movement* and magical bonuses to Escape Artist or on checks to escape a grapple. At 13th level, this ability also duplicates the effect of *dimensional anchor*. At 17th level, the tetori's unarmed strike gains the *ghost touch* special ability, and an incorporeal creature that he strikes gains the grappled condition (Reflex negates, DC 10 + 1/2 the wrestler's level + his Wisdom modifier). Inescapable grasp is a swift action and lasts until the beginning of the wrestler's next turn. This ability replaces abundant step, improved evasion, timeless body, and tongue of sun and moon.

Form Lock (Su): At 13th level, a tetori can negate a polymorph effect by touch with a Wisdom check, adding a bonus equal to his monk level, against a DC of 11 + the caster level of the effect (or HD of the creature, for supernatural polymorph effects). This is a standard action requiring 2 points from the tetori's *ki* pool, or an immediate action if a creature the tetori is grappling attempts to use a polymorph effect. This ability replaces diamond soul.

Iron Body (Su): At 19th level, as a move action, a tetori can make his tissues ultra-dense for 1 minute as the *iron body* spell (*Core Rulebook* 302) by spending 3 points from his *ki* pool. This ability replaces empty body.

Paladin

While all paladins are true believers, not all are the knights in shining armor with glimmering blades portrayed in legends—some paladins prefer unconventional tactics and forms, and some are the dread antipaladins cloaked in veils of darkness, who can even walk the cursed path of undeath.

Divine Hunter (Archetype)

Most paladins rush into battle, meeting evil toe-to-toe. The divine hunter prefers to engage evil from afar, striking down her foes before they can threaten her allies.

Precise Shot: A divine hunter gains Precise Shot as a bonus feat at 1st level, even if she doesn't meet the prerequisites. This ability replaces her Heavy Armor Proficiency.

Shared Precision (Su): At 3rd level, when a divine hunter hits a creature with a ranged attack, she grants her allies within 10 feet of her the benefit of the Precise Shot feat against that target until the start of her next turn. Her allies must remain within 10 feet of her, and must be able both to see and hear the divine hunter to gain this benefit. This ability replaces aura of courage.

Divine Bond (Su): At 5th level, a divine hunter forms a bond with her deity. This functions as the paladin's divine bond ability, except the bond must always take the form of a ranged or throwing weapon (excluding ammunition). In addition to the listed abilities, a divine hunter can add the *distance*, *returning*, or *seeking* special abilities to her weapon, but she cannot add the *defending* or *disruption* special abilities. Special abilities added to throwing weapons function normally when the weapon is used in melee. This ability replaces the standard paladin's divine bond.

Distant Mercy (Sp): At 6th level, a divine hunter can expend two uses of her lay on hand abilities to use her lay on hands ability on a target within 5 feet per paladin level. Distant mercy has no effect on creatures harmed by positive energy, such as undead. This ability replaces the paladin's 6th-level mercy.

Aura of Care (Su): At 8th level, a divine hunter and her allies gain a preternatural awareness of each other's position in battle. She and any allies within 10 feet of her no longer provide cover against each other's ranged attacks unless they wish to. Allies who cannot move or otherwise take actions still provide cover, as do flat-footed allies. The divine hunter and her allies must be able to see or hear each other to use this ability. This ability replaces aura of resolve.

Hunter's Blessing (Su): At 11th level, a divine hunter can expend a use of her smite evil ability as a swift action to grant herself and all allies within 10 feet the Deadly Aim, Precise Shot, and Improved Precise Shot feats, even if they lack the prerequisites. The effects last for 1 minute. Evil creatures gain no benefit from this ability. This ability replaces aura of justice.

Righteous Hunter (Su): At 14th level, a divine hunter's ranged weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any ranged attacks made by an ally within 10 feet of her are likewise treated as good-aligned for the purposes of overcoming damage reduction.

This ability functions only while the divine hunter is conscious. This ability replaces aura of righteousness.

Empyreal Knight (Archetype)

The empyreal knight dedicates her life to serving the celestial beings that guide mortals in their struggle toward the light.

Voices of the Spheres: At 2nd level, an empyreal knight learns to speak and read Celestial, if she could not already. This ability replaces divine grace.

Celestial Heart (Su): As an empyreal knight advances, her ties with the celestial realms grant her a portion of the abilities and defenses of true angels. At 3rd level, she gains resistance 5 against acid, cold, and electricity. At 6th level, she gains a +4 racial bonus on saves against poison. At 9th level, her defenses improve to resistance 10 against acid, cold, and electricity. At 12th level, she gains immunity to petrification.

At 15th level, she gains truespeech, the ability to speak with any creature that has a language as though using a *tongues* spell. This ability functions with a caster level equal to her character level, and is always active.

At 18th level, as a swift action, the empyreal knight can manifest a protective aura against evil. Against abilities or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of her. It otherwise functions as a *magic circle against evil*. She can use this ability for a maximum of 1 round per day per paladin level. These rounds do not need to be consecutive. These abilities replace mercy.

Celestial Ally (Sp): At 4th level, an empyreal knight can summon a celestial ally as a full-round action. This functions as *summon monster I*, except it can only be used to summon celestial creatures, archons, and angels. At 6th level, this improves to *summon monster II*, increasing by one spell level for every two levels thereafter, to a maximum of *summon monster IX* at 20th level. This ability can be used a number of times per day equal to the empyreal knight's Charisma modifier (minimum 1), but only one ally can be summoned at a time. This ability replaces lay on hands and channel positive energy.

Divine Bond (Su): At 5th level, an empyreal knight forms a bond with a mount, as the standard paladin ability.

Her mount gains the celestial template at 8th level. At 12th level, her mount sprouts wings if it cannot already fly, and gains a fly speed of twice its land speed and good maneuverability. If the mount could already fly, its fly speed and maneuverability improve to at least this level. This ability otherwise functions as the paladin ability of the same name.

Empyreal Champion: At 20th level, an empyreal knight transcends her mortal self. Her DR increases to 10/evil. Her type is treated as outsider for the purposes of spells and magical effects. She gains darkvision 60 feet and low-light vision. As a standard action and a supernatural ability, she can sprout wings that allow her to fly at twice her land speed with average maneuverability. Any armor or clothing reshapes to allow her to fly when she uses this ability. She can retract the wings as a free action. Unlike other outsiders, an empyreal knight can still be brought back from the dead as if she were a member of her previous creature type. This ability replaces holy champion.

Holy Gun (Archetype)

Not all paladins are knights in shining armor. Holy guns roam the world searching for evil. And where they find it, they put it down.

Weapon and Armor Proficiency: Holy guns are proficient with all simple and martial weapons, firearms, and light armor.

Have Gun: At 1st level, the holy gun gains the Amateur Gunslinger feat and Gunsmithing as a bonus feat. She also gains a battered gun identical to the one gained by the gunslinger. This ability replaces detect evil.

Divine Deed: At 2nd level, the holy gun gains the following deed. This deed works and interacts with grit the same way as gunslinger deeds, but only the holy gun can use it. If the holy gun also has levels in gunslinger, she can spend grit points from that class to use this deed.

Smiting Shot (Su): A holy gun can spend 1 grit point to make a smiting shot with a firearm attack as a standard action. If the target is evil, the holy gun adds her Charisma bonus and her paladin level to the damage of the firearm attack. If the target of the smiting shot is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage increases to the Charisma modifier plus 2 points of damage per level the paladin possess. Regardless of the target, smiting shot automatically bypasses any DR the creature might have. This ability replaces smite evil.

Divine Bond: At 5th level, a holy gun forms a bond with her deity. This functions as the paladin's divine bond ability, except the bond must always take the form of a firearm. In addition to the listed abilities, a holy gun can add the *distance*, *reliable*, or *seeking* special abilities to her weapon, but she cannot add the *defending* or *disruption* special abilities. This ability replaces the standard paladin's divine bond.

Holy Grit (Ex): At 11th level, a holy gun gains a number of grit points equal to her Charisma modifier (minimum 1) and gains the use of a single gunslinger deed. She can select any deed that a gunslinger of her paladin level –4 could use. At 14th level, and every three levels beyond 14th, the holy gun gains another point of grit and another gunslinger deed that a gunslinger of her level –4 could use. If she already has levels in gunslinger, she gains a

bonus to the maximum amount of grit she can have each day, equal to her Charisma bonus (if any) but gains no extra grit as the start of each day.

Holy Slinger (Ex): This ability function like the holy champion paladin class feature, but the *banishment* occurs when she hits an evil outsider with the smiting shot deed.

Holy Tactician (Archetype)

The holy tactician inspires her allies on the field of battle. Her place is at their side against overwhelming odds, and her guidance brings out their true potential.

Weal's Champion (Su): Once per day as swift action, a holy tactician can call on the powers of good to aid her against evil. Against evil targets, the holy tactician gains her Charisma bonus (if any) on her attack rolls against evil creatures, and if she hits, she adds 1/2 her paladin level on her weapon damage rolls as well. These bonuses last for 1 round for every two paladin levels the holy tactician has attained (minimum 1 round).

In addition, for 1 round after the holy tactician successfully strikes an evil creature, all non-evil allies within 30 feet of her gain a competence bonus on attack rolls equal to 1/2 her Charisma bonus against that creature as well as a +1 competence bonus on damage rolls. The bonus on damage rolls increases by +1 for every five levels the holy tactician attains (to a maximum of +5 at 20th level). She can grant this bonus against more than one creature at a time. To gain this benefit, the holy tactician's allies must be able to see or hear her, and she must be conscious.

At 4th level, and every three levels thereafter, the holy tactician may use weal's champion one additional time per day (to a maximum of seven times per day at 19th level). This ability replaces smite evil.

Tactical Acumen (Ex): At 3rd level, a holy tactician gains a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. She gains an additional bonus feat for every four levels attained after 3rd, to a maximum of five bonus feats at 19th level. This ability replaces divine health and divine bond.

Battlefield Presence (Su): At 3rd level, a tactician can direct her allies in battle, granting each ally within 30 feet one teamwork feat she possesses as a bonus feat as a standard action. All allies must receive the same feat, but do not need to meet the prerequisites of this bonus feat. This ability does not function if the paladin is flat-footed or unconscious. Allies must be able to see and hear the holy tactician in order to gain this benefit. Changing the bonus feat granted is a swift action. This ability replaces aura of courage.

Guide the Battle (Ex): At 8th level, the paladin can direct her allies into an advantageous position once per round as a move action. Each ally (if physically able to) can move 5 feet without expending an action. This movement does not provoke attacks of opportunity. The allies must be able to see or hear the paladin in order to make this movement and cannot be flat-footed. At 15th level, her allies can make this 5-foot move and ignore difficult terrain. This ability replaces aura of resolve.

Weal's Wrath (Su): At 11th level, a tactician can expend two uses of her weal's champion ability at once to enhance its effects. This functions as weal's champion, except the bonus she provides to her allies lasts until each creature she strikes is slain, her weal's champion ability expires, or the paladin herself is slain or knocked unconscious, whichever happens first. This ability replaces aura of justice.

Masterful Presence (Su): At 20th level, a tactician gains the ability to grant a different bonus feat to each ally affected by her battlefield presence. In addition, all critical threats made by her and her allies against creatures affected by her weal's champion ability are automatically confirmed (no confirmation roll is needed). This ability replaces holy champion.

Knight of the Sepulcher (Archetype)

Not content with the antipaladin's mere corruption of the soul, the knight of the sepulcher sacrifices mortality along with morality.

The knight of the sepulcher archetype is available only to the antipaladin alternate class.

Touch of the Crypt (Ex): At 5th level, a knight of the sepulcher gains a +2 bonus on saving throws against mind-affecting effects, death effects, and poison. He is harmed by positive energy effects and healed by negative energy effects as though he were undead, although negative energy effects that don't heal undead (such as enervation) affect him normally. The knight of the sepulcher has a 25% chance of ignoring critical hits and the bonus damage from sneak attacks as though he were wearing *armor of light fortification*. This ability replaces the fiendish boon ability.

Fortitude of the Crypt (Ex): At 8th level, a knight of the sepulcher gains immunity to poison. He also gains darkvision 60 feet if he does not already possess it. This ability replaces the aura of despair ability.

Cloak of the Crypt (Ex): At 10th level, the knight of the sepulcher gains immunity to energy drain and harmful negative energy effects. His chance of ignoring critical hits and sneak attacks increases to 50%, as though he were wearing *armor of moderate fortification*. This ability replaces the smite good use gained at 10th level.

Will of the Crypt (Ex): At 11th level, a knight of the sepulcher's bonus on saving throws against mind-affecting effects and death effects increases to +4. This ability replaces the aura of vengeance ability.

Weapons of Sin (Su): At 14th level, a knight of the sepulcher's weapons are treated as evil-aligned for the purposes of overcoming damage reduction. This ability replaces aura of sin.

Crypt Lord (Ex): At 15th level, a knight of the sepulcher's chance of ignoring critical hits and sneak attacks increases to 75%, as though he were wearing *armor of heavy fortification*. He gains immunity to death effects, paralysis, sleep effects, and stunning. He no longer sleeps. The knight of the sepulcher also gains immunity to effects that cause fatigue, and effects that would cause him to become exhausted instead cause him to become fatigued. This ability replaces cruelty.

Soul of the Crypt (Su): At 17th level, a knight of the sepulcher gains DR 5/bludgeoning and good. This ability replaces aura of depravity.

Undying Champion (Ex): At 20th level, a knight of the sepulcher joins the ranks of the undead. His DR increases to 10/bludgeoning and good. His type changes to undead, and he acquires all undead traits. Although immune to disease, he can still carry and spread diseases with the antipaladin's plague bringer ability. The undying champion no longer has a Constitution score. He uses his Charisma score for calculating hit points, Fortitude saves, and any special abilities that rely on Constitution. This ability replaces unholy champion.

SACRED SHIELD (ARCHETYPE)

When faced by evil, the sacred shield reaches first not for a weapon, but for her trusty shield. With her faith, she can ward others from harm.

Bastion of Good (Su): At 1st level, a sacred shield can call upon the powers of good to defend her and her allies against evil. This ability functions as smite evil, except that the paladin gains no benefit on attack or damage rolls against her target. Instead, any attacks the target makes against allies within 10 feet of the paladin deal half damage. Attacks against the paladin deal full damage, but the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of the smite. This bonus increases by +1 for every four paladin levels (to a maximum of +6 at 20th level). As with smite evil, if the paladin targets a creature that is not evil, her bastion of good ability is wasted with no effect. Feats, abilities, and the like that increase a paladin's number of uses of smite evil per day increase a sacred shield's uses of bastion of good per day. This ability replaces smite evil.

Holy Shield (Su): At 4th level, a sacred shield can channel her faith into her shield, protecting any nearby allies. All allies adjacent to the paladin gain a shield bonus equal to the sacred shield's own shield bonus, including any increase from the shield's enhancement bonus. This bonus does not stack with any existing shield bonuses. The paladin herself radiates light as a *light* spell while the shielding is active. At 11th level, this protection expands to cover any allies within 10 feet and the radiance increases to the effects of a *daylight* spell. At 20th level, any allies within 20 feet are protected. Using this ability consumes two uses of the sacred shield's lay on hands ability, and the effects last for 3 rounds plus a number of rounds equal to her Charisma bonus (if any). This ability replaces channel positive energy.

Divine Bond (Su): At 5th level, instead of forming a divine bond with her weapon or a mount, a sacred shield forms a bond with her shield. As a standard action, a sacred shield can enhance her shield by calling on the aid of a celestial spirit. This bond lasts for 1 minute per paladin level. When called, the spirit causes the shield to shed light like a torch. At 5th level, the spirit grants the shield a +1 enhancement bonus. For every three levels beyond 5th, the shield gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the shield, stacking with existing enhancement bonuses to a maximum of +5, or they can be used to add any of the following armor special abilities: *arrow deflection*, *bashing*, *blinding*, *fortification* (any), *reflecting*, and *spell resistance* (any). The *reflecting* enhancement may be used once each time the sacred shield makes use of her divine bond. Adding these armor special abilities consumes an amount of bonus equal to the property's cost (see Table 15–4 on page 485 of the *Core Rulebook*). These bonuses are added to any properties the shield already has, but duplicate special abilities do not grant any extra benefit. If the shield is not magical, at least a +1 enhancement bonus must be added before any other special abilities can be added. The bonus and special abilities granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the shield is used by anyone other than the sacred shield, but it resumes giving bonuses if the sacred shield resumes using the shield. A sacred shield can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a maximum of four times per day at 17th level.

If a shield with a celestial spirit is destroyed, the sacred shield loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this period, the sacred shield takes a –1 penalty to her armor class and on saving throws.

Improved Bastion: At 11th level, the radius of a sacred shield's bastion of good ability increases to 20 feet. This ability replaces the paladin's aura of justice.

Perfect Bastion: At 20th level, a sacred shield and her allies within 20 feet gain regeneration 10 against the target of her bastion of good ability (essentially regeneration that is overcome by any damage not caused by the target). This ability replaces the sacred shield's holy champion ability.

Ranger

Rangers are usually thought of as loners who commune with the deep woods, living on the fringes of society, and are sometimes confused with druids and other nature-worshipers by those who don't know any better. Yet though some admittedly choose this life, not all rangers fit the classic model. Many rangers instead find different outlets for their particular skills and tendencies. Some travel with armies, acting as advance scouts and using nature as both their cover and their shield. Others find homes in the deep places of the world, living in caves and tunnels far beyond the ken of most surface-dwellers. Still others bond with birds to master the skies, or take up the way of the rifle in order to kill and catalogue a wide variety of dangerous animals. Presented here are a number of new takes on the classic class.

Battle Scout (Archetype)

Armies need clean water, safe routes, and intelligence about their enemies. Though regular outdoorsmen might suffice in many cases, some large forces look to battle scouts to keep the body of their troops safe and prepared for the terrain and whatever dangers that terrain hides.

Hunter's Bond (Ex): At 4th level, when a battle scout gains the hunter's bond ability, he must choose to bond with his companions. Battle scouts do not have animal companions.

Advantageous Terrain (Ex): At 5th level, when a battle scout is within one of his favorite terrains, he can spend up to 3 consecutive rounds studying an area of terrain to gain the benefits below. Each round of studying terrain is a standard action. During the first round of studying terrain, the battle scout designates a 60-foot-radius-burst area from a single square within line of sight. Depending on how many rounds the battle scout spends studying the area, he or his allies gain the following benefits for 10 minutes per ranger level he possesses. (For example, if he spends 2 rounds, he or his allies gain the first two benefits.)

1st Round: Allies within line of sight and that can hear the battle scout gain a +2 bonus on initiative checks while within the advantageous terrain area.

2nd Round: Allies within line of sight and that can hear the battle scout gain a +2 on Perception, Stealth, and Survival checks while within the advantageous terrain area.

3rd Round: The battle scout's movement is not hampered by difficult terrain while within the advantageous terrain area. Furthermore, the battle scout can take 10 on Climb and Swim checks and checks to jump while within the area, even when in immediate danger or distracted.

This ability replaces the ranger's second favored enemy.

Infiltration (Ex): At 10th level, once per day, a battle scout can choose a single terrain type that is not his favored terrain. For the next hour per ranger level, he treats that terrain as if it were one of his favored terrains. This ability replaces the ranger's third favorite enemy.

Superior Tactics (Ex): At 15th level, once per day, after a battle scout and his allies roll initiative, the battle scout can arrange his and his allies' initiative rolls any way he wishes. If he has already taken 3 rounds to scout out the terrain with his advantageous terrain ability and both he and his allies are within the effect area, they gain a +2 bonus to initiative checks. Using this ability is not an action. This ability replaces the ranger's fourth favored enemy.

Perfect Advantage (Ex): At 20th level, when using his advantageous terrain ability, a battle scout needs only to study the terrain as a standard action to gain all of the benefits. Furthermore, the area of his advantageous terrain increases to a 1-mile-radius spread from the single square within line of sight. This ability replaces master hunter.

Deep Walker (Archetype)

Some rangers devote their lives to the woods, becoming hunters, protectors, and wilderness guides among its diverse terrain types. The deep walker is instead a master of the strange terrain of the deep earth, exploring its caverns and caves, becoming a master of the dark corridors most surface dwellers fear to explore—and perhaps the reason they fear to explore them.

Deep Knowledge (Ex): At 3rd level, a deep walker gains a +2 bonus on initiative checks and Knowledge (dungeoneering), Perception, Stealth, and Survival skill checks while underground (in caves and dungeons). Every 5 levels thereafter, the deep walker gains an additional +3 on each of those checks while underground (to a maximum of +11 at 18th level). This ability replaces favored terrain.

Rock Hopper (Ex): At 7th level, a deep walker instinctively grasps for the most stable surfaces and holds on tighter while moving over underground rock and stone. The deep walker gains a +5 bonus on all Acrobatics and Climb checks made to traverse underground terrain. Furthermore, the deep walker ignores difficult terrain created by underground terrain and subterranean flora. This ability replaces woodland stride.

Deep Walker Camouflage (Ex): At 12th level, a deep walker can use the Stealth skill to hide in underground environments, even if the terrain does not grant cover or concealment. This ability replaces camouflage.

One with the Stone (Ex): At 17th level, a deep walker can use the Stealth skill while he is underground, even when being observed. This ability replaces hide in plain sight.

Falconer (Archetype)

Rangers have always enjoyed a special bond with a specific animal, but the falconer takes this bond to a deeper level. Falconers begin with their companion earlier than other rangers, and have the ability to teach their companions special tricks.

Feathered Companion (Ex): At 1st level, a falconer earns the trust and companionship of a bird of prey. The bird can be of any type of large hunting or scavenging bird (even a vulture). This ability functions like the druid animal companion ability (which is part of the nature bond class feature), but the falconer must take the bird animal companion, and that companion has only half the normal hit points.

The falconer cannot teach the bird of prey the work trick, but can teach it either the roam or distract trick for free. Whichever trick the falconer does not pick then can be picked as a trick later.

Roam (DC 15): The falconer can let his animal companion loose to roam and forage. He must let it roam for no more than a week. When the falconer lets it roam, it agrees to return to the place he let it loose within the time period he designates.

Distract (DC 20; bird only): The animal companion flutters wildly around any enemy it would normally attack with the attack trick. It makes an attack roll against that enemy. On a hit, the enemy is shaken.

This ability replaces wild empathy.

Hunter's Bond (Ex): At 4th level, a falconer must select an animal companion when he gains hunter's bond. He does not gain a new companion at 4th level; rather, his feathered companion gains full hit points.

Swoop for the Kill (Ex): At 6th level, when outdoors, a falconer can direct his feathered companion to strike an enemy from high above. His feathered companion gains the following trick as a bonus trick.

Swooping Charge (DC 20; bird): The falconer's bird companion flies up and then swoops down into a charge. To perform this trick, the companion must be able to fly, and it must be outdoors or someplace with enough room for the bird to fly great distances in (a grand cathedral may have enough room, but dungeons usually do not). It spends a full-round action flying to a high vantage point, and on the next round makes a charge attack upon an enemy the falconer designates. If that charge attack hits, the bird deals 2d4 points of damage instead of 1d4 with its bite and gains a ×4 critical modifier when making the attack. If the bird hits, the target is staggered for 1 round.

This ability replaces the combat style feat the ranger gains at 6th level.

Trophy Hunter (Archetype)

Some rangers have taken up the mysteries of black powder in order to become big game hunters. Finding firearms useful for taking down large and dangerous prey, they enter the fight with the crack of black powder fire, often ranging far and wide in their safaris and searches for ever-more-dangerous denizens of the wild to track, study, appreciate—and kill. While this might strike some as going against the ranger's usual respect for nature and the creatures of the wild, trophy hunters understand that they are just more pieces in nature's grand puzzle, and that the laws of the jungle—the right to kill and feed on those weaker than you, and the need to establish dominance through cunning and bloodshed—are both their rights and their duty as the current top of the food chain.

Improved Tracking (Ex): At 1st level, a trophy hunter gains a +2 bonus on Survival skill checks when following or identifying tracks. When he tracks, he can also attempt a Knowledge (nature) check at DC 15. On a success, the trophy hunter can discern the type and condition of any

animals or magical beasts he tracks. By studying their tracks, the trophy hunter is able to identify a rough approximation of their health, maneuverability, and their general behavior as compared to the norm. This ability replaces wild empathy.

Firearm Style: At 2nd level, a trophy hunter gains the Amateur Gunslinger feat, and can use any 1st-level gunslinger deed (page 10). At every four levels thereafter, the trophy hunter can take a grit feat or select a gunslinger deed of his level or lower, ranger's choice. This ability replaces combat feat style.

Hunter's Aim (Ex): At 4th level, a trophy hunter gains a specific understanding of the weaknesses and vulnerabilities of his favored enemies, and his careful study of these enemies reveals the best way to hurt them. When the trophy hunter makes a firearm attack against a favored enemy, he can target touch AC in the first two range increments of his firearm. This ability stacks with other effects that increase the range increments to target touch AC, adding one range increment to the effect. This ability replaces hunter's bond.

Warden (Archetype)

All rangers have a bond with the wilderness, but the warden may have the strongest. This protector sits guard in the middle of the wilderness, keeping a lookout for any dangers that might spill from the deeper wilderness beyond, and protecting civilization from the savagery of nature—and vice versa. His long weeks, months, and sometimes years of isolation cause him to "hear" what the land is saying. Not all are crazy.

Master of Terrain (Ex): At 1st level, a warden selects his first favored terrain. He gains another one at 3rd level, and then every five levels thereafter (for a maximum of five favored terrains at 18th level). This ability replaces the ranger's first favored enemy ability.

Live in Comfort (Ex): At 2nd level, a warden is truly at home within his favored terrains. He knows all the signs of the wilderness. He rarely gets lost. He can easily live off the land in comfort, and can provide for companions. The warden can take 10 on any Survival check involving any of his favored terrains, even when in immediate danger and distracted. If the warden is not in immediate danger and distracted, he can take 20 even if the check has a penalty for failure. This ability replaces all combat style feats.

Terrain Bond (Ex): At 4th level, a warden forms a bond with the land itself, enabling him to direct others in such terrain. When in his favored terrain, the warden grants all allies within line of sight and that can hear him a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with him, the warden's allies leave no trail and can't be tracked. The warden can choose for the group to leave a trail, or even for specific members of the group to leave a trail if he so desires. This ability replaces hunter's bond.

Able Explorer (Ex): At 5th level, when making an Acrobatics, Climb, Fly, Ride, or Swim check in any of his favored terrains, a warden can make two skill checks and take the higher. This ability replaces the ranger's second, third, and fourth favored enemies.

Wilderness Whispers (Su): At 20th level, a warden cannot be surprised and always acts as if he had rolled a natural 20 on any initiative check while within any of his favored terrains. This ability replaces the ranger's fifth favorite enemy.

Wild Stalker (Archetype)

Civilization grows stronger and more decadent with each passing year. It tears into unclaimed wilderness and destroys the fragile ecology in its constant push for expansion and exploitation. The wild stalker forsakes the bonds of community and lives in the trackless wilds far from others of his kind, or perhaps grew up there, never knowing of civilization as anything more than his enemy. He drives pioneers back to civilization and strives to keep the land unspoiled.

Strong Senses (Ex): At 1st level, a wild stalker's life among the wild has sharpened his senses. He gains low-light vision and a +1 bonus on Perception checks. If he already has low-light vision, he gains a +2 bonus on Perception checks instead. This bonus increases by +1 for every four levels after 1st (to a maximum of +6 at 20th level, or +7 if the character did not gain low-light vision from this ability). This ability replaces the ranger's first favored enemy ability.

Uncanny Dodge (Ex): At 2nd level, a wild stalker gains uncanny dodge as the barbarian's class feature. This ability replaces the ranger's combat style feat.

Rage of the Wild (Ex): At 4th level, a wild stalker gains the rage ability as the barbarian class feature, but its barbarian level is considered to be his ranger level –3. This ability replaces hunter's bond.

Rage Powers: At 5th level, a wild stalker ranger gains a single rage power, as the barbarian class feature. He gains another rage power each five levels after 5th (to a maximum of four rage powers at 20th level). This ability replaces the ranger's second, third, fourth, and fifth favored enemy abilities.

Wild Talents (Ex): At 6th level, a wild stalker can either take a rage power, or gains a +2 insight bonus into any one of the following skills: Acrobatics, Climb, Perception, Stealth, Survival, or Swim. The wild stalker can gain one of these two benefits again every five levels after 6th (to a maximum of 4 times at 20th level). This ability replaces the ranger's second, third, fourth, and fifth favored enemy abilities.

Rogue

During combat, a rogue's diverse skills and talents make her indispensable support to front-line fighters. While rogues lack the pure martial power of some classes, they make up for it with sly tactics, employing tricks and poisons, and of course, flanking opponents and unleashing their devastating sneak attacks whenever possible. The archetypes and new rogue talents presented here represent slightly more aggressive rogues, including many whose skill sets are geared toward combat and supporting their comrades in combat situations. Many of these new talents and archetypes rely less on subtlety and subterfuge and more on direct actions.

Rogue talents and advanced rogue talents marked with an asterisk (*) in the archetype sections appear for the first time in this book. Rogue talents and advanced rogue talents marked with two asterisks (**) in the archetype sections can be found in the *Advanced Player's Guide*.

Rogue Talents: Any rogue who meets the prerequisites can take any of the following new rogue talents. A rogue cannot take a talent more than once, unless the talent states otherwise. Talents marked with an asterisk (*) add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the roll is made.

Black Market Connections (Ex): A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 15–1 on page 461 of the *Core Rulebook*) for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the rogue can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the rogue can also sell stolen items on the black market. If the check fails by 5 or more, the rogue does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the rogue's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table below.

Community Size	DC
Thorp	10
Hamlet	12
Village	15
Small town	18
Large town	20
Small city	25
Large city	30
Metropolis	35

Convincing Lie (Ex): When a rogue with this talent lies, she creates fabrications so convincing that others treat them as truth. When a rogue with this talent successfully uses the Bluff skill to convince someone that what she is saying is true, if that individual is questioned later about the statement or story, that person uses the rogue's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the rogue's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for a number of days equal to 1/2 the rogue's level + the rogue's Charisma modifier.

Deft Palm (Ex): A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Esoteric Scholar (Ex): Once a day, a rogue with this talent may attempt a Knowledge check, even when she is not trained in that Knowledge skill.

Firearm Training (Ex): A rogue with this talent gains Exotic Weapon Proficiency (firearms).

Getaway Artist (Ex): A rogue with this talent adds Fly, Handle Animal, and Ride to her list of class skills, and gains a +2 bonus on all driving checks.

Grit (Ex): A rogue with this talent gains the Amateur Gunslinger feat and one grit feat of her choice. She must fulfill the prerequisites of the grit feat in order to choose it. A rogue must have the firearm training talent before choosing this one.

Hold Breath (Ex): A rogue with this talent increases the number of rounds she can hold her breath by 2. She can take this talent multiple times.

Iron Guts (Ex): A rogue with this talent has a cast-iron stomach or has trained herself to withstand poisons, especially ingested ones. She gains a +1 bonus on all saves against ingested poisons as well as a +4 bonus on saves against all spells and effects that cause the rogue to be nauseated or sickened.

Ki Pool (Ex): A rogue with this talent gains a small *ki* pool. This *ki* pool is similar to a ninja's *ki* pool, but the rogue's *ki* pool does not grant any extra attacks. The rogue gains a number of *ki* points equal to her Wisdom modifier (minimum 1). These *ki* points replenish at the start of each day. If she already has a *ki* pool, or gains a *ki* pool later, she

gains half her Wisdom bonus (minimum 1) as bonus *ki* points to her *ki* pool. She can spend a ki point to gain a +10-foot bonus to movement until the end of her turn.

Ninja Trick (Ex): A rogue with this talent can choose a trick from the ninja trick list (see pages 14–16). The rogue can choose but cannot use talents that require *ki* points, unless she has a *ki* pool. A rogue can pick this talent more than once.

Rope Master (Ex): A rogue with this ability can move at her normal speed when using rope on a Climb check, can take 10 when using Acrobatics to move over narrow surfaces even when in danger or distracted, and gains a +4 bonus when determining the DC to escape bonds when she ties up a creature.

Strong Stroke (Ex): A rogue with this talent rolls twice when making Swim checks and takes the better result. If she already rolls twice while making a Swim check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the rogue is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Swim checks.

Terrain Mastery (Ex): A rogue with this talent gains a favored terrain as the ranger ability of the same name, though the favored terrain ability does not increase with her level as the ranger's ability does. A rogue can take this ability multiple times, each time applying it to a new terrain, and granting all other favored terrains a +2 increase to the favored terrain bonus.

Underhanded (Ex)*: A rogue with this talent gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Furthermore, if she makes a sneak attack during the surprise round using a concealed weapon that her opponent didn't know about, she does not have to roll sneak attack damage, and the sneak attack deals maximum damage. A rogue can only use the underhanded talent a number of times per day equal to her Charisma modifier (minimum 0).

Wall Scramble (Ex): A rogue with this talent rolls twice when making Climb checks and takes the better of the two rolls. If she already rolls twice while making a Climb check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the rogue is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Climb checks.

Advanced Rogue Talents: The following new advanced rogue talents can be selected by any rogue of 10th level or higher who meets the prerequisites.

*Confounding Blades** (Ex): When a rogue with this talent hits a creature with a melee weapon that deals sneak attack damage, her target cannot make attacks of opportunity until the beginning of her next turn.

Familiar (Ex): A rogue with this talent gains a familiar as the familiar option of the wizard's arcane bond class feature. This ability functions exactly like that part of the class feature, but the rogue's effective wizard level is her rogue level –4. The rogue must have the minor magic and major magic talents before she can choose this trick.

Getaway Master (Ex): A rogue with this talent gains a +10 bonus on all drive checks. The rogue must have the getaway artist rogue talent before choosing this talent.

Hard to Fool (Ex): A rogue with this talent is hard to fool with mind-affecting effects. At the start of her turn, if she is still subject to any mind-affecting spells or effects, she can make a Will saving throw with a standard DC for the effect's level, and if she succeeds at the check, she is no longer subject

to the mind-affecting effect. She can make this saving throw even against mind-affecting effects that normally don't allow a saving throw. In those cases, generate the saving throw as if the spell or effect did allow a saving throw.

Hide in Plain Sight (Ex): A rogue with this talent can select a single terrain from the ranger's favored terrain list. She is a master at hiding in that terrain, and while within that terrain, she can use the Stealth skill to hide, even while being observed. A rogue may take this advanced talent more than once, each time selecting a different terrain from the favored terrain list.

Rumormonger (Ex): A rogue with this talent can attempt to spread a rumor though a small town or larger settlement by making a Bluff check. She can do so a number of times per week equal to her Charisma modifier (minimum 0). The DC is based on the size of the settlement, and it takes a week for the rumor to propagate through the settlement. If the check succeeds, the rumor is practically accepted as fact within the community; succeeding by 5 or more over the DC decreases the time it takes the rumor to propagate by 1d4 days. A failed check means the rumor failed to gain traction, while failing by 5 or more causes the opposite of the rumor or some other competing theory involving the rumor's subject to take hold.

Community Size	DC
Small town	18
Large town	20
Small city	25
Large city	30
Metropolis	35

Unwitting Ally (Ex): A rogue with this talent can spend a swift action to attempt to make an opponent act like an ally for purposes of providing a flank until the beginning of the rogue's next turn. The opponent must be able to hear and see the rogue, and the rogue must succeed at a Bluff check opposed by the opponent's Sense Motive. If the check succeeds, the opponent acts as an ally for the purpose of providing a flank. Whether or not the check succeeds, the rogue cannot use this trick again on the same opponent for the next 24 hours. If the rogue fails the check by 5 or more, she cannot use the unwitting ally ability on any opponent within line of sight of the failed attempt for 24 hours.

Weapon Snatcher (Ex): A rogue with this talent can make a Sleight of Hand check in place of a combat maneuver check when attempting to disarm an opponent.

Bandit (Archetype)

Bandits, brigands, and highwaymen hone their craft along the roadsides and byways of the world, where they leap from the shadows to plunder the spoils of passing travelers. Bandits tend to have a variety of skills; sometimes these skills are similar to a ranger's, but a bandit's tactics always deal with surprise followed by intimidation, with the clear threat of naked force if intimidation does not do the trick. But not all bandits are ruthless thugs. There are those who become outlaws in opposition to tyrants or similar oppressors. These bandits target the status quo and distribute their spoils back into the needy hands of the peasantry.

Ambush (Ex): At 4th level, a bandit becomes fully practiced in the art of ambushing. When she acts in the surprise round, she can take a move action, standard action, and swift action during the surprise round, not just a move or standard action. This ability replaces uncanny dodge.

Fearsome Strike (Ex): At 8th level, a bandit can terrify an opponent with a single hit. A number of times per day equal to her Charisma modifier (minimum 1), when a bandit confirms a critical hit and deals sneak attack damage to an opponent, she can choose to make the opponent frightened for a number of rounds equal to her Charisma modifier (minimum 1). She cannot use this ability in conjunction with a critical feat. This ability replaces uncanny dodge.

Rogue Talents: The following rogue talents complement the bandit archetype: assault leader **, combat trick, cunning trigger**, snap shot**, strong impression**, surprise attack, terrain master*, underhanded*, and weapon training.

Advanced Talents: The following advanced rogue talents complement the bandit archetype: hide in plain sight*, knock-out blow**, and opportunist.

Chameleon (Archetype)

An absolute master of disguise, a chameleon effortlessly blends into any environment. Whether disappearing into crowded city streets, vanishing into desert sands, or slipping into the darkness of subterranean tunnels, the chameleon relies upon her ability to become part of her surroundings.

Misdirection (Ex): At 1st level, a chameleon begins her career knowing that the secret to disappearing lies in deceiving the senses of her observers. Every day she gains a pool of stealth points equal to her ranks in Bluff. These points refresh at the start of each day. Before making a Stealth check, she can choose to put stealth points into the roll, gaining a bonus on Stealth checks equal to the number of stealth points she puts into the roll. If she gains a bonus on Bluff checks because of a feat (such as Skill Focus [Bluff]), she adds a number of points to her stealth pool equal to the bonus the feat grants. This ability replaces trapfinding.

Effortless Sneak (Sp): At 3rd level, the chameleon chooses a single terrain from the ranger's favored terrain class feature. While she is within that terrain, she can take 10 on any Stealth check she can make within that terrain. When the chameleon reaches 6th level, and every three levels thereafter, she chooses a new type of terrain from the ranger's favored terrain list. She gains this ability with the newly picked terrain. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the chameleon archetype: camouflage**, fast stealth, quick disguise**, and terrain mastery*.

Advanced Talents: The following advanced rogue talents complement the chameleon archetype: hide in plain sight* and master of disguise**.

Charlatan (Archetype)

A charlatan is a master of lies and deception. Whether creating simple cons or elaborately woven hoaxes capable of swaying the masses and those in positions of power, a charlatan is often a purveyor of snake-oil, forgeries, and rumormongering.

Natural Born Liar (Ex): At 1st level, when a charlatan successfully deceives a creature with a Bluff, that creature takes a –2 penalty on the charlatan's Bluff checks for the next 24 hours. This ability does not stack with itself. This ability replaces trapfinding.

Grand Hoax (Ex): At 3rd level, the charlatan begins to master the art of the grand hoax and learns to create deceptions designed to bestow harm upon her foes. She gains the rumormonger advanced talent, even though she is not yet 10th level. This ability takes the place of trap sense.

Rogue Talents: The following rogue talents complement the charlatan archetype: black market connections*, coax information**, cunning lie*, honeyed words**, and underhanded*.

Advanced Talents: The following advanced rogue talents complement the charlatan archetype: hard to fool*, skill mastery, and unwitting ally*.

Driver (Archetype)

A driver makes her living driving vehicles in the service of those who can pay for her considerable talents. She may be a wagon-driver practiced at smuggling contraband, an accomplished musher blazing arctic trails, or a seemingly refined coach driver placing her roguish talents in the service of a wealthy patron. This archetype works best with the vehicle combat rules in Chapter 4.

Hard Drive (Ex): When driving a vehicle that uses a group of animals or magical beasts as muscle propulsion, the DCs of all driving checks are reduced by 2, the maximum speed of the vehicle increases by 10 feet, and the acceleration increases by 5 feet. This ability takes the place of trapfinding.

Driver's Fortitude (Ex): At 3rd level, the driver learns to keep driving and maintain control of her vehicle, even when mortally wounded. If the driver drops below 0 hit points but is not dead, she can attempt a DC 15 Fortitude save each round to remain conscious and in control of her vehicle, though she may take no other actions. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the driver archetype: firearm training* and getaway artist*.

Advanced Talents: The following advanced rogue talents complement the driver archetype: feat and getaway master*.

Knife Master (Archetype)

The knife master is a trained killer who specializes in close-up combat and the wave and weave of knife fighting. In her hands, daggers and other similar light blades become truly deadly instruments..

Hidden Blade: A knife master adds 1/2 her level on Sleight of Hand checks made to conceal a light blade. This ability replaces trapfinding.

Sneak Stab (Ex): A knife master focuses her ability to deal sneak attack damage with daggers and similar weapons to such a degree that she can deal more sneak attack damage with those weapons at the expense of sneak attacks with other weapons. When she makes a sneak attack with a dagger, kerambit (page 130), kukri, punching daggers, starknife, or swordbreaker dagger (*Advanced Player's Guide* 178), she uses d8s to roll sneak attack damage instead of d6s. For sneak attacks with all other weapons, she uses d4s instead of d6s. This ability is identical in all other ways to sneak attack, and supplements that ability.

Blade Sense (Ex): At 3rd level, a knife master is so skilled in combat involving light blades that she gains a +1 dodge bonus to AC against attacks made against her with light blades. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the knife master archetype: befuddling strike**, combat trick, offensive defense**, surprise attack, underhanded*, and weapon training.

Advanced Talents: The following advanced rogue talents complement the knife master archetype: another day**, confounding blades*, deadly sneak**, entanglement of blades**, and unwitting ally*.

Pirate (Archetype)

A pirate breaks from the confines of country and king to commit her crimes upon the high seas. She holds allegiance only to her ship and its captain (if even that much is true), and lives a lawless life upon the waves, plundering ships and shorelines as suits her whim.

Sea Legs (Ex): At 1st level, a pirate becomes adept at moving on ships, boats, and similar vessels. She gains the Sea Legs feat (page 117) as a bonus feat, even if she does not meet the prerequisites. This ability replaces trapfinding.

Swinging Reposition (Ex): At 2nd level, a pirate incorporates a ship's masts, rigging, ropes, sails, and other such structures into her combat style. Provided she is wearing light armor, when fighting in an environment

where such structures exist, the rogue incorporates them into her Acrobatics checks by grabbing hold of the structure and swinging toward her opponent, making either a charge or a bull rush maneuver. Once she completes her attack or maneuver, she can reposition herself. Immediately after making the charge or bull rush, she can move 5 feet as a free action, even if the charge ends her turn. This movement does not provoke attacks of opportunity. This ability replaces the 2nd-level rogue talent.

Unflinching (Ex): Pirates are a salty and steadfast lot. At 3rd level, a pirate gains a +1 bonus on saving throws against fear and mind-affecting effects. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level. This ability replaces trap sense. This ability replaces trapfinding.

Rogue Talents: The following rogue talents complement the pirate archetype: black market connections*, combat trick, finesse rogue, firearm training*, hold breath*, rope master*, and strong stroke*.

Advanced Talents: The following advanced rogue talents complement the pirate archetype: getaway master*, hard to fool*, and unwitting ally*.

Roof Runner (Archetype)

A specialized urban acrobat, the roof runner makes her home high atop the spires and gables of great cities. She is skilled at traveling these uneven surfaces at full speed, performing daring leaps and deftly balancing upon narrow and precarious ledges.

Roof Running (Ex): At 1st level, a roof runner becomes entirely adept at moving across the tops of buildings, spires, and similar locations. Provided she is wearing light armor, the roof runner can move at full speed while traveling across the tops of buildings or similar structures, and takes no penalties on any Dexterity-based Skill checks or Reflex saves that might be incurred from moving about on a roof. This ability replaces trapfinding.

Tumbling Descent (Ex): At 2nd level, a roof runner can use her acrobatics skill to attempt a rapid descent from a rooftop or another surface, ricocheting against another surface and then diving through an opening (such as a balcony or window) directly below. So long as she has at least two surfaces no farther than 10 feet apart to bounce against, she can ricochet her body back from one to the next, descending great distances with a single check. The DC is 10 + 5 for every additional 10-foot increment descended beyond the initial 10 feet dropped. If she fails, she falls the full distance. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the roof runner archetype: expert leaper**, ledge walker, nimble climber**, stand up, and terrain mastery*.

Advanced Talents: The following advanced rogue talent complements the roof runner archetype: fast tumble**.

Sanctified Rogue (Archetype)

The sanctified rogue serves a higher purpose, acting as a representative of a church or cult, or following the tenets of a specific faith or deity. While most sanctified rogues share the beliefs or ideals of the religions they represent, not all of them are necessarily pious. A handful of disreputable holy thieves serve purely as mercenaries. At the other end of spectrum, however, more sanctified rogues adhere to the tenets of their faith with fanatical devotion. Regardless, all seem blessed with the ability to call upon divine favor to aid them in times of need.

Divine Purpose (Su): At 4th level, the favor of a deity or religious institution grants a special blessing on a sanctified rogue, shoring up some of her weaknesses. She gains a +1 sacred bonus on Fortitude and Will saving throws. This ability replaces uncanny dodge.

Divine Epiphany (Su): At 8th level, once per day, a sanctified rogue can peer into the immediate future and predict the results of a specific action as if she had cast an *augury* spell. The caster level of this spell is equal to the sanctified rogue's rogue class level. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the sanctified rogue archetype: esoteric scholar*, major magic, and minor magic.

Advanced Talents: The following advanced rogue talents complement the sanctified rogue archetype: feat and skill mastery.

Survivalist (Archetype)

The survivalist focuses her talents on surviving harsh and unforgiving conditions that would kill a lesser rogue. Whether in blazing deserts or frigid arctic wastes—or simply the cold, hard reality of the streets—the survivalist uses her training to both ensure her own success and provide for the safety of her allies.

Hardy (Ex): At 1st level, a survivalist is already prepared to endure extreme hardships and environmental conditions. She can go twice the normal number of days without water and triple the normal number of days without food before feeling the effects of either thirst or starvation. This ability replaces trapfinding.

***Endure Elements* (Sp)**: At 3rd level, a survivalist rogue gains *endure elements* as a spell-like ability, as the spell of the same name. The survivalist's caster level is the same as her rogue level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the survivalist archetype: hold breath*, iron guts*, resiliency, strong stroke*, survivalist**, terrain mastery*, and wall scramble*.

Advanced Talents: The following advanced rogue talents complement the survivalist archetype: another day**, defensive roll, feat, and skill mastery.

Wizard

While many wizards focus purely on casting and creating spells, there are some who experiment in fusing magic with alchemical and mechanical devices.

Arcane Bomber (Archetype)

To many wizards, the experimentation of the alchemist seems quaint, if not dangerous or frightening. A few wizards take up the secrets of the bomb, however, fusing alchemy with their already considerable magical power.

Bomb (Su): At 1st level, the arcane bomber gains an ability nearly identical to the alchemist's bomb ability (*Advanced Player's Guide* 28). Unlike the alchemist, at 1st level, the arcane bomber chooses one type of energy from the following list: acid, cold, fire, and electricity. He can throw bombs of that type, but cannot modify them with discoveries. This ability stacks with the alchemist bomb ability to determine the level of bomb damage, but an arcane bomber that becomes an alchemist does not gain that class's bomb ability, nor does an alchemist that becomes an arcane bomber gain this bomb ability. This ability replaces arcane bond.

Spellblast Bombs (Su): At 1st level, as a swift action, an arcane bomber can sacrifice one of his spells to empower the next bomb he throws during his turn. When he does, he gains a bonus to hit with the next bomb he throws before the end of his turn equal to the level of the spell he sacrificed, and a bonus to damage equal to twice the level of the spell. This ability replaces cantrips, but the arcana bomber gains the *detect magic* and *read magic* cantrips and places them in his spellbook. He can cast either of these as 1st-level spells.

School of the Bomb: The creation and use of bombs is often so engrossing or intellectually taxing that an arcane bomber forsakes four schools of magic. These opposition schools are chosen at 1st level and cannot be changed later. An arcane bomber who prepares spells from his opposition school must use two spell slots of that level to prepare the spell. In addition, the arcane bomber takes a –4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools. This ability replaces arcane school.

Siege Mage (Archetype)

The siege mage combines his arcane mastery with a supernatural link to siege engines.

Siege Engineer: At 1st level, the siege mage gains Siege Engineer (see page 118) as a bonus feat, even though he does not meet the prerequisites for that feat. This ability replaces scribe scroll.

Siege Engine Bond (Su): At 1st level, a siege mage can bond with a single siege engine within 30 feet and line of sight as a standard action. He can utilize the power of this link to aim and fire the siege engine remotely (as long as he's within 30 feet), though it still requires a crew to reload the siege engine. At 10th level, he can reload, aim, and fire the siege engine purely by the power of this link, and no longer needs a crew to control the siege engine. It still takes the normal required amount of time and actions to control a siege engine in this manner. This ability replaces arcane bond. The siege mage can end this bond with a free action. A siege mage can bond with a siege engine in this manner a number of times per day equal to his Intelligence modifier (minimum 1) but can only be bonded with one siege engine at a time.

Empower Siege Engine (Su): As a swift action, a siege mage can sacrifice one of his spells to empower the next attack he makes before the end of his turn with a siege engine he is bonded with. When he does, the siege engine attack gains a bonus on its attack roll or targeting roll equal to the level of the spell he sacrificed, and a bonus to damage equal to 3 × the level of the spell. This ability replaces cantrips, but the siege mage gains the *detect magic* and *read magic* cantrips and places them in his spellbook. He can cast either of these as 1st-level spells.

Siege School: The strange rituals needed to empower all forms of siege engines takes a level of dedication and perseverance that limits a wizard's time to unlock other arcane mysteries. At 1st level, the siege mage forsakes three schools of magic. Once chosen, these opposition schools cannot be changed. A siege mage who prepares spells from his opposition school must use two spell slots of that level to prepare the spell. In addition, the siege mage takes a –4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools. This ability replaces arcane school.

Spellslinger (Archetype)

While few contest the seductive allure of commanding arcane and occult powers, there are those wizards who become obsessed with the natural mysteries of black powder. Combining this emerging technology with their considerable arcane skills, they transform firearms into a powerful focus.

Arcane Gun (Su): The spellslinger gains the Exotic Weapon Proficiency (firearms) feat, and one or two of his firearms can be *arcane guns*. *Arcane guns* are normal one-handed or two-handed firearms in the hands of others, as they were normal firearms before the spellslinger imbued them with magic. In a spellslinger's hands, they both fire projectiles (bullets and pellets) and cast magic. At 1st level, the spellslinger decides whether he wants to have one or two *arcane guns* at a time. If the spellslinger chooses to have only one arcane gun at a time, spells fired

through the arcane gun that require an attack roll have a ×3 critical hit multiplier.

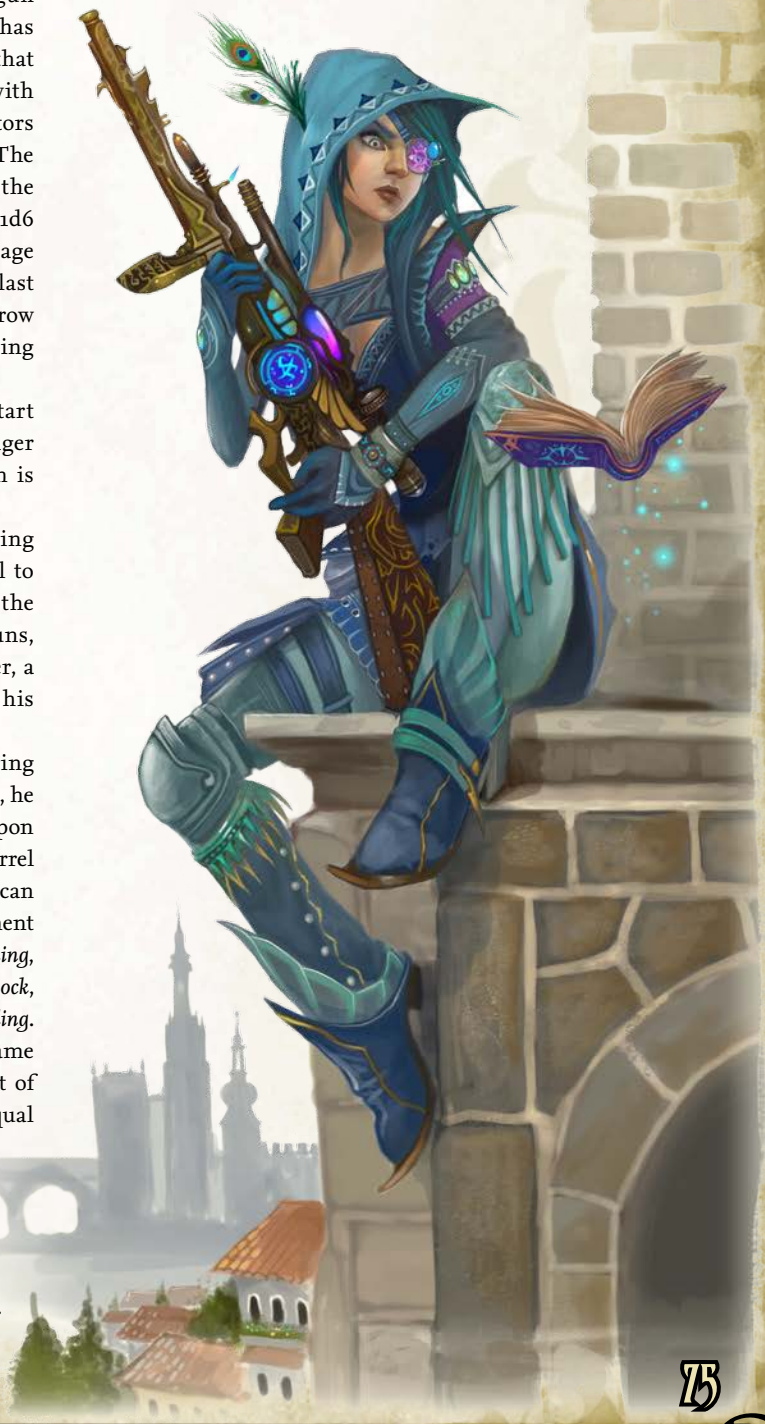
A spellslinger can cast any ranged touch attack, cone, line, or ray spells through his *arcane gun*. When he casts through the *arcane gun*, the gun's enhancement bonus (if any) is a bonus to the spell's attack rolls or to the spell's saving throw DCs. Yet there are dangers inherent to this method. If any of the spells' attack rolls result in a natural 1 (a misfire), or a natural 20 is rolled on any saving throw made against the spell by a target (an overload), the *arcane gun* gains the broken condition. If the *arcane gun* already has the broken condition, the gun explodes. When a gun explodes, it lets loose a blast of force, or if the spell has the acid, cold, electricity, or sonic descriptor, it deals that type of energy damage instead. In the case of spells with multiple descriptors, roll randomly among the descriptors to determine the type of damage dealt by the blast. The blast is centered on a single intersection within the spellslinger's space (spellslinger's choice) and deals 1d6 points of the appropriate energy damage or force damage per level of the spell cast. Any creature within the blast other than the spellslinger can make a Reflex saving throw to halve the damage. The Reflex save DC is calculated using the spell level of the spell being sacrificed.

A spellslinger can attune his *arcane guns* at the start of each day. That attunement lasts until the spellslinger attunes to a new gun, even if a formally attuned gun is destroyed. This ability replaces arcane bond.

Gunsmith: The spellslinger gains the Gunsmithing feat (see page 103) and a battered gun that is identical to the gun a gunslinger (see page 9) gains at first level. If the spellslinger chooses the ability to attune two arcane guns, he still only starts out with one gun. Like a gunslinger, a spellslinger can use the Gunsmithing feat to restore his battered gun. This ability replaces scribe scroll.

Mage Bullets (Su): A spellslinger is adept at transferring spell energy into his *arcane gun* attacks. As a swift action, he can sacrifice a spell and transform that energy into a weapon bonus equal to the level of the spell sacrificed on a single barrel of his firearm. With that weapon bonus the spellslinger can apply any of the following to his arcane bond: enhancement bonuses (up to +5) and *dancing*, *defending*, *distance*, *flaming*, *flaming burst*, *frost*, *ghost touch*, *icy burst*, *merciful*, *seeking*, *shock*, *shocking burst*, *spell storing*, *thundering*, *vicious*, and *wounding*. An arcane gun gains no benefit from having two of the same weapon special abilities on the same barrel. The effect of the mage bullets ability lasts for a number of minutes equal to the level of the spell sacrificed, or until this ability is used again to assign the barrel different enhancements. This ability replaces cantrips, but the spellslinger gains the *detect magic* and *read magic* cantrips and places them in his spellbook. He can cast either of these as 1st-level spells.

School of the Gun: The rigor and care required by arcane guns is so great that a spellslinger forsakes four schools of magic. These opposition schools are chosen at 1st level and cannot be changed later. A spellslinger who prepares a spell from his opposition school must use two spell slots of that level to prepare the spell. In addition, the spellslinger takes a –4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools as a prerequisite. This ability replaces arcane school.



2 Feats

The ettin's enormous mace slammed into the packed-dirt floor of the arena, its curving spikes digging deep furrows as it rebounded. Already airborne, Alain avoided the clumsy swing easily, yet could still imagine those same furrows torn through his flesh.

Against his will, the mercenary's gaze flicked up toward the stands, past the blank-eyed, poxy faces of the cheering peasants, up to the shaded gallery where the duchess sat. She met his eyes and smiled.

Conniving wench. When she'd asked him to be her champion, he'd thought she meant in some petty squabble of honor—or maybe just for the night. Stupid.

Behind him, two heads screamed.

Feats

Feats represent special tricks or abilities a character has acquired through training, luck, or as a quirk of his birth. They grant characters abilities that others lack, giving them an edge in the right situation. While some feats specifically interact with a PC's race or class, most are available to anyone who meets the prerequisites. The feats in this book expand upon those in the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Ultimate Magic*, and other sources, introducing new combat feats, critical feats, metamagic feats, and teamwork feats. This book also introduces two new types of feats—grit feats and style feats. Grit feats expand a gunslinger's ability to use grit and deeds, while style feats each grant a style of martial arts that can be used by monks and other characters who learn the style.

Types of Feats

While most of the feats presented here are general and have no special rules governing them, some feats belong to a type or types of feats that feature special shared rules. The type or types a feat belongs to appear in parentheses after the feat name. This chapter features the following types of feats.

Combat Feats

Fighters and gunslingers can select combat feats as bonus feats. Member of other classes can take these feats as long as they meet the prerequisites.

Critical Feats

Critical feats modify the effects of a critical hit by inflicting an additional condition on the victim. Characters without the Critical Mastery feat can only apply the effects of one critical feat to an individual critical hit. Characters with multiple critical feats can decide which feat to apply after confirming a critical hit.

Grit Feats

Grit feats interact with the gunslinger's grit class ability or the grit granted by the Amateur Gunslinger feat, usually by adding to her set of deeds. Sometimes these feats increase the number of grit points a character has or how that character regains grit points. Gunslingers can take grit feats as bonus feats.

Metamagic Feats

Metamagic feats allow spellcasters to modify their spells, granting the spells new powers and effects. Such spells generally take up a higher-level spell slot than the normal spell. For complete rules on how to apply metamagic feats to spells, see pages 112–113 of the *Core Rulebook*.

Performance Feats

Performance feats are used when you make a performance combat check (see page 154), typically granting a special action that occurs when you make that check. Unless you have the Masterful Display feat, you can only apply the effect of one performance feat to each performance combat check you make.

Style Feats

For centuries, great warriors have looked to nature and the multiverse to find inspiration in battle. Countless monastic and contemplative orders have crafted intricate unarmed fighting styles based on the deadliness and grace of natural and supernatural creatures. Although many such fighting techniques were created by secretive orders, they have since spread to practitioners the world over.

As a swift action, you can enter the stance employed by the fighting style a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until you spend a swift action to switch to a different combat style. You can use a feat that has a style feat as a prerequisite only while in the stance of the associated style. For example, if you have feats associated with Mantis Style and Tiger Style, you can use a swift action to adopt Tiger Style at the start of one turn, and then can use other feats that have Tiger Style as a prerequisite. By using another swift action at the start of your next turn, you could adopt Mantis Style and use other feats that have Mantis Style as a prerequisite.

The styles presented in this book follow, along with specific feat paths—feats that complement each style.

Boar Style: A tribe of orcs who disdained the use of weapons originally developed this savage unarmed fighting style. They preferred to slaughter their enemies with their bare hands and teeth. Over the centuries, a variety of races have adopted the Boar Style, most notably goblinoids, ogres, and trolls. The objective of the Boar Style is to attack with as much viciousness and cruelty as possible in order to break enemy morale. Fanatical followers of the style use herbal and alchemical reagents to harden their nails and teeth, sometimes performing self-mutilating procedures that result in clawlike nails and sharpened teeth.

Feat Path: Boar Style, Boar Ferocity, Boar Shred.

Crane Style: Crane style focuses on defense and agile counterattacks. Practitioners are known for graceful, one-legged stances and folding arm techniques that mimic a crane's enormous wings.

Feat Path: Crane Style, Crane Wing, Crane Riposte.

Djinni Style: Adherents to this style call on the spirits of storms to outmaneuver and outwit their opponents. Masters

of the style can absorb and deflect electrical attacks while summoning peals of thunder to pummel their enemies.

Feat Path: Djinni Style, Djinni Spirit, Djinni Spin.

Dragon Style: Dragon style captures the overwhelming power, grace, and ferocity of dragons. Practitioners use acrobatic footwork and strong attacks to overwhelm foes. The deepest secrets of the style require imbibing alchemical tonics and deep meditations similar to the long sleeps of dragons.

Feats Path: Dragon Style, Dragon Ferocity, Dragon Roar.

Earth Child Style: A warrior cadre of dwarves and gnomes dedicated to fighting and slaying giants developed this style. Students of the style learn how to enhance their defensive training to become even more elusive when facing giants. They also spend long hours studying the anatomy of the various giant races to increase the effectiveness of their unarmed strikes. Eventually, masters of this fighting style learn how to bring down even the mightiest creatures by targeting feet, ankles, and knees.

Feat Path: Earth Child Style, Earth Child Topple, Earth Child Binder.

Efreeti Style: The efreeti style focuses on aggression and speed, taking inspiration from beings of living fire. Masters of the style can deflect and control fire, immolate their enemies, and summon forth gouts of elemental flame.

Feats Path: Efreeti Style, Efreeti Stance, Efreeti Touch.

Janni Style: This style, originating humbly from the folk traditions of disparate peoples, represents several similar unarmed fighting arts practiced around the world. Regardless of variations in technique, all practitioners have a fluid fighting stance that emphasizes rapid, powerful kicks. The style's constant motion and graceful footwork lead many to mistakenly view practitioners as highly skilled dancers, a misconception that has allowed the technique to be taught in secret, the hidden weapon of the downtrodden and the oppressed. Openly martial versions of this style lose some of the dancelike qualities but retain the style's extraordinary kicking techniques and agility.

Feat Path: Janni Style, Janni Tempest, Janni Rush.

Kirin Style: The school of the kirin employs critical observations as weapons against opponents. Practitioners catalogue a foe's weaknesses and seek the perfect moment to strike, ensuring that no movement or effort is ever wasted. Popular among those rare orders that blend monastic training with arcane study, kirin style is sometimes practiced by wizards who seek to hone their bodies along with their minds.

Feat Path: Kirin Style, Kirin Strike, Kirin Path.

Mantis Style: Based on the hunting techniques of the praying mantis, practitioners of this style fight with their hands turned down to emulate the insect's sharp grasping forelimbs. Mantis style uses precise, accurate strikes to pinpoint an opponent's vital areas, such as eyes, throat, and pressure points.

Feat Path: Mantis Style, Mantis Wisdom, Mantis Torment.

Marid Style: Marid style emulates the fluid strength of flowing rivers and the cold of the ocean depths. Masters of the style can withstand severe cold, manipulate water to lash at enemies from afar, and freeze their foes in place.

Feat Path: Marid Style, Marid Spirit, Marid Coldsnap.

Monkey Style: Renowned for its speed and agility, monkey style blends jumping strikes, rolling blows, and ground fighting into a continuous onslaught aimed at disorienting and damaging an opponent through superior mobility.

Feat Path: Monkey Style, Monkey Moves, Monkey Shine.

Panther Style: Students of the panther throw caution to the wind as they weave recklessly among their foes. Those who master the style turn their unrivaled mobility into a weapon, striking their enemies with a series of swift retaliatory strikes.

Feat Path: Panther Style, Panther Claws, Panther Parry.

Shaitan Style: Practitioners of this style imbue their fists with the mineral acids of the deep earth. Their forceful blows conjure forth caustic elements to dissolve and disable their enemies.

Feat Path: Shaitan Style, Shaitan Skin, Shaitan Earthblast.

Snake Style: Snake style emphasizes quick, shifting movements. Its practitioners normally hold their hands flat with the fingers together to mimic the head of a snake. Able to strike when least expected, snake stylists are known for opportunism and blinding speed.

Feat Path: Snake Style, Snake Sidewinder, Snake Fang.

Snapping Turtle Style: The snapping turtle style emphasizes active defense with one hand. Students of the style utilize a variety of locks, grabs, and circular blocks to protect themselves, as well as employing a debilitating clutch.

Feat Path: Snapping Turtle Style, Snapping Turtle Clutch, Snapping Turtle Shell.

Tiger Style: This style seeks to emulate the power and fury of the great tiger. Practitioners use their hands like claws, perfecting overpowering double hand strikes and driving attack chains.

Feat Path: Tiger Style, Tiger Claws, Tiger Pounce.

Teamwork Feats

Teamwork feats first appeared in the *Advanced Player's Guide*. They grant significant bonuses but only function under specific circumstances. In most cases, these feats require an ally with the same feat to have a specific position on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met. Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats. Inquisitors and cavaliers have special class abilities that allow them to use teamwork feats even when their allies do not have the feats.

Table 2-1: Feats

Feat	Prerequisites	Benefit
Adder Strike*	Poison use class feature, Improved Unarmed Strike, Craft (alchemy) 1 rank	May apply contact poison to unarmed strikes
Pinpoint Poisoner*	Adder Strike, Two-Weapon Fighting or flurry of blows class feature, Craft (alchemy) 6 ranks	When using Adder Strike, you may poison two blowgun darts that can be used in melee
Adept Champion	Smite evil class feature, base attack bonus +5	Trade smite evil damage for bonus on combat maneuver checks
Amateur Gunslinger*	No levels in a class with grit class feature	Gain limited amount of grit and access to gunslinger deeds
Arc Slinger*	Point-Blank Shot, proficient with sling or halfling sling staff	Reduce ranged attack penalties due to range by 2
Betrayer	Persuasive, Quick Draw, base attack bonus +3	Gain free attack upon successful Diplomacy skill check
Binding Throw*	Improved Grapple, Improved Trip, *Ki* Throw	After successful *Ki* Throw, you may attempt to grapple
Bludgeoner*	—	Inflict nonlethal damage with bludgeoning weapons
Body Shield*	Improved Grapple, base attack bonus +6	Gain cover against attacks while grappling
Bolstered Resilience	Damage reduction	Increase DR against a single attack
Branded for Retribution	Bane class feature	Grant ally's weapon the bane quality against a branded opponent
Break Guard*	Improved Disarm, Two-Weapon Fighting	May attack opponent you attempted to disarm with your second weapon
Cartwheel Dodge	Improved evasion class feature, Acrobatics 12 ranks	With a successful evasion you may move half your speed
Channeled Revival	Channel positive energy 6d6	May expend channel energy to cast *breath of life*
Channeling Scourge	Inquisitor channel energy class feature	Inquisitor levels count as cleric levels for channeling damage
Charging Hurler*	Point-Blank Shot	May use charge rules to make thrown weapon attack
Improved Charging Hurler	Charging Hurler	Your target may be at any range
Chokehold*	Improved Grapple, base attack bonus +6 or monk level 5th	May pin grappled opponent one size category larger than you
Cleaving Finish*	Cleave	Make additional attack if opponent is knocked out.
Improved Cleaving Finish	Cleaving Finish, Great Cleave, base attack bonus +6	May use Cleaving Finish any number of times/round
Close-Quarters Thrower*	Dodge, Weapon Focus with selected thrown weapon	Attacks with selected weapons do not provoke attacks of opportunity
Clustered Shots*	Point-Blank Shot, Precise Shot, base attack bonus +6	Total damage from full-round ranged attacks before applying DR
Combat Style Master*	Improved Unarmed Strike, two more style feats, base attack bonus +6 or monk level 5th	May switch styles as a free action
Contingent Channeling	True healer class feature, Selective Channeling	May transfer positive energy to ally who can use it to heal
Crusader's Fist*	Lay on hands or touch of corruption class feature, Improved Unarmed Strike, base attack bonus +6	May use lay on hands or touch of corruption upon successful Unarmed Strike
Crusader's Flurry	Channel energy and flurry of blows class feature, Weapon Focus with deity's favored weapon	May use flurry of blows with deity's favored melee weapon
Crushing Blow	Stunning Fist	Stunning Fist reduces target's AC
Deadly Finish*	Base attack bonus +11	Foes you knock out must make a Fort save or die
Death from Above*	—	Gain +5 bonus on attack rolls when charging from higher ground or flying
Death or Glory*	Power Attack, base attack bonus +6	Gain +4 on attack, damage, and critical rolls vs. Large or larger opponents

Feat	Prerequisites	Benefit
Deathless Initiate*	Str 13, Con 13, orc or half-orc, Diehard, base attack bonus +6	Not staggered while using Diehard; gain +2 on melee damage rolls
Deathless Master*	Con 15, Deathless Initiate, Ironhide**, base attack bonus +9	Do not lose hit points while using Diehard
Deathless Zealot*	Con 17, Deathless Master, base attack bonus +12	Foes must reroll critical confirmation attacks
Deceptive Exchange	Improved Feint	Upon successful feint, you may force opponent to accept an object
Defensive Weapon Training*	Int 13, base attack bonus +5	Gain +2 dodge bonus against a single fighter weapon group
Destructive Dispel	Ability to cast *dispel magic* or *greater dispel magic*, caster level 11th	Upon successful dispel, opponent must save or is stunned
Devastating Strike*	Vital Strike, base attack bonus +9	Deal extra damage when using Vital Strike bonus
Improved Devastating Strike	Devastating Strike, base attack bonus +13	Gain bonus on rolls to confirm critical hits
Dimensional Agility	Abundant step class feature or ability to cast *dimension door*	May take any additional actions remaining after using *dimension door* or abundant step
Dimensional Assault	Dimensional Agility	May use *dimension door* or abundant step as part of a charge action
Dimensional Dervish	Dimensional Assault, base attack bonus +6	During full-attack action, you may cast *dimension door* or use abundant step as a swift action
Dimensional Maneuvers	Dimensional Dervish, base attack bonus +9	Gain +4 on combat maneuver checks while using Dimensional Dervish
Dimensional Savant	Dimensional Dervish, base attack bonus +9	Provide flanking from all squares you attack from when using Dimensional Dervish
Discordant Voice	Bardic performance class feature, Perform (oratory or sing) 10 ranks	When using bardic performance, allies deal 1d6 extra sonic damage
Disengaging Feint*	Improved Feint	Feint lets you move your speed without provoking attacks of opportunity
Disengaging Flourish*	Disengaging Feint	Successful feint causes your starting square to not count as threatened
Disengaging Shot*	Disengaging Feint, Dodge, Mobility	When using Disengaging Flourish, you may make a single attack
Disorienting Maneuver	Dodge, Acrobatics 5 ranks	After successful tumble through opponent's square, gain +2 on attack rolls vs. that opponent
Dispel Synergy	Spellcraft 5 ranks	*Dispel magic* target takes a –2 penalty on saves
Dispelling Critical*	Arcane Strike, base attack bonus +11, ability to cast *dispel magic*	After critical hit, you may cast *dispel magic*
Dispelling Fist	Improved Unarmed Strike, ability to cast *dispel magic*, base attack bonus +11, caster level 7th	May cast *dispel magic* as a swift action after an attack
Disposable Weapon	Weapon Proficiency, base attack bonus +1	Break a fragile weapon to confirm a critical hit
Disruptive Recall	Spell recall class feature, Spellcraft 5 ranks	Use spell recall after disrupting an opponent's spell
Distance Thrower*	Str 13	Reduce ranged penalties for thrown weapons by 2
Domain Strike*	Domain class feature, Improved Unarmed Strike	Use a domain power through unarmed strike
Double Bane	Bane class feature, Two-Weapon Fighting	Apply your bane to a second weapon
Drag Down*	Improved Trip	If tripped, you can attempt a trip against that foe
Elusive Redirection	Elusive target class feature, Combat Expertise, Improved Unarmed Strike, flowing monk level 12th	When you successfully avoid damage, spend 1 *ki* point to redirect attack back at opponent
Extra Bane	Bane class feature	May use bane ability 3 additional times per day
False Opening*	Dodge, Close Quarters Thrower or Point-Blank Master, Weapon Focus with selected ranged weapon	May choose to provoke attacks of opportunity; gain +4 AC vs. attacks

Feat	Prerequisites	Benefit
Felling Escape*	Improved Trip	Trip a foe when you break a grapple
Felling Smash*	Improved Trip, Power Attack, base attack bonus +6	Trip a foe when you make a power attack
Feral Combat Training*	Improved Unarmed Strike, Weapon Focus (natural weapon)	Use Improved Unarmed Strike feats with natural weapons
Field Repair	Craft 4 ranks	Take no penalty for repairs made with improvised materials
Final Embrace*	Str 13, Int 3; base attack bonus +3; naga, serpentfolk, or constrict special attack	Gain constrict and grab special attacks
Final Embrace Horror*	Str 15; Ability Focus (constrict); Final Embrace; base attack bonus +6	Creatures that take constriction damage from you are also shaken
Final Embrace Master*	Str 17; Final Embrace Horror; base attack bonus +9	Your constrict attack deals double the number of damage dice
Flanking Foil*	—	Foes you strike lose their flanking bonus against you
Fortified Armor Training*	Proficient with armor or shield	Break armor or shield to turn critical hit into a normal hit
Furious Finish	Rage class feature, Vital Strike, base attack bonus +6	Deal maximum damage and end your rage
Gory Finish*	Dazzling Display, Weapon Focus	Make an Intimidate check if you reduce an opponent to negative hit points
Greater Channel Smite	Channel Smite, base attack bonus +8	Can exchange channel positive energy to create pool of damage dice
Guided Hand	Channel Smite, proficiency with deity's chosen weapon	May use Wisdom modifier for attack rolls with favored weapon
Gunsmithing	—	May create, repair, and restore firearms
Hammer the Gap*	Base attack bonus +6	With a full-attack action, each hit against the same opponent deals extra damage
Harmonic Sage	Bardic performance class feature, Knowledge (engineering) 5 ranks	Gain extra abilities when performing within an artificial structure
Haunted Gnome*	Cha 13, gnome magic racial trait, Knowledge (arcana) 1 rank	Gain *haunted fey aspect*
Haunted Gnome Assault*	Haunted Gnome, Knowledge (arcana) 3 ranks	Gain independent use of gnome magic
Haunted Gnome Shroud*	Haunted Gnome Assault, Knowledge (arcana) 6 ranks	Gain additional use of gnome magic
Hex Strike*	Hex class feature, Improved Unarmed Strike	Upon successful unarmed strike, you may use a hex
Horse Master*	Expert trainer class feature, Ride 6 ranks	Use your character level to determine powers and abilities for your mount
Impact Critical Shot*	Dex 13, Point-Blank Shot, base attack bonus +9	You can bull rush on a critical hit
Impaling Critical*	Critical Focus, Weapon Specialization with piercing weapon, base attack bonus +11	May impale and deal extra damage to opponent with a critical hit
Improved Impaling Critical*	Impaling Critical, base attack bonus +13	Impaled opponent must succeed at a grapple maneuver to pull your weapon out
Improved Two-Weapon Feint*	Combat Expertise, Improved Two-Weapon Fighting	Make a Bluff check instead of your first attack
Instant Judgment	Second judgment class feature	May pronounce or change a judgment as an immediate action
Intimidating Bane	Bane class feature, Dazzling Display, character level 8th	Gain +2 bonus on Dazzling Display while bane is active
Jawbreaker*	Heal 6 ranks, Improved Unarmed Strike, Stunning Fist	With successful Stunning Fist, you may cripple opponent's mouth
Bonebreaker*	Improved Grapple, Jawbreaker, Heal 9 ranks	Deal Str or Dex damage when using Stunning Fist

Feat	Prerequisites	Benefit
Neckbreaker*	Bonebreaker, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Jawbreaker, Stunning Fist, Heal 12 ranks	May deal Str or Dex damage to pinned opponent
Knockout Artist	Sneak attack class feature, Improved Unarmed Strike	Gain +2 damage per sneak attack when dealing nonlethal sneak damage
Landing Roll*	Mobility	If tripped, move 5 feet as an immediate action
Master Combat Performer	Performing Combatant or 3 performance feats, base attack bonus +6	Make a performance combat check as a free action
Maximized Spellstrike	Maximized magic magus arcana, weapon expertise class feature or Quick Draw	Maximize spellstrike by spending 3 arcana pool points
Menacing Bane	Bane class feature	May imbue weapon with *menacing* special quality
Merciful Bane	Bane class feature	Switch damage from lethal to nonlethal as a swift action
Monastic Legacy*	Improved Unarmed Strike, still mind class feature	Count half your non-monk levels as monk levels for unarmed strike damage
Moonlight Stalker*	Darkvision or low-light vision racial trait, Bluff 3 ranks, Blind-Fight, Combat Expertise	Gain +2 on damage and attack rolls when you have concealment vs. foe
Moonlight Stalker Feint*	Bluff 6 ranks, Moonlight Stalker	Make a Bluff check to feint with concealment vs. foe
Moonlight Stalker Master*	Bluff 9 ranks, Improved Feint, Moonlight Stalker Feint	While concealed, miss chance increases by 10%
Net Adept*	Exotic Weapon Proficiency (net), base attack bonus +1	May treat a net as a one-handed weapon
Net and Trident*	Dex 15, Net Adept, Two-Weapon Fighting	May wield a one-handed or light weapon with a net
Net Maneuvering*	Net Adept, base attack bonus +3	May use a net to trip or disarm
Net Trickery*	Net Adept, Net Maneuvering, base attack bonus +6	May use a net to blind your opponent
Nightmare Fist*	Improved Unarmed Strike, Intimidate 1 rank, ability to create magical darkness	While fighting in magical darkness, you deal +2 damage
Nightmare Weaver*	Nightmare Fist, Intimidate 2 ranks	Can demoralize foes while casting *darkness*.
Nightmare Striker*	Nightmare Weaver, Stunning Fist, Heal 5 ranks, ability to cast *faerie fire*	While opponent is under the effects of *faerie fire*, your DC for Stunning Fist increases by 2
Opening Volley*	—	Successful ranged attack grants +4 on next melee attack roll
Passing Trick*	Improved Feint, Mobility, size Small or smaller	Successful Acrobatics check allows you to feint
Performance Weapon Mastery*	—	All weapons you are proficient with act as if they had the performance quality
Performing Combatant*	Dazzling Display, any one Performance feat	Can make combat performance checks in any combat
Pin Down*	Combat Reflexes, fighter level 11th	Opponents that take 5-foot step or withdraw provoke attack of opportunity from you
Pinning Knockout*	Dex 13, Greater Grapple, base attack bonus +9 or monk level 9th	Against a pinned opponent, you may double nonlethal damage with grapple check
Pinning Rend*	Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base bonus +9 or monk level 9th	Against pinned opponent, you may deal bleed damage with Grapple check
Planar Wild Shape	Wild shape class feature, Knowledge (planes) 5 ranks	May add the celestial or fiendish template to your animal form
Prone Shooter*	Weapon Focus (crossbow or firearm), base attack bonus +1	May ignore penalties for shooting while prone
Prone Slinger*	—	May use a sling while prone
Quick Bull Rush*	Improved Bull Rush, base attack bonus +6	May bull rush in place of one of your melee attacks
Quick Dirty Trick*	Improved Dirty Trick**, base attack bonus +6	May perform a dirty trick in place of one of your melee attacks

Feat	Prerequisites	Benefit
Quick Drag*	Improved Drag**, base attack bonus +6	May perform a drag maneuver in place of one of your melee attacks
Quick Reposition*	Improved Reposition**, base attack bonus +6	May reposition in place of one of your melee attacks
Quick Steal*	Improved Steal**, base attack bonus +6	May steal in place of one of your melee attacks
Raging Brutality	Rage class feature, Power Attack, base attack bonus +12	Add Constitution bonus on damage rolls
Raging Deathblow	Greater rage class feature	Rend a dying foe and gain one round of rage
Raging Hurler	Rage class feature, Throw Anything	Throw a two-handed weapon as a standard action
Raging Throw	Con 13, rage class feature, Improved Bull Rush, base attack bonus +6	Add Con bonus on checks to bull rush
Rapid Grappler*	Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th	Spend a swift action to make a combat maneuver check to grapple while using Greater Grapple.
Rapid Reload*	Weapon Proficiency (crossbow) or Exotic Weapon Proficiency (firearms)	Reload your weapon quickly
Rebounding Leap*	Acrobatics 5 ranks, Ride 11 ranks, leaping lance class feature	Remount your steed as a swift action with successful Acrobatics check
Rebuffing Reduction*	Damage reduction, Improved Bull Rush	Bull Rush opponent who fails to pierce your DR
Rending Fury*	Rend special attack, base attack bonus +6	Need half the normal number of attacks to deal rend damage
Improved Rending Fury*	Rending Fury, base attack bonus +9	Deal extra damage on a successful rend
Greater Rending Fury*	Improved Rending Fury, base attack bonus +12	When you rend an opponent, you deal bleed damage
Revelation Strike*	Improve Unarmed Strike, revelation class feature	Affect an opponent with revelation as part of a melee attack
Rhetorical Flourish	Cha 13, Persuasive	Use verbal misdirection while making Diplomacy check
Righteous Healing	Judgment class feature	Heal more when you have a judgment active
Sap Adept*	Sneak attack +1d6	Gain bonus damage on nonlethal attacks
Sap Master*	Sap Adept, sneak attack +3d6	Deal twice your sneak attack damage when dealing nonlethal damage
School Strike*	Improved Unarmed Strike, wizard school class feature	May deliver magic school effect as swift action after melee attack
Sea Legs	Profession (sailor) 5 ranks	Gain +2 on Acrobatics, Climb, and Swim checks
Shapeshifter Foil	Knowledge (arcana) 5 ranks or Knowledge (nature) 5 ranks, ability to use polymorph effects	When you deal damage, target's ability to use any polymorph effects is hindered
Shapeshifting Hunter	Favored enemy class feature, wild shape class feature	Add your druid and ranger levels for favored enemy
Shared Judgment	Second judgment class feature	Extend a judgment to an adjacent ally instead of enacting a second judgment
Siege Commander*	Craft (siege weapon) 5 ranks, Knowledge (engineering) 5 ranks or Profession (Siege Engineer) 1 rank	Grant weapon crew +4 on assemble or move checks
Siege Engineer*	Knowledge (engineering) 5 ranks or Profession (siege engineer) 5 ranks, proficiency with 1 siege weapon	You are considered proficient with all siege weapons
Master Siege Engineer*	Siege Weapon Engineer, Knowledge (engineering) 10 ranks	Crew can load siege engine as a move action
Siege Gunner*	Siege Weapon Engineer	Take no size penalties for aiming a direct fire siege weapon
Skilled Driver	—	Gain +4 bonus on driving checks with made with one vehicle

Feat	Prerequisites	Benefit
Expert Driver	Skilled Driver	Maneuver a vehicle of a selected type as a move action, and you can stop immediately
Slayer's Knack	Favored enemy class feature, base attack bonus +6	Double the threat range of all weapons against one favored enemy
Sling Flail	Weapon Focus (sling), base attack bonus +1	Make melee attacks with a sling
Snap Shot*	Rapid Shot, Weapon Focus, base attack bonus +6	Threaten squares within 5 feet of you when wielding a ranged weapon
Improved Snap Shot*	Dex 15, Snap Shot, base attack bonus +9	You threaten an additional 10 feet with Snap Shot
Greater Snap Shot*	Dex 17, Improved Snap Shot, base attack bonus +12	Gain bonus on damage and critical confirmation when using ranged weapons
Sneaking Precision	Sneak attack class feature, Critical Focus, any critical feat, base attack bonus +9	On the second sneak attack in a round, you may apply a critical feat
Sorcerous Strike	Sorcerer bloodline class feature, Improved Unarmed Strike	Apply a bloodline ability as part of a melee attack
Spell Bane	Bane class feature	Your spells' DCs increase by 2 when bane is in effect
Spinning Throw*	Improved Bull Rush, Improved Trip, Improved Unarmed Strike, *Ki* Throw	Spend a swift action to bull rush opponent, move it, then knock it prone
Splintering Weapon	Weapon Proficiency, base attack bonus +1	Break a weapon to deal bleed damage
Stage Combatant*	Weapon Focus, base attack bonus +5	Take no penalty to deal nonlethal damage
Stalwart	Diehard, base attack bonus +4	Forgo dodge AC bonus for equivalent DR
Improved Stalwart	Stalwart, base attack bonus +11	Double DR gained from Stalwart
Strangler*	Improved Grapple, sneak attack +1d6	Deal sneak damage to grappled opponent
Strong Comeback	—	Add a +2 bonus on all rerolls
Stunning Pin*	Improved Grapple, Stunning Fist	Use Stunning Fist against pinned opponents
Sure Grasp	Climb 1 rank	When climbing, roll twice and take the highest result
Sword And Pistol*	Snap Shot, Two-Weapon Fighting, base attack bonus +6	Ranged attacks do not provoke attacks of opportunity
Trapper's Setup	Craft (traps) 5 ranks	Manually trigger traps to gain +2 on attack rolls and to DC
Twin Thunders*	Flurry of blows class feature or Two-Weapon Fighting, Weapon Focus with wielded bludgeoning weapons, defensive training race trait, dwarf or gnome	Substitute disarm, sunder, and trip for any of your attacks vs. giants
Twin Thunders Flurry*	Twin Thunders, base attack bonus +6	Trip a giant of up to Huge size, and deal +2 damage against giants
Twin Thunders Master*	Twin Thunders Flurry, base attack bonus +9,	Opponent struck by Twin Thunders is shaken
Two-Handed Thrower*	Str 15	Gain Str bonus when using two hands to throw a one or two-handed weapon
Two-Weapon Feint*	Combat Expertise, Two-Weapon Fighting	Forgo first melee attack to feint
Vicious Stomp*	Combat Reflexes, Improved Unarmed Strike	When opponent falls prone, it provokes an attack of opportunity from you
Wave Strike*	Weapon expertise class feature or Quick Draw, Bluff 1 rank	Spend a swift action to make a Bluff check to feint
Whip Mastery*	Weapon Focus (whip), base attack bonus +2	Using a whip does not provoke attacks of opportunity
Improved Whip Mastery*	Whip Mastery, base attack bonus +5	Threaten with your whip and grasp Tiny objects
Greater Whip Mastery*	Improved Whip Mastery, base attack bonus +8	Grapple using a whip

Grit Feat	Prerequisites	Benefit
Deft Shootist	Grit class feature or Amateur Gunslinger, Mobility	Do not provoke attacks of opportunity while shooting or reloading firearms as long as you have 1 grit point

Grit Feat	Prerequisites	Benefit
Extra Grit	Grit class feature or Amateur Gunslinger	Gain 2 extra grit points per day, and maximum grit increases by 2
Leaping Shot	Grit class feature or Amateur Gunslinger feat, Mobility, base attack bonus +4	May move your speed and make firearm attacks
No Name	Grit class feature or Amateur Gunslinger, Bluff 4 ranks	Gain +2 on Bluff checks, and spend grit to gain +10 on Disguise checks
Ricochet Shot Deed	Grit class feature or Amateur Gunslinger, Blind-Fight	Ricochet your shots off of a wall or other solid terrain
Secret Stash Deed	Grit class feature or Amateur Gunslinger, Sleight of Hand 1 rank	Spend 1 grit point to recover powder or ammunition from your person
Signature Deed	Grit class feature, gunslinger level 11th	Use 1 deed for 1 fewer grit point

Performance Feat	Prerequisites	Benefit
Dramatic Display*	Dazzling Display	Gain +2 on Performance checks, attack rolls, and combat maneuver checks
Hero's Display*	Dazzling Display	Gain +2 on performance combat checks; may demoralize opponents
Masterful Display*	Dazzling Display, any two performance feats	Gain benefits of two performance feats
Mocking Dance*	Acrobatics 4 ranks or Perform (dance) 4 ranks	May either move 5 feet without provoking attacks of opportunity, or your speed with them
Murderer's Circle*	Dodge, Acrobatics 4 ranks	When you make a performance combat check after a critical, move 5 feet
Savage Display*	Dazzling Display	Gain +2 on Performance checks and +1d6 on damage rolls

Style Feat	Prerequisites	Benefit
Boar Style*	Improved Unarmed Strike, Intimidate 3 ranks	Unarmed strikes deal bludgeoning or piercing damage
Boar Ferocity*	Boar Style, Intimidate 6 ranks,	Add piercing damage to unarmed attacks, and demoralize opponents
Boar Shred*	Boar Ferocity, Intimidate 9 ranks	Unarmed attacks cause bleed damage
Crane Style*	Dodge, Improved Unarmed Strike, base attack bonus +2 or monk level 1	Take –2 penalty when fighting defensively
Crane Wing*	Crane Style, base attack bonus +5 or monk level 5	May deflect one attack per round while fighting defensively or using total defense
Crane Riposte*	Crane Wing, base attack bonus +8 or monk level 7	When you deflect an attack, you may make an attack of opportunity
Djinni Style*	Con 13, Wis 15, Elemental Fist**, base attack bonus +9 or monk level 5th	Gain 1 additional use of Elemental Fist per day and bonus to electricity damage
Djinni Spirit*	Con 15, Djinni Style, base attack bonus +11 or monk level 9th	Gain 1 additional use of Elemental Fist per day, and electricity resistance
Djinni Spin*	Wis 17, Djinni Spirit, base attack bonus +13 or monk level 11th	Use Elemental Fist to surround yourself with electricity
Dragon Style*	Str 15, Improved Unarmed Strike, Acrobatics 3 ranks	Gain +2 bonus against sleep, paralysis, and stun effects, and can ignore difficult terrain
Dragon Ferocity*	Dragon Style, Stunning Fist, Acrobatics 5 ranks	Gain bonus on unarmed attacks, and you can cause opponents to be shaken
Dragon Roar*	Dragon Style, Acrobatics 8 ranks	Gain +1 use of Stunning Fist per day, and you can emit a concussive roar
Earth Child Style*	Wis 13, Improved Unarmed Strike, Acrobatics 3 ranks, defensive training racial trait, dwarf or gnome	Defensive training AC increases to +6 against giants
Earth Child Topple*	Earth Child Style, Improved Trip, Acrobatics 6 ranks	You may trip a giant of up to Huge size

Style Feat	Prerequisites	Benefit
Earth Child Binder*	Earth Child Topple, Greater Trip, Stunning Fist, Acrobatics 9 ranks	You can trip a giant of any size. You use Stunning Fist after the attack of opportunity against a standing giant has hit
Efreeti Style*	Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th	Gain +1 use of Elemental Fist per day and a bonus on fire damage
Efreeti Stance*	Con 15, Efreeti Style, base attack bonus +11 or monk level 9th	Gain +1 use of Elemental Fist per day and fire resistance
Efreeti Touch*	Wis 17, Efreeti Stance, base attack bonus +13 or monk level 11th	Can emit a cone of fire that may light opponents on fire
Janni Style*	Acrobatics 3 ranks, Perform (dance) 3 ranks, Improved Unarmed Strike	Take only a –1 AC penalty when charging, flanking opponents only gain +1 attack bonus against you
Janni Tempest*	Janni Style, Acrobatics 5 ranks, Perform (dance) 5 ranks	After successful unarmed attack, gain +4 on combat maneuver checks to bull rush or trip
Janni Rush*	Janni Tempest, Acrobatics 8 ranks, Perform (dance) 8 ranks	Always count as having a running start for jumping, and deal double damage on a jumping charge
Kirin Style	Improved Unarmed Strike, Knowledge (arcana) 6 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 1 rank	May make Knowledge check against opponent as swift action to gain bonuses
Kirin Strike	Int 13, Kirin Style, Knowledge (arcana) 9 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 3 ranks	Gain +2 insight bonus to identify a creature
Kirin Path	Kirin Strike, Knowledge (arcana) 12 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 5 ranks	You may take 10 to identify a creature using Knowledge (local, nature, planes, or religion)
Mantis Style*	Stunning Fist, Heal 3 ranks	Gain +1 use of Stunning Fist per day, and increase stunning fist DC by +2
Mantis Wisdom*	Mantis Style, Heal 6 ranks	Treat half your non-monk levels as monk levels for Stunning Fist effects
Mantis Torment*	Mantis Wisdom, Heal 9 ranks	Gain +1 use of Stunning Fist per day, and may dazzle and stagger, then fatigue an opponent
Marid Style*	Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or Monk level 5th	Gain +1 use of Elemental Fist per day, and deal cold damage
Marid Spirit*	Con 15, Marid Style, base attack bonus +11 or monk level 9th	Gain +1 use of Elemental Fist per day, and cold resistance
Marid Coldsnap*	Wis 17, Marid Spirit, base attack bonus +13 or monk level 11th	Unleash a 30-foot line of frigid water
Monkey Style*	Wis 13, Acrobatics 5 ranks, Climb 5 ranks, Improved Unarmed Strike	Add Wisdom bonus on Acrobatics checks, and take no penalty for attacking while prone
Monkey Moves*	Monkey Style, Acrobatics 8 ranks, Climb 8 ranks	Add Wisdom bonus on Climb checks, and climb and crawl at half speed
Monkey Shine*	Monkey Moves, Stunning Fist, Acrobatics 11 ranks, Climb 11 ranks	After successful Stunning Fist, you may enter an adjacent square
Panther Style*	Wis 13, Combat Reflexes, Improved Unarmed Strike	Retaliate against opponents that take attacks of opportunity against you
Panther Claw*	Wis 15, Panther Style	Retaliate as a free action instead of as a swift action
Panther Parry*	Panther Claw	Retaliatory attacks are resolved before the attack
Shaitan Style*	Con 13, Wis 15, Elemental Fist**, base attack bonus +9 or monk level 5th	Gain +1 use of Elemental Fist per day, and deal acid damage
Shaitan Skin*	Con 15, Shaitan Style, base attack bonus +11 or monk level 9th	Gain +1 use of Elemental Fist per day, and acid resistance
Shaitan Earthblast*	Wis 17, Shaitan Skin, base attack bonus +13 or monk level 11th	Unleash a 20-foot column of acid

Style Feat	Prerequisites	Benefit
Snake Style	Improved Unarmed Strike, Acrobatics 1 rank, Sense Motive 3 ranks	Gain +2 on Sense Motive checks, and deal piercing damage with unarmed attacks
Snake Sidewind	Snake Style, Acrobatics 3 ranks, Sense Motive 6 ranks	Gain a bonus to avoid being knocked prone, and use Sense Motive check to confirm critical hits
Snake Fang	Combat Reflexes, Snake Sidewind, Snake Style, Acrobatics 6 ranks, Sense Motive 9 ranks	If opponent misses you, make an attack of opportunity as an immediate action
Snapping Turtle Style*	Improved Unarmed Strike, base attack bonus +1 or monk level 1st	Gain +1 shield bonus to AC when at least one hand is free
Snapping Turtle Clutch*	Improved Grapple, Snapping Turtle Style, base attack bonus +3 or monk level 3rd	Your shield bonus applies to your CMD and touch AC
Snapping Turtle Shell*	Snapping Turtle Clutch, base attack bonus +5 or monk level 5th	AC bonus increases by 2, and opponents receive –4 on critical confirmations
Tiger Style*	Improved Unarmed Strike, base attack bonus +3 or monk level 3rd	Gain +2 to CMD against bull rush, overrun, and trip, and deal slashing damage
Tiger Claws*	Tiger Style, base attack bonus +6 or monk level 5th	Make a single attack with both hands, and combine the results
Tiger Pounce*	Power Attack, Tiger Claws, base attack bonus +9 or monk level 8th	May apply the penalty from Power Attack to AC

Teamwork Feat	Prerequisites	Benefit
Back to Back	Perception 3 ranks	Gain a +2 to AC against flanking opponents
Improved Back to Back	Back to Back, Perception 5 ranks	Grant adjacent ally +2 to AC against flanking opponents
Broken Wing Gambit*	Bluff 5 ranks	Grant opponent bonus to hit you, but opponent's attack provokes attacks of opportunity
Cavalry Formation*	Mounted Combat	May share space with other mounts, charge through space occupied by allied mount
Combat Medic	Heal 5 ranks	May take 10 and not provoke attacks of opportunity when using Heal
Coordinated Charge*	At least two other teamwork feats, base attack bonus +10	You may charge the same foe when an ally does
Enfilading Fire	Point-Blank Shot, Precise Shot, 1 other teamwork feat	When ally flanks opponent, you gain +2 on ranged attack rolls against opponent
Escape Route	—	You do not provoke attacks of opportunity when moving through spaces adjacent to allies
Feint Partner*	Bluff 1 rank	When ally successfully feints, opponent loses Dex bonus against your next attack
Improved Feint Partner*	Combat Reflexes, Feint Partner, base attack bonus +6	When ally successfully feints, you gain attack of opportunity against opponent
Pack Attack	base attack bonus +1	Ally's attack allows you to take a 5-foot step
Seize the Moment	Combat Reflexes, Improved Critical	When ally confirms a critical threat, you gain an attack of opportunity
Shake It Off	—	Gain +1 to all saving throws per adjacent ally
Stealth Synergy	—	Take the highest roll made by you and your allies on Stealth checks
Tandem Trip	—	When you make a trip against an opponent threatened by any ally, roll twice and take the higher result
Target of Opportunity	Point-Blank Shot, base attack bonus +6	When an ally hits with a ranged attack, you may make an attack as an immediate action
Team Pickpocketing	Bluff 1 rank, Sleight of Hand 1 rank	When ally makes a Bluff check, you can pick opponent's pocket as an immediate action

* This is a combat feat and can be selected as a fighter bonus feat.

** This feat is detailed in the *Advanced Player's Guide*.

Feat Descriptions

Ultimate Combat presents more than 200 new feats. These feats are summarized on pages 80–88 as Table 2–1. Note that the prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference.

All the feat descriptions in this chapter utilize the following format.

Feat Name: At the top of the feat entry, you will find the feat's name followed by parentheses listing any type or types the feat belongs to. A basic description of what the feat does appears under the name of the feat and its types, if any.

Prerequisites: This line lists any minimum ability scores, class features, feats, minimum base attack bonus, minimum number of ranks in one or more skills, or other requirements for a character to take the feat. This entry is absent if a feat has no prerequisites. A feat may have multiple prerequisites. See the feat descriptions for full details. Feats marked with two asterisks (**) are detailed in the *Advanced Player's Guide*.

Benefit: The benefit is what a feat enables a character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated in the feat's Special line.

Normal: This line indicates what a character without this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: This line lists special features of the feat, such as, but not limited to, whether or not you can take the feat more than once, or whether the feat allows members of specific classes to gain additional benefits.

Adder Strike (Combat)

You can quickly apply poison to gloved hands, protected feet, or other protected body parts, delivering the poison with your unarmed strikes.

Prerequisites: Poison use class feature, Craft (alchemy) 1 rank, Improved Unarmed Strike.

Benefit: As a swift action, you can apply one dose of contact or injury poison to two body parts that you use for unarmed strikes. You must still protect yourself against exposure to contact poisons you apply in this way.

Normal: Applying poison to a weapon or single piece of ammunition is a standard action.

Adept Champion

You can alter your smite ability, channeling the power of your deity into divine inspiration that grants you greater aptitude for performing combat maneuvers.

Prerequisites: Smite evil class feature, base attack bonus +5.

Benefit: While using your smite evil class feature, as a swift action at the start of your turn, you can forgo the bonus on damage rolls and instead gain half that bonus as a bonus on combat maneuver checks against the target of your smite. The effects of your smite evil feature return to normal at the start of your next turn.

Amateur Gunslinger (Combat)

Although you are not a gunslinger, you have and can use grit.

Prerequisite: You have no levels in a class that has the grit class feature.

Benefit: You gain a small amount of grit and the ability to perform a single 1st-level deed from the gunslinger deed class feature. At the start of the day, you gain 1 grit point, though throughout the day you can gain grit points up to a maximum of your Wisdom modifier (minimum 1). You can regain grit using the rules for the gunslinger's grit class feature (see page 9). You can spend this grit to perform the 1st-level deed you chose upon taking this feat, and any other deed you have gained through feats or magic items.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Extra Grit feat.

Arc Slinger (Combat)

You can twirl your sling in a way that maximizes its effectiveness.

Prerequisites: Point-Blank Shot, proficient with sling or halfling sling staff.

Benefit: When using a sling or sling staff, you reduce your penalty on ranged attack rolls due to range by 2. Point-Blank Shot's damage bonus applies within the first normal range increment of your sling (50 feet) or sling staff (80 feet).

Back to Back (Teamwork)

Your ally's eyes are your own, and yours are his.

Prerequisite: Perception 3 ranks.

Benefit: While you are flanked and adjacent to an ally with this feat, you receive a +2 circumstance bonus to AC against attacks from opponents flanking you.

Betrayer

You can charm people into lowering their defenses, allowing you to ambush them more effectively.

Prerequisites: Quick Draw, Persuasive, base attack bonus +3.

Benefit: When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a –2 penalty on its initiative check for this combat.

Once you attack a creature, its attitude becomes hostile.

Binding Throw (Combat)

You can strike your enemy and use the blow as an opportunity to grab and hold him.

Prerequisites: Improved Grapple, Improved Trip, Improved Unarmed Strike, *Ki* Throw.

Benefit: After you successfully use the *Ki* Throw feat on an opponent, you can use a swift action to attempt a grapple combat maneuver against that opponent.

Normal: The grapple combat maneuver is a standard action.

Special: A monk can gain Binding Throw as a bonus feat starting at 14th level.

Bludgeoner (Combat)

You can knock foes out cold with just about any blunt instrument.

Benefit: You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage.

Normal: You take a –4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack.

Special: A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Boar Ferocity (Combat)

Your flesh-ripping unarmed strikes terrify your victims.

Prerequisites: Improved Unarmed Strike, Boar Style, Intimidate 6 ranks.

Benefit: You add piercing damage to the damage types you can deal with your unarmed strikes. Further, you gain a +2 bonus on Intimidate checks to demoralize opponents. While using Boar Style, whenever you tear an opponent's flesh, you can spend a free action to make an Intimidate check to demoralize that opponent.

Boar Shred (Combat)

The wounds you inflict with your unarmed strikes bleed, giving you renewed vigor.

Prerequisites: Improved Unarmed Strike, Boar Ferocity, Boar Style, Intimidate 9 ranks.

Benefit: You can make an Intimidate check to demoralize an opponent as a move action. While using Boar Style, whenever you tear an opponent's flesh, once per round at the start of that opponent's turn he takes 1d6 bleed damage. The bleed damage dealt while using Boar Style persist even if you later switch to a different style.

Boar Style (Combat, Style)

Your sharp teeth and nails rip your foes open.

Prerequisites: Improved Unarmed Strike, Intimidate 3 ranks.

Benefit: You can deal bludgeoning damage or slashing damage with your unarmed strikes—changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 bleed damage with the attack.

Body Shield (Combat)

With a sly maneuver, you force a grappled opponent into the path of an incoming attack.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, base attack bonus +6.

Benefit: As an immediate action while you are grappling an adjacent creature, you can make a grapple combat maneuver check against that creature to gain cover against a single attack. If you are successful and the attack misses you, that attack targets the creature you used as cover, using the same attack roll. You cannot use this feat against a creature grappling you, and the cover you gain ends after the attack you gained cover against is resolved.

Bolstered Resilience

You can dramatically increase your damage reduction in exchange for its temporary loss.

Prerequisite: Damage reduction.

Benefit: As an immediate action, you can double your DR against a single attack, to a maximum of DR 20. The type of the DR remains unchanged. If the attack you are guarding against is not successful, the increased damage reduction persists until you are hit with an attack or until the start of your next turn, whichever happens first. At the start of your next turn, you become fatigued. You cannot use this feat while you are fatigued.

Bonebreaker (Combat)

When your opponent is unable to adequately defend against them, your precise unarmed strikes break bone and tear tissue.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, Jawbreaker, Stunning Fist, Heal 9 ranks.

Benefit: When you make a successful Stunning Fist attempt against an opponent that is grappled, helpless, or stunned, you can forgo any other Stunning Fist effect to deal 1d6 Strength or Dexterity damage to that opponent.

Branded for Retribution

You brand an enemy with your bane weapon, making it more vulnerable to your allies' attacks.

Prerequisite: Bane class feature.

Benefit: As a standard action, expend 3 rounds of your bane class feature and make a melee touch attack with the weapon affected by bane. If you hit, your target takes no damage but is branded until the start of your next turn. While this brand remains, your allies' weapons are

considered to have the bane ability with which your weapon is imbued when they attack the branded creature.

Break Guard (Combat)

You can use one of your two weapons to occupy your opponent's defenses while attacking with the other.

Prerequisites: Dex 15, Int 13, Combat Expertise, Improved Disarm, Two-Weapon Fighting.

Benefit: While wielding two weapons, whenever you successfully use one weapon to disarm an opponent, you can spend a swift action to attack the opponent you attempted to disarm using your other weapon.

Broken Wing Gambit (Combat, Teamwork)

You feign weakness, making yourself a tempting and distracting target.

Prerequisite: Bluff 5 ranks.

Benefit: Whenever you make a melee attack and hit your opponent, you can use a free action to grant that opponent a +2 bonus on attack and damage rolls against you until the end of your next turn or until your opponent attacks you, whichever happens first. If that opponent attacks you with this bonus, it provokes attacks of opportunity from your allies who have this feat.

Cartwheel Dodge

You use your knack for avoiding damage to reposition yourself in combat.

Prerequisites: Evasion class feature, improved evasion class feature, acrobatics 12 ranks.

Benefit: When you successfully use improved evasion to avoid taking damage, you can move up to half your speed as an immediate action. This movement provokes attacks of opportunity as normal.

Cavalry Formation (Combat, Teamwork)

You are skilled at riding in close formation with your mounted allies without impeding your effectiveness on the battlefield.

Prerequisite: Mounted Combat.

Benefit: You and your mount can overlap the space of mounts whose riders have this feat, although no more than

two creatures can share any one square. Further, you can charge through a space containing an allied mount if that mount's rider has this feat, although the space from which you make your charge attack must comply with this feat's other benefit or be unoccupied.

Channeled Revival

You can expend a large portion of your channeling power to reverse death itself.

Prerequisite: Channel energy 6d6 (positive energy).

Benefit: As a full-round action that provokes attacks of opportunity, you can expend three uses of your channel energy class feature to restore a dead creature to life as if you had cast the *breath of life* spell (*Core Rulebook* 251).

Channeling Scourge

Your zeal for hunting your faith's enemies empowers your ability to channel divine energy, as long as you channel that energy for harm.

Prerequisite: Inquisitor channel energy class feature.

Benefit: When you use channel energy to deal damage, your inquisitor levels count as cleric levels for determining the number of damage dice and the saving throw DC.

Charging Hurler (Combat)

You know how to use your momentum to enhance your thrown weapon attacks.

Prerequisite: Point-Blank Shot.

Benefit: You can use the charge rules to make a thrown weapon attack. All the parameters of a charge apply, except that you must only move closer to your opponent, and you must end your movement within 30 feet of that opponent. If you do, you can make a single thrown weapon attack against that opponent, gaining the +2 bonus on the attack roll and taking a –2 penalty to your AC until the start of your next turn.

Chokehold (Combat)

While grappling, you can cut off an opponent's air and blood supply.

Prerequisites: Improved Grapple, Improved Unarmed Strike, base attack bonus +6 or monk level 5th.

Benefit: While you have an opponent up to one size category larger than you grappled, you can attempt a grapple combat maneuver with a –5 penalty on the check. If you succeed, you have pinned your opponent and hold the opponent in a chokehold. When you maintain the grapple, you also maintain the chokehold. A creature in a chokehold cannot breathe or speak, and thus cannot cast spells that have a verbal component. An opponent you have in a chokehold has to hold his breath or begin suffocating. Any creature that does not breathe, is immune to bleed damage, or is immune to critical hits is immune to the effects of your chokehold. When the grapple is ended, so is the chokehold.

Cleaving Finish (Combat)

When you strike down an opponent, you can continue your swing into another target.

Prerequisites: Str 13, Cleave, Power Attack.

Benefit: If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Close-Quarters Thrower (Combat)

You are agile enough to avoid melee attacks while throwing weapons or bombs.

Prerequisites: Dex 13, Dodge, Weapon Focus with selected thrown weapon.

Benefit: Choose a type of thrown weapon. You do not provoke attacks of opportunity for making ranged attacks using the selected weapon. If you are an alchemist, and you select this feat and choose alchemist bombs, you do not provoke attacks of opportunity for the process of drawing components of, creating, and throwing a bomb.

Normal: Making a ranged attack provokes attacks of opportunity.

Clustered Shots (Combat)

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.

Prerequisites: Point-Blank Shot, Precise Shot, base attack bonus +6.

Benefit: When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

Special: If the massive damage optional rule is being used (*Core Rulebook* 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Combat Medic (Teamwork)

You know the urgency of treating wounds in the heat of battle, applying first aid to your allies with such speed that you assure no one gets left behind.

Prerequisite: Heal 5 ranks.

Benefit: Whenever you use Heal to provide first aid, treat caltrop wounds, or treat poison on an ally who also has this feat, you provoke no attacks of opportunity, and can take 10 on the check.

Combat Style Master (Combat)

You shift between combat styles, combining them to increased effect.

Prerequisites: Improved Unarmed Strike, two or more style feats, base attack bonus +6 or monk level 5th.

Benefit: You can switch your style as a free action. At the start of combat, pick one of your styles. You start the combat in that style, even in the surprise round.

Normal: It takes a swift action to begin or switch your styles.

Contingent Channeling

You can imbue others with your healing energy so that they can use it at the moment of greatest need.

Prerequisites: True healer class feature, Selective Channeling.

Benefit: You can use a standard action to touch an ally and expend one of your daily uses of channel energy to create a repository of positive energy within that ally. This repository contains the same number and type of dice as normal for your channel energy feature, and it lasts for 1 minute. An ally who has such a repository can use an immediate action to roll the repository's dice and regain a number of hit points equal to the result. If an ally who has such a repository is reduced to negative hit points, the repository triggers, allowing the ally to heal without using an action.

Coordinated Charge (Combat, Teamwork)

You are an expert at leading your allies into the fray.

Prerequisites: You have at least two other teamwork feats, base attack bonus +10.

Benefit: When an ally with this feat charges a creature that is no further away from you than your speed, you can, as an immediate action, charge that creature. You must be able to follow all of the normal charge rules.

Crane Riposte (Combat)

You use your defensive abilities to make overpowering counterattacks.

Prerequisites: Crane Style, Crane Wing, Dodge, Improved Unarmed Strike, base attack bonus +8 or monk level 7th.

Benefit: You take only a –1 penalty on attack rolls for fighting defensively. Whenever you use Crane Wing to deflect an opponent's attack, you can make an attack of opportunity against that opponent after the attack is deflected.

Crane Style (Combat, Style)

Your unarmed fighting techniques blend poise with graceful defense.

Prerequisites: Dodge, Improved Unarmed Strike, base attack bonus +2 or monk level 1st.

Benefit: You take only a –2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defense action, you gain an additional +1 dodge bonus to your Armor Class.

Crane Wing (Combat)

You move with the speed and finesse of an avian hunter, your sweeping blocks and graceful motions allowing you to deflect melee attacks with ease.

Prerequisites: Crane Style, Dodge, Improved Unarmed Strike, base attack bonus +5 or monk level 5th.

Benefit: Once per round while using Crane Style, when you have at least one hand free and are either fighting

defensively or using the total defense action, you can deflect one melee weapon attack that would normally hit you. You expend no action to deflect the attack, but you must be aware of it and not flat-footed. An attack so deflected deals no damage to you.

Crusader's Fist (Combat)

You pour divine energy into the enemy you strike.

Prerequisites: Lay on hands class feature or touch of corruption class feature, Improved Unarmed Strike, base attack bonus +6.

Benefit: When you attack with an unarmed strike and hit a creature that you can harm with your lay on hands or touch of corruption feature, you can use a swift action to expend a daily use of that feature to deal its normal damage as if you had hit with the feature's normal touch attack. This extra damage is not multiplied if you scored a critical hit.

Crusader's Flurry

You learned to use your deity's favored weapon as part of your martial arts form.

Prerequisites: Channel energy class feature, flurry of blows class feature, Weapon Focus with your deity's favored melee weapon.

Benefit: You can use your deity's favored weapon as if it were a monk weapon.

Crushing Blow (Combat)

Your focus allows you to smash your enemy's defenses.

Prerequisites: Improved Unarmed Strike, Stunning Fist.

Benefit: You can make a Stunning Fist attempt as a full-round action. If successful, instead of stunning your target, you reduce the target's AC by an amount equal to your Wisdom modifier for 1 minute. This penalty does not stack with other penalties applied due to Crushing Blow.

Deadly Finish (Combat)

Your attacks don't just fell your opponents—they kill them outright.

Prerequisite: Base attack bonus +11.

Benefit: When you hit with a melee attack and reduce your opponent to –1 or fewer hit points, you can force that opponent to succeed at a Fortitude save (DC 15 + the damage your attack dealt) or die.

Death from Above (Combat)

You allow gravity to add extra force to your charges.

Benefit: Whenever you charge an opponent from higher ground, or from above while flying, you gain a +5 bonus on attack rolls in place of the bonuses from charging and being on higher ground.

Death or Glory (Combat)

Even when facing a larger foe, you aren't afraid to take great risks in order to finish the fight.

Prerequisites: Str 13, Power Attack, base attack bonus +6.

Benefit: Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses.

Special: You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

Deathless Initiate (Combat)

For you, impending death is a call to wrath.

Prerequisites: Str 13, Con 13, orc or half-orc, Diehard, Endurance, base attack bonus +6.

Benefit: You are not staggered while using the Diehard feat, but if you take a move and a standard action or a full-round action while you are at 0 or fewer hit points you take 1 point of damage. Further, while using the Diehard feat, you gain a +2 bonus on melee attacks and damage rolls.

Deathless Master (Combat)

Even if you suffer a grievous wound, you can shrug off the damage and continue your relentless assault.

Prerequisites: Str 13, Con 15, orc or half-orc, Deathless Initiate, Diehard, Endurance, Ironhide**, base attack bonus +9.

Benefit: When you are at 0 or fewer hit points, you do not lose 1 hit point when you take an action.

Deathless Zealot (Combat)

Only the most serious wounds can stop you.

Prerequisites: Str 13, Con 17, orc or half-orc, Deathless Initiate, Deathless Master, Diehard, Endurance, Ironhide**, base attack bonus +12.

Benefit: Whenever a creature rolls to confirm a critical hit against you, it must roll twice and take the lowest result.

Deceptive Exchange

You trick an adversary into grabbing an object you hand them, even in the midst of combat.

Prerequisites: Int 13, Combat Expertise, Improved Feint.

Benefit: If you successfully feint an opponent, you can trick that opponent into accepting a one-handed object you are holding instead of denying that opponent its Dexterity bonus to AC against your next attack. The opponent must have appendages capable of holding the object you offer, and it must have one such appendage free to take the object.

Special: An alchemist who has the delayed bomb alchemist discovery can use this feat to hand an enemy a delayed bomb. Such a delayed bomb detonates at the end of the alchemist's turn. If the bomb is in a creature's square at the end of the alchemist's turn, the bomb deals that creature a direct hit.

Defensive Weapon Training (Combat)

You know how to defend yourself against a certain class of weaponry.

Prerequisites: Int 13, base attack bonus +5.

Benefit: Choose a weapon group from the fighter's weapon training class ability list (except natural weapons). You gain a +2 dodge bonus on AC when an opponent attacks you using a weapon from that group. If you also have the weapon training class feature in the selected group, your dodge bonus from this feat increases to +3.

Special: You can select this feat more than once. Its effects do not stack. Each time you select this feat, it applies to a different weapon group.

Deft Shootist Deed (Grit)

You keep an eye out while focusing on your weapon, allowing you to avoid attacks while shooting and reloading firearms.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Dodge, Mobility.

Benefit: As long as you have at least 1 grit point, you do not provoke attacks of opportunity when shooting or reloading a firearm.

Destructive Dispel

When you dispel an enemy's magical defenses, those defenses crash down with debilitating effects.

Prerequisites: Ability to cast *dispel magic* or *greater dispel magic*, caster level 11th.

Benefit: When you successfully make a targeted dispel check against an opponent, that opponent must succeed at a Fortitude save (DC equals the DC of the spell used to dispel) or be stunned until the start of your next turn. If the save succeeds, the opponent is instead sickened until the start of your next turn.

Devastating Strike (Combat)

Pitting all of your strength and resolve against your enemy, you deliver a strike that is impossible to ignore.

Prerequisites: Vital Strike, base attack bonus +9.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a +2 bonus on each extra weapon damage dice roll those feats grant (+6 maximum). This bonus damage is multiplied on a critical hit.

Dimensional Agility

Teleportation does not faze you.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*.

Benefit: After using abundant step or casting *dimension door*, you can take any actions you still have remaining on your turn. You also gain a +4 bonus on Concentration checks when casting teleportation spells.

Dimensional Assault

You have been trained to use magical movement as part of your combat tactics.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*, Dimensional Agility.

Benefit: As a full-round action, you use abundant step or cast *dimension door* as a special charge. Doing so allows

you to teleport up to double your current speed (up to the maximum distance allowed by the spell or ability) and to make the attack normally allowed on a charge.

Dimensional Dervish

You teleport with a mere thought, savaging your opponents as you flash in and out of reality.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*, Dimensional Agility, Dimensional Assault, base attack bonus +6.

Benefit: You can take a full-attack action, activating abundant step or casting *dimension door* as a swift action. If your do, you can teleport up to twice your speed (up to the maximum distance allowed by the spell or ability), dividing this teleportation into increments you use before your first attack, between each attack, and after your last attack. You must teleport at least 5 feet each time you teleport.

Special: A monk can use additional points from his *ki* pool to increase his speed before determining the total speed for this teleportation.

Dimensional Maneuvers

Your rapid teleportation makes your combat maneuvers more difficult to avoid.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*, Dimensional Agility, Dimensional Assault, Dimensional Dervish, base attack bonus +9.

Benefit: While using the Dimensional Dervish feat, you gain a +4 bonus on combat maneuver checks to bull rush, disarm, reposition, or trip an opponent.

Dimensional Savant

You flash into and out of reality so quickly it is impossible to tell exactly where you are at any given time.

Prerequisites: Dimensional Agility, Dimensional Assault, Dimensional Dervish, ability to use the abundant step class feature or cast *dimension door*, base attack bonus +9.

Benefit: While using the Dimensional Dervish feat, you provide flanking from all squares you attack from. Flanking starts from the moment you make an attack until the start of your next turn. You can effectively flank with yourself and with multiple allies when using this feat.

Discordant Voice

By singing out a precise tone, you cause discordant vibrations to run through allies' weapons.

Prerequisites: Bardic performance class feature, Perform (oratory or sing) 10 ranks.

Benefit: Whenever you are using bardic performance to create a spell-like or supernatural effect, allies within 30 feet of you deal an extra 1d6 points of sonic damage with successful weapon attacks. This damage stacks with other energy damage a weapon might deal. Projectile weapons bestow this extra damage on their ammunition, but the extra damage is dealt only if the projectile hits a target within 30 feet of you.

Disengaging Feint (Combat)

You can feint to disengage from combat.

Prerequisites: Int 13, Combat Expertise, Improved Feint.

Benefit: As a standard action, use Bluff to feint against an opponent. Instead of denying that opponent his Dexterity bonus to AC, a successful feint allows you to move up to your speed without provoking an attack of opportunity from the opponent you feinted for leaving the square you start in.

Disengaging Flourish (Combat)

Distracting your opponents gives you the opportunity to make a swift retreat.

Prerequisites: Int 13, Combat Expertise, Disengaging Feint, Improved Feint.

Benefit: As a standard action, make a Bluff check against each opponent that currently threatens you. If you succeed against at least one opponent, you can move up to your speed. This movement does not provoke attacks of opportunity from any opponent you succeeded at feinting against.

Disengaging Shot (Combat)

You make one last attack before beating a hasty retreat.

Prerequisites: Int 13, Combat Expertise, Disengaging Feint, Dodge, Improved Feint, Mobility.

Benefit: Whenever you use Disengaging Feint or Disengaging Flourish, you can make a single melee attack against one opponent you succeeded at feinting against. That opponent is denied his Dexterity bonus to AC against this attack.

Disorienting Maneuver

Your erratic movements disorient your opponent.

Prerequisites: Dodge, Acrobatics 5 ranks.

Benefit: If you successfully use Acrobatics to tumble through an opponent's space, you gain a +2 circumstance bonus on attack rolls against that opponent until the start of your next turn. If you choose to make a trip attempt against that opponent, you gain a +4 circumstance bonus on your combat maneuver check. This bonus on trip also lasts until the start of your next turn.

Dispel Synergy

By tearing away an opponent's magical defenses, you leave your enemy vulnerable, making it difficult for him to resist your spells.

Prerequisite: Spellcraft 5 ranks.

Benefit: If you successfully dispel an ongoing magical effect on an opponent, that opponent takes a –2 penalty on saving throws against your spells until the end of your next turn.

Dispelling Critical (Critical)

Your blows attack the physical and arcane forms of your enemies at the same time.

Prerequisites: Arcane Strike, base attack bonus +11, ability to cast *dispel magic*.

Benefit: If you have *dispel magic* prepared or can cast it spontaneously, when you score a critical hit against an opponent, you may use a swift action to cast *dispel magic* to make a targeted dispel against that opponent.

Dispelling Fist

By focusing on your knowledge of magic and spells that negate its powers, you use your bare hands to rip magical defenses from your enemy.

Prerequisites: Improved Unarmed Strike, base attack bonus +11, ability to cast *dispel magic*, caster level 7th.

Benefit: If you have *dispel magic* prepared or can cast it spontaneously, you can cast it as a swift action after hitting an opponent with an unarmed strike. Treat this as a targeted dispel against the opponent you hit.

Disposable Weapon

You ignore the limitations of your equipment, striking harder despite the damage it does to your weapon.

Prerequisites: Base attack bonus +1, proficient with weapon.

Benefit: Whenever you use a melee or thrown weapon with the fragile weapon special quality to score a critical threat against an opponent, you can give your weapon the broken condition to automatically confirm the critical hit.

Disruptive Recall

You can disrupt an enemy caster's spells to fuel your own arcane power.

Prerequisites: Spell recall class feature, Spellcraft 5 ranks.

Benefit: When you use a melee attack to successfully disrupt an arcane spellcaster's spell, you can immediately use your spell recall class feature to regain a magus spell you have already cast. This ability functions as if you had expended a number of points from your arcane pool equal to the level of the spell you disrupted, up to the maximum level spell you can cast.

Distance Thrower (Combat)

You are accurate with thrown weapons at longer ranges than normal.

Prerequisite: Str 13.

Benefit: With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

Djinni Spin (Combat)

You can surround yourself with the power of the storm, spinning like a hurricane to unleash a violent blast of electrical energy.

Prerequisites: Con 15, Wis 17, Djinni Style, Djinni Spirit, Elemental Fist**, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Djinni Style, as a standard action you can spend two Elemental Fist (*Advanced Player's Guide* 158) attempts to surround yourself with a whirlwind of electrified air. Creatures adjacent to you take your unarmed strike damage plus the electricity damage from your Elemental Fist and are deafened for 1d4 rounds. A successful Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being deafened.

Djinni Spirit (Combat)

By calling upon the spirits of storms, you can manipulate lightning to protect yourself and buffet your enemies with peals of thunder.

Prerequisites: Con 15, Wis 15, Djinni Style, Elemental Fist**, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using Djinni Style, you gain electricity resistance equal to your base attack bonus or monk level, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take electricity damage from your Elemental Fist attack must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) or be deafened for 1d4 rounds. Those who take damage from your Djinni Spin are deafened, even on a successful saving throw.

Djinni Style (Combat, Style)

Your hands sheathed in an auras of lightning, you move like the wind.

Prerequisites: Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While you are in this style you must use Elemental Fist to deal electricity damage and you gain a bonus on electricity damage rolls equal to your Wisdom bonus. Further, while you are using this style and have remaining Elemental Fist attempts, you also gain a +2 dodge bonus to Armor

Class against attacks of opportunity. A condition that makes you lose your Dexterity bonus to AC also makes you lose this dodge bonus.

Domain Strike (Combat)

You unleash a domain power upon your enemy as part of your unarmed strike.

Prerequisites: Domain class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one domain-granted power that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen granted power to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying domain power.

Double Bane

You extend your bane effect to two weapons.

Prerequisites: Bane class feature, Two-Weapon Fighting.

Benefit: You can apply your bane to a second weapon you are wielding. While your bane class feature is active, at the start of each of your turns as a free action, you choose whether to apply the ability to one weapon or the other, or both. For each round you apply your bane class feature to two weapons, you expend 2 rounds of that feature.

Drag Down (Combat)

When you are knocked prone, you are skilled at bringing your opponent down with you.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: Whenever an opponent successfully trips you, you can attempt to trip that opponent as an immediate action.

Dragon Ferocity (Combat)

You attack with the strength of a dragon, your telling blows striking fear into your enemies.

Prerequisites: Str 15, Improved Unarmed Strike, Dragon Style, Stunning Fist, Acrobatics 5 ranks.

Benefit: While using Dragon Style, you gain a bonus on unarmed strike damage rolls equal to half your Strength bonus. When you score a critical hit or a successful Stunning Fist attempt against an opponent while using this style, that opponent is also shaken for a number of rounds equal to 1d4 + your Strength bonus.

Special: Taking this feat allows you to qualify for the Elemental Fist feat (*Advanced Player's Guide* 158) even if you do not meet that feat's prerequisites. If you do not meet that feat's prerequisites, you must choose one of the damage types that feat offers, and you can use only that damage type with your Elemental Fist attacks until you meet the feat's normal prerequisites. A monk with this feat can use Elemental Fist as if he were a monk of the four winds (*Advanced Player's Guide* 112).

Dragon Roar (Combat)

The spirit of the dragon wells up inside you and bursts forth in a mighty roar.

Prerequisites: Str 15, Improved Unarmed Strike, Dragon Style, Stunning Fist, Acrobatics 8 ranks.

Benefit: You gain one additional Stunning Fist attempt per day. While using Dragon Style, as a standard action you can expend two Stunning Fist attempts to unleash a concussive roar in a 15-foot cone. Creatures caught in the cone take your unarmed strike damage and become shaken for 1d4 rounds. A successful Will save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being shaken.

Special: If you have the Elemental Fist feat (*Advanced Player's Guide* 158), you can expend a daily use of that feat to deal your Elemental Fist damage to those caught in the cone. This damage is not halved even on a save.

Dragon Style (Combat, Style)

You call upon the spirit of dragonkind, gaining greater resilience, mobility, and fierceness from the blessing of these great beings.

Prerequisites: Str 15, Improved Unarmed Strike, Acrobatics 3 ranks.

Benefit: While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round.

Normal: You cannot charge or run through difficult terrain, and you cannot charge through a square that contains an ally. With an unarmed strike, you usually add your Strength bonus on damage rolls.

Dramatic Display (Combat, Performance)

Your skill with your weapon is obvious to enemies and onlookers alike.

Prerequisite: Dazzling Display.

Benefit: When you spend a swift action to make a performance check, you exude an aura of awe-inspiring skill. You gain a +2 bonus on your performance check, and gain a +2 bonus on all attack rolls and combat maneuver checks until the end of your next turn.

Earth Child Binder (Combat)

Even the greatest giants fear your technique.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Earth Child Style, Earth Child Topple, Greater Trip, Improved Trip, Improved Unarmed Strike, Stunning Fist, Acrobatics 9 ranks.

Benefit: You can trip a creature of the giant subtype no matter its size. While you are using Earth Child Style, when a prone creature of the giant subtype stands up and provokes an attack of opportunity from you, if you make an unarmed strike, you can declare you are making a Stunning Fist attempt after the attack hits. You gain a +4 bonus to the DC of any Stunning Fist effect you deliver in this way.

Normal: You can only trip opponents who are one size category larger than you.

Earth Child Style (Combat, Style)

Your martial training makes you a dangerous and elusive target for giants.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Improved Unarmed Strike, Acrobatics 3 ranks.

Benefit: While using this style, your defensive training dodge bonus to AC increases to +6. Further, against creatures of the giant subtype, you can add your Wisdom bonus on your unarmed strike damage rolls.

Earth Child Topple (Combat)

Your mastery of balance and momentum allows you to bring down giants with your bare hands.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Earth Child Style, Improved Trip, Improved Unarmed Strike, Acrobatics 6 ranks.

Benefit: You can trip a creature of the giant subtype of up to Huge size. While using Earth Child Style, you add your Wisdom bonus on combat maneuver checks made to trip a creature of the giant subtype, as well as on attack rolls to confirm a critical hit against such a creature.

Normal: You can trip only those opponents that are one size category larger than you.

Efreeti Stance (Combat)

Calling upon the burning spirits of incarnate flame, you can manipulate fire to protect yourself and immolate your foes.

Prerequisites: Con 15, Wis 15, Efreeti Style, Elemental Fist**, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using Efreeti Style, you gain fire resistance equal to your base attack bonus or your monk level plus any base attack bonus gained from levels in classes other than monk, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take fire damage from your Elemental Fist attack must succeed at a Reflex save (DC 10 + 1/2 your character level + your Wis modifier) or catch on fire.

Efreeti Style (Combat, Style)

Your mastery of the unpredictable power of flames allows you to unleash scorching strikes that burn your enemies even when you fail to make contact.

Prerequisites: Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using this style and Elemental Fist to deal fire damage, you gain a bonus on fire damage rolls equal to your Wisdom bonus. Further, if your Elemental Fist melee attack misses while you are using it to deal fire damage, you still deal 1d6 points of fire damage to your target.

Efreeti Touch (Combat)

Your knowledge of the secrets of the burning wind and blazing sun allows you to collect flames into your hands and unleash them in a gout of elemental fire.

Prerequisites: Con 15, Wis 17, Efreeti Style, Efreeti Stance, Elemental Fist**, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Efreeti Style, as a standard action, you can spend two Elemental Fist (*Advanced Player's Guide* 158) attempts to unleash a 15-foot cone-shaped burst of flame. Creatures caught in the cone take your unarmed strike damage plus the fire damage from your Elemental Fist and catch on fire. A successful Reflex save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from catching on fire.

Elusive Redirection

You can redirect an attack back at your assailant or into an adjacent enemy.

Prerequisites: Elusive target class feature, Combat Expertise, Improved Unarmed Strike, flowing monk level 12th.

Benefit: When you successfully use your elusive target class feature to avoid taking damage, you can spend an immediate action and an additional point from your *ki* pool to redirect that attack back at your attacker or toward any other opponent adjacent to you and your attacker. This attack uses the same attack roll as the original attack, but it targets the opponent you choose.

Enfilading Fire (Combat, Teamwork)

Your ranged attacks take advantage of the flanking maneuvers of allies.

Prerequisites: Point-Blank Shot, Precise Shot, one other teamwork feat.

Benefit: You receive a +2 bonus on ranged attacks made against a foe flanked by 1 or more allies with this feat.

Escape Route (Teamwork)

You have trained to watch your allies' backs, covering them as they make tactical withdraws.

Benefit: An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

Expert Driver

When driving a chosen type of vehicle, you exhibit incredible control, maneuvering the vehicle with greater ease and stopping with uncanny precision.

Prerequisite: Skilled Driver with the selected vehicle type.

Benefit: You can make an accelerate, decelerate, or turn action as a move action instead of a standard action. Furthermore, when stopping a vehicle, you subtract 10 feet from the roll to determine how many feet the vehicle moves forward before it stops.

Extra Bane

You can use your bane ability more often than normal.

Prerequisite: Bane class feature.

Benefit: You can use your bane ability for 3 additional rounds per day.

Extra Grit (Grit)

You have more grit than the ordinary gunslinger.

Prerequisites: Grit class feature or the Amateur Gunslinger feat.

Benefit: You gain 2 extra grit points at the start of each day, and your maximum grit increases by 2.

Normal: If you are a gunslinger, you gain your Wisdom modifier in grit points at the start of each day, which is also your maximum grit. If you have the Amateur Gunslinger feat, you gain 1 grit point at the start of each day, and your maximum grit is equal to your Wisdom modifier.

Special: If you possess levels in the gunslinger class, you can take this feat multiple times.

False Opening (Combat)

When you make a ranged attack while threatened, you can fool your opponent into thinking he has an opening.

Prerequisites: Dex 13, Dodge, Close Quarters Thrower or Point-Blank Master, Weapon Focus with selected ranged weapon.

Benefit: Choose a ranged weapon or a thrown weapon. When you make a ranged attack using that weapon, you can choose to provoke an attack of opportunity from one or more opponents who threaten you. You gain a +4 dodge bonus against such attacks. An opponent that makes such an attack and misses you loses his Dexterity bonus to AC against you until the end of your turn.

Feint Partner (Combat, Teamwork)

A little diversion is all you need to slip through your foe's defenses.

Prerequisite: Bluff 1 rank.

Benefit: Whenever an ally who also has this feat successfully feints an opponent, that opponent also loses his Dexterity bonus to AC against the next attack you

make against him before the end of the feinting ally's next turn.

Felling Escape (Combat)

Through the use of fluid contortions and manipulations of leverage, you can throw your opponent to the ground after escaping a grapple.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: When you break an opponent's grapple with a combat maneuver check or Escape Artist check, you can spend a swift action to make a trip attempt against that opponent.

Felling Smash (Combat)

You commit all your focus to a devastating blow, trying to crush your opponent to the ground.

Prerequisites: Int 13, Str 13, Combat Expertise, Improved Trip, Power Attack, base attack bonus +6.

Benefit: If you use the attack action to make a single melee attack at your highest base attack bonus while using Power Attack and you hit an opponent, you can spend a swift action to attempt a trip combat maneuver against that opponent.

Feral Combat Training (Combat)

You were taught a style of martial arts that relies on the natural weapons from your racial ability or class feature.

Prerequisites: Improved Unarmed Strike, Weapon Focus with selected natural weapon.

Benefit: Choose one of your natural weapons. While using the selected natural weapon, you can apply the effects of feats that have Improved Unarmed Strike as a prerequisite, as well as effects that augment an unarmed strike.

Special: If you are a monk, you can use the selected natural weapon with your flurry of blows class feature.

Field Repair

You can repair your broken weapon or armor to serviceability even without the benefits of artisan tools.

Prerequisite: Craft 4 ranks.

Benefit: If you are trained in a Craft skill appropriate to a broken item, you can repair that item with no raw material cost and no penalty on your Craft skill check for using improvised tools. If you spend a day, the item regains 1 hit point plus one-quarter of its original hit points. Alternatively, if the item gained the broken condition because it is a firearm that has misfired or a siege engine that suffered a mishap, or has the broken condition because it has the fragile weapon quality (or some similar quality), you can make a Craft check with the DC it takes to craft that item (see Table 2–2, below). If the check succeeds, the item loses the broken condition.

Normal: Improvised tools impose a –2 penalty on Craft checks. Items require raw materials to repair.

Final Embrace (Combat)

Your coils are particularly deadly, allowing you to constrict opponents of your size or smaller.

Prerequisites: Str 13, Int 3; naga, serpentfolk, or creature that has the constrict special attack; base attack bonus +3.

Benefit: You gain the constrict and grab special attacks. Your constrict attack deals damage equal to your unarmed strike or primary natural weapon melee attack. Further, you can grab and constrict opponents up to your size.

Normal: You can grab and constrict creatures one size smaller than you.

Final Embrace Horror (Combat)

Your constricting attack has become stronger and more lethal.

Prerequisites: Str 15, Int 3; naga, serpentfolk, or creature that has the constrict special attack; Ability Focus (constrict); Final Embrace; base attack bonus +6.

Benefit: A creature that takes damage from your constrict attack is also shaken until the start of your next turn.

Table 2–2: New Item Craft DCs

Item	Craft Skill	Craft DC
A weapon with the fragile special quality	Weapon or Bow	Normal DC –5
One-handed firearm	Firearm	20
Two-handed firearm	Firearm	20
Siege firearm, heavy	Firearm	25
Siege firearm, medium	Firearm	30
Siege firearm, light	Firearm	35
Ranged siege engine, heavy	Siege Engine	20
Ranged siege engine, medium	Siege Engine	25
Ranged siege engine, light	Siege Engine	30

Final Embrace Master (Combat)

Few creatures can survive the crushing horror of your Final Embrace.

Prerequisites: Str 17, Int 3; naga, serpentfolk, or creature that has the constrict special attack; Ability Focus (constrict); Final Embrace; Final Embrace Horror; base attack bonus +9.

Benefit: Double the number of damage dice for your constrict special attack.

Flanking Foil (Combat)

Fighting multiple foes is easy for you.

Benefit: Whenever you hit an adjacent opponent with a melee attack, until the start of your next turn, that opponent does not gain any flanking bonus on attack rolls while it is flanking you and cannot deal sneak attack damage to you. It can still provide a flank for its allies.

Fortified Armor Training (Combat)

You have learned to let your armor bear the brunt of the worst attacks.

Prerequisite: Proficient with armor or shield.

Benefit: If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the broken condition (your choice).

Furious Finish

You channel all of your rage into one massive blow to crush your enemy.

Prerequisites: Rage class feature, Vital Strike, base attack bonus +6.

Benefit: While raging, when you use the Vital Strike feat, you can choose not to roll your damage dice and instead deal damage equal to the maximum roll possible on those damage dice. If you do, your rage immediately ends, and you are fatigued (even if you would not normally be).

Gory Finish (Combat)

By drawing upon wells of savagery, you can slay your foe in creative and horrifyingly gruesome manners, intimidating nearby foes.

Prerequisites: Dazzling Display, Weapon Focus.

Benefit: When you use the attack action, you can use a weapon with which you have Weapon Focus to make a single attack at your highest base attack bonus. If you reduce your target to negative hit points, you can spend a swift action to make an Intimidate check to demoralize all foes within 30 feet who could see your attack.

Greater Channel Smite

You empower your weapon with the might of your deity, which you discharge as you strike your foes.

Prerequisites: Channel energy class feature, Channel Smite, base attack bonus +8.

Benefit: Before making any melee attacks on your turn, you can use a swift action to expend one daily use of your channel energy class feature. The dice from your channel energy feature form a pool of damage dice you can access to further damage creatures normally harmed by the energy you are channeling—undead for positive energy, living creatures for negative energy. Prior

to making each melee attack, allocate dice from the pool to be used as extra damage dice if you hit. Your target can make a Will save, as normal, to halve this extra damage. This extra damage is not multiplied when you score a critical hit. If you miss, the extra damage dice remain in your pool, but any dice left unexpended at the end of your turn are wasted.

Greater Rending Fury (Combat)

When your claws latch on to an opponent, the effect is bloody and horrific.

Prerequisites: Improved Rending Fury, Rending Fury, base attack bonus +12, rend special attack.

Benefit: Whenever you rend an opponent, you deal 1d6 bleed damage to that opponent. This is an addition to the effects of the rend.

Greater Snap Shot (Combat)

You can prey on any gap in your foe's guard with impunity, and with even greater range.

Prerequisites: Dex 17, Improved Snap Shot, Point-Blank Shot, Rapid Shot, Snap Shot, base attack bonus +12.

Benefit: Whenever you make an attack of opportunity using a ranged weapon and hit, you gain a +2 bonus on the damage roll and a +2 bonus on rolls to confirm a critical hit with that attack. These bonuses increase to +4 when you have base attack bonus +16, and to +6 when you have base attack bonus +20.

Greater Whip Mastery (Combat)

You can use a whip to make combat maneuvers with ease.

Prerequisites: Improved Whip Mastery, Weapon Focus (whip), Whip Mastery, base attack bonus +8.

Benefit: You are so quick with your whip that you never drop it due to a failed disarm or trip combat maneuver attempt. Further, you gain the ability to grapple using your whip. To do so, use the normal grapple rules with the following changes.

Attack: You cannot use your whip to attack while you are using it to grapple an opponent.

Damage: When dealing damage to your grappled opponent, you deal your whip's weapon damage rather than your unarmed strike damage.

Free Hands: You take no penalty on your combat maneuver check for having fewer than two hands free when you use your whip to grapple.

Reach: Rather than pulling your grappled opponent adjacent to you when you successfully grapple and when you move the grapple, you must keep him within your whip's reach minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium whip wielder and a Gargantuan creature, you cannot grapple that opponent with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you still provoke an attack of opportunity from that opponent unless you have the Improved Grapple feat.

Tie Up: While adjacent to your opponent, you can attempt to use your whip to tie him up. If you do so to an opponent you have grappled rather than pinned, you take only a –5 penalty on the combat maneuver check rather than the normal –10.

Guided Hand

Your deity blesses any strike you make with that deity's favored weapon.

Prerequisites: Channel energy class feature, Channel Smite, proficiency with your deity's favored weapon.

Benefit: With your deity's favored weapon, you can use your Wisdom modifier instead of your Strength or Dexterity modifier on attack rolls.

Gunsmithing

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Hammer the Gap (Combat)

You repeatedly strike the same location, causing increasing amounts of damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take a full-attack action, each consecutive hit against the same opponent deals extra damage equal to the number of previous consecutive hits you have made against that opponent this turn. This damage is multiplied on a critical hit.

Harmonic Sage

Your thorough understanding of acoustics in artificial surroundings allows you to improve the power of your bardic performance.

Prerequisites: Bardic performance class feature, Knowledge (engineering) 5 ranks.

Benefit: While inside an artificial structure, you can spend a free action to make a DC 15 Knowledge (engineering) check when you begin your bardic performance. Success on this check allows you to do one of the following.

Self-Harmonize: By performing over the acoustic reverberations of your performance, you increase the DC of your bardic performance effects +1.

Reverberation: You can choose to have the effect of your current bardic performance continue for 1 round after you cease maintaining it, regardless of why you cease maintaining it. You can still have no more than one bardic performance in effect at one time.

Normal: A bardic performance lasts only as long as you maintain it.

Haunted Gnome (Combat)

You use your gnome magic to take on an eerie illusory appearance.

Prerequisites: Cha 13, gnome magic racial trait, Knowledge (arcana) 1 rank.

Benefit: You add *haunted fey aspect* (page 230) to your list of gnome magic spell-like abilities, and you can use this spell-like ability twice per day.

Haunted Gnome Assault (Combat)

Discharging your disturbing glamer as you strike a telling blow, you haunt a foe with lingering fear.

Prerequisites: Cha 13, gnome magic racial trait, Haunted Gnome, Knowledge (arcana) 3 ranks.

Benefit: You gain one use of your gnome magic that is independent of your gnome magic spell-like abilities. When you wish to cast a gnome magic spell-like ability for which you have no daily uses remaining, you can expend this independent use to do so.

Further, while you are under the effect of *haunted fey aspect* (page 230), you can discharge that spell as a free action after you hit an opponent with a charge attack or score a critical hit against an opponent. If you do, that opponent becomes shaken for 1 round.

Haunted Gnome Shroud (Combat)

Your disturbing glamer expands to make your exact location hard to pinpoint.

Prerequisites: Cha 13, gnome magic racial trait, Haunted Gnome, Haunted Gnome Assault, Knowledge (arcana) 6 ranks.

Benefit: You gain another independent use of your gnome magic like that which Haunted Gnome Assault grants. Further, while you are under the effect of *haunted fey aspect*, you also have concealment (20% miss chance) against an opponent until that opponent deals you damage.

Hero's Display (Combat, Performance)

With a dramatic flourish you display your weapons to the crowd. Onlookers are elated, and your enemies are demoralized.

Prerequisites: Dazzling Display, Weapon Focus, and proficiency with the selected weapon.

Benefit: When you spend a swift action to make a performance combat check, you present the weapon in which you have Weapon Focus in a triumphant display. You gain a +2 bonus on the performance combat check and make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Hex Strike (Combat)

Chanting and cursing, you put a hex on your enemy as part of your unarmed strike.

Prerequisites: Hex class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one hex that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen hex to that opponent. Doing so does not provoke attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying hex.

Horse Master (Combat)

You blend horsemanship skills from disparate traditions into a seamless mounted combat technique.

Prerequisites: Expert trainer class feature (*Advanced Player's Guide* 33), Ride 6 ranks.

Benefit: Use your character level to determine your effective druid level for determining the powers and abilities of your mount.

Normal: You use your cavalier level to determine your effective druid level for determining the powers and abilities of your mount.

Impact Critical Shot (Combat, Critical)

With a series of ranged attacks, you bring your foes to their knees or force them to move.

Prerequisites: Dex 13, Point-Blank Shot, base attack bonus +9.

Benefit: Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity.

Normal: You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

Impaling Critical (Combat, Critical)

Your critical hits can skewer your foes.

Prerequisites: Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +11.

Benefit: Whenever you score a critical hit with the selected piercing melee weapon, you can impale your opponent on your weapon. While your opponent is impaled in this way, each time he starts his turn, you deal damage equal to your weapon's damage dice plus the extra damage dice from your weapon's properties. As an immediate action, you can pull your weapon out of your opponent. If your opponent is ever outside your reach, you must spend a free action to let go of your weapon or pull it out of him. Your opponent can also spend a move action to pull your weapon out. When the weapon comes out, your opponent takes damage as if starting his turn impaled. While you impale your opponent with your weapon, you cannot use it to attack, and you must hold on to it.

Improved Back to Back (Teamwork)

After much practice, you and an ally have become adept at fighting in close proximity to one another.

Prerequisites: Back to Back, Perception 5 ranks.

Benefit: While you are adjacent to an ally who is flanked and also has this feat, you can spend a swift action to gain a +2 bonus to AC against all flankers until the start of your next turn.

Improved Charging Hurler (Combat)

Every muscle in your body adds its force to your thrown weapons.

Prerequisites: Charging Hurler, Point-Blank Shot.

Benefit: When you use Charging Hurler, your target can be at any range up to your weapon's maximum range. If your target is within 30 feet, you gain a +2 bonus on damage rolls.

Normal: Using Charging Hurler requires you to end your movement within 30 feet of your opponent.

Improved Cleaving Finish (Combat)

You can cut down many opponents in a single strike.

Prerequisites: Str 13, Cleave, Cleaving Finish, Great Cleave, Power Attack, base attack bonus +6.

Benefit: You can use Cleaving Finish any number of times per round.

Improved Devastating Strike (Combat)

The fury and power channeled through your attack is enough to kill a lesser being outright.

Prerequisites: Devastating Strike, Vital Strike, base attack bonus +13.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a bonus on attack rolls to confirm a critical hit equal to the bonus on damage rolls you gain from Devastating Strike.

Improved Feint Partner (Combat, Teamwork)

Knowledge of your companions' tricks and techniques allow you to take even greater advantage of your allies' feints.

Prerequisites: Bluff 1 rank, Combat Reflexes, Feint Partner, base attack bonus +6.

Benefit: Whenever an ally who also has this feat successfully feints against an opponent, that opponent provokes an attack of opportunity from you.

Improved Impaling Critical (Combat, Critical)

When you impale a target, you hinder its movement and can cause severe bleeding.

Prerequisites: Impaling Critical, Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +13.

Benefit: While you are using Impaling Critical to impale an opponent, and you are still holding onto that weapon, that opponent must succeed at a grapple combat maneuver check against you to pull your weapon out. If you have let go of your weapon, the impaled opponent must spend a standard action to remove the weapon. Until the opponent pulls the weapon out, his speed in all modes is halved and his maneuverability, if any, is reduced by one step. When the weapon comes out, instead of dealing the damage normal for Impaling Critical, you can deal bleed damage equal to your weapon's damage dice result once per round at the start of that opponent's turn.

Improved Rending Fury (Combat)

Honing the deadliness of your claws, you are a living hurricane of rending fury.

Prerequisites: Rending Fury, base attack bonus +9, rend special attack.

Benefit: Whenever you successfully rend an opponent, you deal an extra 1d6 damage. This damage is not multiplied on a critical hit.

Improved Snap Shot (Combat)
You can take advantage of your opponent's vulnerabilities from a greater distance, and without exposing yourself.

Prerequisites: Dex 15, Point-Blank Shot, Rapid Shot, Snap Shot, Weapon Focus, base attack bonus +9.

Benefit: You threaten an additional 10 feet with Snap Shot.

Normal: Making a ranged attack provokes attacks of opportunity.

Improved Stalwart
You can roll with the punches while simultaneously striking back at your attackers.

Prerequisites: Diehard, Endurance, Stalwart, base attack bonus +11.

Benefit: Double the DR you gain from Stalwart, to a maximum of DR 10/—.

Improved Two-Weapon Feint (Combat)
Your primary weapon keeps a foe off balance, allowing you to slip your off-hand weapon past his defenses.

Prerequisites: Dex 17, Int 13, Combat Expertise, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6.

Benefit: While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent. If you successfully feint, that opponent is denied his Dexterity bonus to AC until the end of your turn.

Improved Whip Mastery (Combat)
You are able to entangle opponents with the coils of your whip.

Prerequisites: Weapon Focus (whip), Whip Mastery, base attack bonus +5.

Benefit: While wielding a whip, you threaten the area of your natural reach plus 5 feet. You can also use a whip to grasp an unattended Small or Tiny object within your whip's reach and pull that object into your square. To do so, you must hit AC 10 with a melee touch attack. Further, you can use the whip to grasp onto an object within your whip's reach, using 5 feet of your whip as if it were a grappling hook, allowing you to use the rest of your whip to swing on like a rope. As a free action, you can release the object your whip is grasping, but you cannot use the whip to attack while the whip is grasping an object.

Instant Judgment
Your hastiest condemnations can have power.

Prerequisite: Second judgment class feature.

Benefit: You can spend an immediate action to pronounce a judgment or change an active judgment.

Normal: Pronouncing or changing a judgment requires a swift action.

Intimidating Bane
Your bane weapon strikes fear into your enemies.

Prerequisites: Bane class feature, Dazzling Display, Weapon Focus, character level 8th.

Benefit: Whenever you use Dazzling Display while your bane feature is active, you gain a +2 bonus on the Intimidate check that Dazzling Display allows against creatures of the type your bane weapon currently affects. Such creatures remain shaken while your bane feature is still active and effective against their creature type.

Janni Rush (Combat)
When you leap to the attack, your blows are like bolts from on high.

Prerequisites: Improved Unarmed Strike, Janni Style, Janni Tempest, Acrobatics 8 ranks, Perform (dance) 8 ranks.

Benefit: While using Janni Style, you are always considered to have a running start when jumping. Further, if you jump as part of a charge and make an unarmed strike against the designated opponent, a hit allows you to roll the unarmed strike's damage dice twice and add the results together before adding modifiers (such as from Strength) or extra dice (such as precision-based damage or dice from weapon abilities). The extra damage dice are not multiplied on a successful critical hit.

Janni Style (Combat, Style)
Your whirling fighting technique makes you difficult to hit.

Prerequisites: Improved Unarmed Strike, Acrobatics 3 ranks, Perform (dance) 3 ranks.

Benefit: While using this style, you take only a –1 penalty to AC for charging. Further, opponents that flank you gain only a +1 bonus on attack rolls against you.

Janni Tempest (Combat)
Your gale of attacks easily throws your opponents off balance.

Prerequisites: Improved Unarmed Strike, Janni Style, Acrobatics 5 ranks, Perform (dance) 5 ranks.

Benefit: While you are using the Janni Style feat, whenever you make an unarmed attack and hit an opponent, you gain a +4 bonus on checks made to bull rush or trip that opponent, as long as the combat maneuver is your next attack by the end of your turn. You do not provoke an attack of opportunity from the target of the maneuver.

Jawbreaker (Combat)
You deliver a powerful strike to the mouth, breaking teeth and bone.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Heal 6 ranks.

Benefit: When you make a successful Stunning Fist attempt against an opponent that is grappled, helpless,

or stunned, instead of imparting any other Stunning Fist effect, you can cripple that opponent's mouth, dealing normal unarmed strike damage and 1d4 points of bleed damage. Until the bleed damage ends, the target is unable to use its mouth to attack, speak clearly, and employ verbal spell components. A creature that is immune to critical hits or that has no discernible mouth is immune to the effects of this feat.

Kirin Path (Combat)

You turn knowledge of your enemy into a flawless defense.

Prerequisites: Int 13, Kirin Strike, Kirin Style, Improved Unarmed Strike, Knowledge (arcana) 12 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 5 ranks.

Benefit: Whenever you make a Knowledge check to identify a creature, even when using Kirin Style, you can take 10 even if stress and distractions would normally prevent you from doing so. While using Kirin Style against a creature you have identified using that feat, if the creature ends its turn within your threatened area, you can spend a use of your attacks of opportunity that round to move up to 5 feet times your Intelligence modifier (minimum 1). You must end your move in a square threatened by the creature. This move does not provoke attacks of opportunity.

Kirin Strike (Combat)

You have read the texts of the perfect way, and know how identify to your enemies' weak spot.

Prerequisites: Int 13, Kirin Style, Improved Unarmed Strike, Knowledge (arcana) 9 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 3 ranks.

Benefit: You gain a +2 insight bonus on Knowledge checks made to identify creatures, including the one Kirin Style allows. While using Kirin Style against a creature you have identified using that feat, as a swift action after you have hit a creature with a melee or ranged attack, you can add twice your Intelligence modifier in damage (minimum 2).

Kirin Style (Combat, Style)

Your study and your grace allows you to exploit your enemies' weaknesses.

Prerequisites: Improved Unarmed Strike, Knowledge (arcana) 6 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 1 rank.

Benefit: While using this style, you can spend a swift action to make a Knowledge check to identify a single creature (DC 15 + the creature's CR for this purpose). If you succeed at the check, while using this style, you gain a +2 bonus on saving throws against that creature's attacks, as well as a +2 dodge bonus to AC against that creature's attacks of opportunity. These bonuses last for as long as you use this style. If you cease combat with the creature during this time and resume it later, you can attempt the check again.

Knockout Artist

You can throw devastating knockout punches.

Prerequisites: Sneak attack class feature, Improved Unarmed Strike.

Benefit: When you use your unarmed strike to deal nonlethal damage and sneak attack damage to an opponent denied his Dexterity bonus to AC, you gain a +1 bonus on the damage roll per each sneak attack damage die you roll.

Landing Roll (Combat)

You have learned the technique of rolling safely away when an enemy trips you.

Prerequisites: Dex 13, Dodge, Mobility.

Benefit: If you are tripped, you can spend an immediate action to move 5 feet without provoking an attack of opportunity. This does not count as taking a 5-foot step. You fall prone after this movement.

Leaping Shot Deed (Grit)

You leap through the air, guns blazing.

Prerequisites: Dex 13, grit class feature or Amateur Gunslinger feat, Dodge, Mobility, base attack bonus +4.

Benefit: You gain a +2 bonus on Acrobatics checks made to jump. As a full-round action, you can move up to your speed and make firearm attacks at your highest base attack bonus with each loaded firearm you are wielding. You can make these attacks at any point during your movement, and if you are wielding two firearms, you can make the attacks at different points during the movement. At the end of this movement, you fall prone. This deed costs 1 grit point to perform.

Mantis Style (Combat, Style)

You have learned to target vital areas with crippling accuracy.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Heal 3 ranks.

Benefit: You gain one additional Stunning Fist attempt per day. While using this style, you gain a +2 bonus to the DC of effects you deliver with your Stunning Fist.

Mantis Torment (Combat)

Your knowledge of the mysteries of anatomy allows you to cause debilitating pain with a simple touch.

Prerequisites: Heal 9 ranks, Improved Unarmed Strike, Mantis Style, Mantis Wisdom, Stunning Fist.

Benefit: You gain one additional Stunning Fist attempt per day. While using Mantis Style, you make an unarmed attack that expends two daily attempts of your Stunning Fist. If you hit, your opponent must succeed at a saving throw against your Stunning Fist or become dazzled and staggered with crippling pain until the start of your next turn, and at that point the opponent becomes fatigued.

Mantis Wisdom (Combat)

Your knowledge of vital areas allows you to land debilitating strikes with precision.

Prerequisites: Improved Unarmed Strike, Mantis Style, Stunning Fist, Heal 6 ranks.

Benefit: Treat half your levels in classes other than monk as monk levels for determining effects you can apply to a target of your Stunning Fist per the Stunning Fist monk class feature. You can also use a standard action and a successful melee touch attack to remove any Stunning Fist effect you have applied to a target.

While using Mantis Style, you gain a +2 bonus on unarmed attack rolls with which you are using Stunning Fist attempts.

Marid Coldsnap (Combat)

You can summon a torrent of water to blast your enemies, chilling them to the bone.

Prerequisites: Con 15, Wis 17, Elemental Fist**, Marid Spirit, Marid Style, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Marid Style, as a standard action, you can spend two Elemental Fist (*Advanced Player's Guide* 158) attempts to unleash a 30-foot line of frigid water. Creatures caught in the line take your unarmed strike damage plus the cold damage from your Elemental Fist attack and are entangled in ice as per the Marid Spirit feat. A successful Reflex save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from becoming entangled.

Marid Spirit (Combat)

You can manipulate cold energy to protect yourself and freeze your foes.

Prerequisites: Con 15, Wis 15, Elemental Fist**, Marid Style, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using Marid Style, you gain cold resistance equal to your base attack bonus, or monk level plus base attack bonus gained from levels in classes other than monk, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take cold damage from your Elemental Fist attack must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) or become entangled in ice for 1d4 rounds. The ice has hit points equal to three times your base attack bonus or monk level, whichever is higher, and a break DC of 15 + your base attack bonus or monk level, whichever is higher. Destroying or breaking the ice ends the entangled condition.

Marid Style (Combat, Style)

You conjure tendrils of icy water to strike your enemies from a distance.

Prerequisites: Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using this style and Elemental Fist to deal cold damage, you gain a bonus on cold damage rolls equal to your Wisdom modifier, and your reach with your unarmed strike increases by 5 feet.

Master Combat Performer (Combat)

You are a master of the techniques and weapons of the arena and the stage.

Prerequisites: Performing Combatant or at least three performance feats, base attack bonus +6.

Benefit: You can make performance combat checks as a free action. You are proficient in all weapons with the performance special quality.

Master Siege Engineer (Combat)

You are significantly faster at loading a siege engine, as well as a better shot.

Prerequisites: Siege Weapon Engineer, Knowledge (engineering) 10 ranks.

Benefit: If you are the crew lead on a siege engine, your crew can use move actions to load a siege engine. When you spend actions to aim a siege engine, you and your crew can use move actions instead of full-round actions to aim the siege engine (page 160).

Normal: Full-round actions are required to load and aim siege engines.

Masterful Display (Combat, Performance)

You craft a special victory performance that causes the crowd to go wild.

Prerequisites: Dazzling Display, any two performance feats.

Benefit: Choose the effects of any two performance feats you have. When you make a performance combat check, you gain the benefits of those two feats, but you only gain a +2 bonus on the performance combat check.

Maximized Spellstrike

You deal brutal damage against opponents caught unawares.

Prerequisites: Maximized magic magus arcana, weapon expertise class feature or Quick Draw.

Benefit: When you make a melee attack and successfully use your spellstrike ability against an opponent denied his Dexterity bonus to AC, you can spend 3 points from your arcane pool to maximize the spell delivered through your spellstrike as if using the Maximize Spell metamagic feat.

Menacing Bane

You are deadly when you team up with allies against a single foe.

Prerequisite: Bane class feature.

Benefit: You can use your bane class feature to imbue a melee weapon with the menacing special weapon ability (*Advanced Player's Guide* 288) instead of bane. You can spend a swift action to switch between the two special weapon abilities. Doing so otherwise works according to your bane class feature.

Special: If you have the Double Bane feat, you can imbue each weapon you wield with either bane or menacing. No single weapon can have both.

Merciful Bane

You can use your bane ability to inflict nonlethal damage.

Prerequisite: Bane class feature.

Benefit: While a weapon you wield is under the effect of your bane class feature, you can spend a swift action to switch between dealing lethal or nonlethal damage with bane. While your bane effect allows you to deal nonlethal damage in this way, you take no penalty on your attack roll for using a lethal weapon to deal nonlethal damage.

Normal: When using a lethal weapon to deal nonlethal damage, you take a –4 penalty on attack rolls.

Mocking Dance (Combat, Performance)

You do a little dance that mocks your foe and entertains the crowd.

Prerequisites: Acrobatics 4 ranks or Perform (dance) 4 ranks.

Benefit: When you spend a swift action to make a performance combat check, before making that check you can either move 5 feet without provoking attacks of opportunity, or you can move your speed and provoke attacks of opportunity. You cannot end this move in a space where you threaten an enemy. If you do move at least 5 feet, you gain a +2 bonus on the performance combat check.

Monastic Legacy (Combat)

Your formal unarmed training continues to bolster your training in other areas.

Prerequisites: Still mind class feature, Improved Unarmed Strike.

Benefit: Add half the levels you have in classes other than monk to your monk level to determine your effective monk level for your base unarmed strike damage. This feat does not make levels in classes other than monk count toward any other monk class features.

Monkey Moves (Combat)

You scramble around your foes, moving and striking in an erratic fashion.

Prerequisites: Wis 13, Improved Unarmed Strike, Monkey Style, Acrobatics 8 ranks, Climb 8 ranks.

Benefit: While using Monkey Style, you gain a Wisdom bonus on Climb checks. You can also can climb and crawl at half your speed; you can take a 5-foot step by jumping, crawling, or climbing; and you retain your Dexterity bonus to AC while climbing. Further, while using Monkey Style, when you use your unarmed strike to hit an opponent twice or more on your turn, you can spend a swift action to take a 5-foot step even if you have moved this round.

Normal: You climb at one-quarter your speed, and you lose your Dexterity bonus to AC while doing so. A 5-foot step is made using your normal movement modes, and you can take one only if you have not otherwise moved this round.

Monkey Shine (Combat)

You combine acrobatics and opportunity to devastating effect against your opponent.

Prerequisites: Wis 13, Improved Unarmed Strike, Monkey Moves, Monkey Style, Stunning Fist, Acrobatics 11 ranks, Climb 11 ranks.

Benefit: While using Monkey Style, if you successfully deliver a Stunning Fist attempt, in addition to the normal effect of Stunning Fist, you can spend a free action to enter a square adjacent to you that is within your opponent's space. This movement does not provoke attacks of opportunity. While you are in your opponent's space, you gain a +4 dodge bonus to AC and a +4 bonus on melee attack rolls against that opponent. If otherwise unhindered, the opponent can move away from you, but if he does, he provokes an attack of opportunity from you even if his choice of movement does not normally do so.

Normal: You cannot enter an opponent's space.

Monkey Style (Combat, Style)

Your unarmed fighting style is nimble and unpredictable, full of ground rolls and short leaps.

Prerequisites: Wis 13, Improved Unarmed Strike, Acrobatics 5 ranks, Climb 5 ranks.

Benefit: You add your Wisdom bonus on Acrobatics checks. While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can crawl and stand up from lying prone without provoking attacks of opportunity, and you can stand up as a swift action if you succeed at a DC 20 Acrobatics check.

Normal: You take a –4 penalty on attack rolls and AC against melee attacks while prone. Standing up is a standard action that provokes attacks of opportunity.

Moonlight Stalker (Combat)

You are adept at using shadows to conceal your attacks.

Prerequisites: Int 13, Blind-Fight, Combat Expertise, Bluff 3 ranks, darkvision or low-light vision racial trait.

Benefit: While you have concealment from an opponent, you gain a +2 bonus on attack and damage rolls against that opponent.

Moonlight Stalker Feint (Combat)

You strike through the shadows so quickly that your opponent can barely react to your attacks.

Prerequisites: Int 13, Blind-Fight, Combat Expertise, Moonlight Stalker, Bluff 6 ranks, darkvision or low-light vision racial trait.

Benefit: Once per round, against an opponent from whom you have concealment, you can spend a swift action to make a Bluff check to feint.

Normal: Feinting is a standard action.

Moonlight Stalker Master (Combat)

You leave your opponents swinging at shadows while you slide elusively through the darkness.

Prerequisites: Int 13, Blind-Fight, Combat Expertise, Improved Feint,

Moonlight Stalker, Moonlight Stalker Feint, Bluff 9 ranks, darkvision or low-light vision racial trait.

Benefit: While you have concealment, your opponents' miss chance against you increases by 10%. If an opponent misses you due to your concealment, you can spend an immediate action to move 5 feet, this movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Murderer's Circle (Combat, Performance)

After savaging your foe, you circle like a hunter ready for the kill.

Prerequisites: Dodge, Acrobatics 4 ranks.

Benefit: When you spend a swift action to make a performance combat check after scoring a critical hit or performing a combat maneuver, and you are adjacent to the target of the critical hit or combat maneuver, you can move to any other space that is adjacent to the target without provoking attacks of opportunity. You must have a clear path to that space and the ability to reach it by spending a move action. If you end this move in any space other than the one where you started, you gain a +2 bonus on the performance combat check.

Neckbreaker (Combat)

With a quick jerk, you snap an enemy's neck.

Prerequisites: Bonebreaker, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Jawbreaker, Stunning Fist, Heal 12 ranks.

Benefit: If you have an opponent your size or smaller helpless or pinned, after you initiate or maintain a grapple, you can make a Stunning Fist attempt at a –5 penalty on the attack roll. If you succeed, you wrench that opponent's neck, dealing 2d6 Strength or Dexterity damage. If the targeted ability score is reduced to 0, any remaining damage is dealt to that opponent's Constitution score. A creature that is immune to critical hits or that has no discernible head and neck is immune to the effects of this feat.

Net Adept (Combat)

You have trained to use the net as a melee weapon.

Prerequisites: Exotic Weapon Proficiency (net), base attack bonus +1.

Benefit: You can treat a net as a one-handed melee reach weapon with a 10-foot reach. Further, you take no penalty on melee attack rolls for using an unfolded net, and you can use one full-round action or two move actions to fold a net.

Normal: A net is a ranged weapon that imposes a –4 penalty on ranged attack rolls if it is unfolded. Folding a net takes a proficient user 2 rounds.

Net and Trident (Combat)

Your skill with lighter weapons allows you to wield one alongside your net.

Prerequisites: Dex 15, Exotic Weapon Proficiency (net), Net Adept, Two-Weapon Fighting.

Benefit: You can treat a net as a one-handed ranged weapon, allowing you to wield a light or one-handed melee weapon and still make ranged attacks with your net. When you use your light or one-handed melee weapon to attack an entangled opponent, you gain a +2 bonus on damage rolls and on attack rolls to confirm a critical hit.

Normal: A net is a two-handed ranged weapon.

Net Maneuvering (Combat)

With sweeping movements and brute force, you can use your net to put foes at a disadvantage.

Prerequisites: Exotic Weapon Proficiency (net), Net Adept, base attack bonus +3.

Benefit: In melee, you can use a net to trip or disarm opponents instead of entangling them. You gain a +2 bonus on disarm checks made to use a net in this way. Further, if you have an opponent entangled in your net, you can attempt to drag or reposition that opponent as long as he is within your net's reach or you control the trailing rope on your net.

Net Trickery (Combat)

You have become very proficient at using your net to hinder your enemies.

Prerequisites: Exotic Weapon Proficiency (net), Net Adept, Net Maneuvering, base attack bonus +6.

Benefit: In place of one of your melee attacks, you can use your net to attempt a dirty trick combat maneuver to blind an opponent (*Advance Player's Guide* 320). If you have an opponent entangled in your net, you can attempt to trip that opponent as long as he is within your net's reach or you control the trailing rope on your net. You also gain a +2 bonus on drag and reposition combat maneuver checks you make using your net.

Nightmare Fist (Combat)

You are even more deadly in magical darkness.

Prerequisites: Improved Unarmed Strike, Intimidate 1 rank, ability to create magical darkness.

Benefit: While fighting within an area of magical darkness, you gain a +2 bonus on damage rolls with unarmed strikes, or a +4 bonus against opponents that are shaken, frightened, or panicked. You also gain a +2 morale bonus on Acrobatics and Intimidate checks.

Nightmare Striker (Combat)

Your *faerie fire* not only illuminates your foes, but it also shows you their weaknesses.

Prerequisites: Improved Unarmed Strike, Nightmare Fist, Nightmare Weaver, Stunning Fist, Heal 5 ranks, ability to cast *faerie fire*.

Benefit: While a *faerie fire* you have cast (not one cast from a spell completion or spell trigger item) outlines an opponent, the DC for that opponent to resist your Stunning Fist attempts increases by +2. If you hit an opponent with a Stunning Fist attempt, and that opponent fails her saving throw, you can render the target shaken for 1d2 rounds plus 1 round for every 5 by which the opponent failed her save.

Nightmare Weaver (Combat)

You can use your ability to create magical darkness to terrorize enemies.

Prerequisites: Improved Unarmed Strike, Nightmare Fist, Intimidate 2 ranks, ability to cast *darkness*.

Benefit: By spending a full-round action to cast *darkness*, you can also make Intimidate checks to demoralize all foes in the spell's initial area.

Special: This feat counts as Dazzling Display for purposes of qualifying for Deadly Stroke and Shatter Defenses.

No Name (Grit)

You don't need an elaborate disguise to keep your identity under wraps.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Bluff 4 ranks.

Benefit: You often rely on surprise and misdirection in your social dealings. You gain a +2 bonus on Bluff checks, and you can spend 1 grit point to gain a +10 bonus on Disguise checks for 10 minutes per your gunslinger level (minimum 10 minutes). This deed does not actually change your appearance, but rather allows you to hide your identity in other ways.

Opening Volley (Combat)

Your ranged assault leaves your foe disoriented and vulnerable to your melee attack.

Benefit: Whenever you deal damage with a ranged attack, you gain a +4 circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.

Pack Attack (Combat, Teamwork)

You are skilled at surrounding your enemies.

Prerequisite: Base attack bonus +1.

Benefit: When you are adjacent to an ally with this feat, the first time you melee attack an opponent, you can spend an immediate action to take a 5-foot step, even if you have otherwise moved this round.

Normal: You can take a 5-foot step only if you have not otherwise moved in a round.

Panther Claw (Combat)

You unleash a rapid series of blows on foes that attempt to attack you when you move.

Prerequisites: Wis 15, Combat Reflexes, Improved Unarmed Strike, Panther Style.

Benefit: While using Panther Style, you can spend a free action, instead of spending a swift action, to make a retaliatory unarmed strike. You can make a number of retaliatory unarmed strikes on your turn equal to your Wisdom modifier.

Panther Parry (Combat)

Your vicious strikes impair your foe's ability to attack you when you move.

Prerequisites: Wis 15, Combat Reflexes, Improved Unarmed Strike, Panther Claw, Panther Style.

Benefit: While using Panther Style, your retaliatory unarmed strikes are resolved before the triggering attacks. If your retaliatory unarmed strike deals damage to an opponent, that opponent takes a –2 penalty on attack and damage rolls with the triggering attack of opportunity.

Panther Style (Combat, Style)

You can strike back at enemies who attack you when you move.

Prerequisites: Wis 13, Combat Reflexes, Improved Unarmed Strike.

Benefit: While using this style, when an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a swift action to make a retaliatory unarmed strike attack against that opponent. Your attack is resolved after the triggering attack of opportunity.

Passing Trick (Combat)

Slipping past a foe gives you the chance to feint.

Prerequisites: Int 13, Combat Expertise, Dodge, Improved Feint, Mobility, size Small or smaller.

Benefit: Whenever you make a successful Acrobatics check to move through an opponent's space, you can spend a swift action to make a Bluff check against that opponent to feint in combat.

Special: If you have the Underfoot feat and the opponent is larger than you, you gain a +2 bonus on the Bluff check this feat allows.

Performance Weapon Mastery (Combat)

You wield all your weapons with the flair of a performer.

Benefit: You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).

Performing Combatant (Combat)

You treat every combat as a performance, bringing flare and showmanship.

Prerequisites: Dazzling Display, any one performance feat.

Benefit: You can make performance combat checks in any combat. When making a performance check outside of

performance combat, you can pick a single performance feat to use. You automatically gain any bonus on the performance combat check the feat grants, and then you make a DC 20 performance combat check. On a success, you gain the full effect of the performance feat you chose.

Pin Down (Combat)

You easily block enemy escapes.

Prerequisites: Combat Reflexes, fighter level 11th.

Benefit: Whenever an opponent you threaten takes a 5-foot step or uses the withdraw action, that opponent provokes an attack of opportunity from you. If the attack hits, you deal no damage, but the targeted creature is prevented from making the move action that granted a 5-foot step or the withdraw action and does not move.

Pinning Knockout (Combat)

An opponent you have pinned is easy for you to knock out.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent nonlethal damage using an unarmed strike or a light or one-handed weapon, double your damage result. Any creature that is immune to critical hits is immune to the effects of this feat.

Pinning Rend (Combat)

You tear flesh when you damage an opponent that you have pinned.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent damage using an unarmed strike or a light or one-handed weapon, that opponent also takes bleed damage equal to your unarmed strike or weapon damage dice. Any creature that is immune to critical hits is immune to the effects of this feat.

Pinpoint Poisoner (Combat)

You deftly use specially prepared needles to apply poison for maximum effect.

Prerequisites: Poison use class feature, Craft (alchemy) 6 ranks, Adder Strike, Improved Unarmed Strike, Two-Weapon Fighting or flurry of blows class feature.

Benefit: When you use Adder Strike, you can instead poison up to two blowgun darts that you can then use to strike your opponent in melee. (Drawing such darts is a free action.) While holding these darts, you can spend a standard action to attack with one or a full-attack action to attack with both. Such attacks are considered melee touch attacks that deal 1d2 damage plus any bonuses you gain on your normal unarmed strike damage, and they deliver the poison. You can instead throw such darts as if they were shuriken, making your ranged attack rolls against the target's AC.

Normal: Applying poison to a weapon or single piece of ammunition is a standard action.

Planar Wild Shape

You can infuse your wild shape with planar strength.

Prerequisites: Wild shape class feature, Knowledge (planes) 5 ranks.

Benefit: When you use wild shape to take the form of an animal, you can expend an additional daily use of your wild shape class feature to add the celestial template or fiendish template to your animal form. (Good druids must use the celestial template, while evil druids must use the fiendish template.) If your form has the celestial template and you score a critical threat against an evil creature while using your form's natural weapons, you gain a +2 bonus on the attack roll to confirm the critical hit. The same bonus applies if your form has the fiendish template and you score a critical threat against a good creature.

Prone Shooter (Combat)

While prone, you use the ground to stabilize your aim while using a crossbow or firearm.

Prerequisites: Weapon Focus (crossbow or firearm), base attack bonus +1.

Benefit: If you have been prone since the end of your last turn, you can ignore the penalty the prone condition imposes on ranged attack rolls you make using a crossbow or firearm with which you have Weapon Focus.

Special: If you have the Prone Slinger feat, Weapon Focus (sling) satisfies this feat's Weapon Focus prerequisite, and you can apply this feat's benefit to attack rolls you make using a sling with which you have Weapon Focus.

Prone Slinger (Combat)

Your sideways sling release allows you to launch bullets and stones even while prone.

Benefit: While prone, you can use a sling to make ranged attacks.

Normal: Crossbows and firearms are the only ranged weapons that can be used while prone.

Quick Bull Rush (Combat)

You can barrel into your opponent and follow this with an attack.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: On your turn, you can perform a single bull rush combat maneuver in place of one of your melee attacks. You

must choose the melee attack with the highest base attack bonus to make the bull rush.

Normal: A bull rush combat maneuver is a standard action.

Quick Dirty Trick (Combat)

You can perpetrate a dirty trick and deliver an attack before your opponent is the wiser.

Prerequisites: Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

Benefit: On your turn, you can perform a single dirty trick combat maneuver (*Advanced Players Guide* 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Normal: A dirty trick combat maneuver is a standard action.

Quick Drag (Combat)

You drag your enemy and deliver a punishing blow.

Prerequisites: Str 13, Improved Drag, Power Attack, base attack bonus +6.

Benefit: On your turn, you can perform a single drag combat maneuver (*Advanced Players Guide* 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the drag.

Normal: A drag combat maneuver is a standard action.

Quick Reposition (Combat)

Your opponent becomes an unwitting dance partner, following your lead while you fight.

Prerequisites: Int 13, Combat Expertise, Improved Reposition, base attack bonus +6.

Benefit: On your turn, you can perform a single reposition combat maneuver (*Advanced Players Guide* 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the reposition.

Normal: A reposition combat maneuver is a standard action.

Quick Steal (Combat)

You are adept at relieving foes of their belongings even while you strike.

Prerequisites: Int 13, Combat Expertise, Improved Steal, base attack bonus +6.

Benefit: On your turn, you can perform a single steal combat maneuver (*Advanced Players Guide* 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the steal.

Normal: A steal combat maneuver is a standard action.

Raging Brutality

You expend some of your rage to strike your opponents with a more powerful weapon blow.

Prerequisites: Str 13, rage class feature, Power Attack, base attack bonus +12.

Benefit: While raging and using Power Attack, you can spend 3 additional rounds of your rage as a swift action to add your Constitution bonus on damage rolls for melee attacks or thrown weapon attacks you make on your turn. If you are using the weapon two-handed, instead add 1-1/2 times your Constitution bonus. This bonus damage is not multiplied on a critical hit.

Raging Deathblow

Every killing blow gives you a surge of vitality, further fueling your rage.

Prerequisite: Greater rage class feature.

Benefit: While raging, whenever your attack reduces your opponent to –1 or fewer hit points, you gain 1 extra round of rage for that day. If that attack was a critical hit, you gain 1 additional extra round of rage for that day. Whenever you rest to renew your total number of rounds of rage per day, any extra rounds you still have from this feat are lost.

Raging Hurler

An opponent can do little to evade your wrathful pitching of weapons and objects.

Prerequisites: Rage class feature, Throw Anything.

Benefit: While raging, you can throw a two-handed weapon as a standard action, and you double the range increment for weapons you throw. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks. Further, you can pick up an unattended object that you can use as a improvised weapon within your reach as part of the attack action to throw that item.

Raging Throw

You expend some of your rage to throw one opponent at another.

Prerequisites: Str 13, Con 13, rage class feature, Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: While raging, when you attempt a bull rush combat maneuver, you can spend 1 additional round of your rage as a swift action to add your Constitution bonus on your combat maneuver check to the bull rush. Further, if you bull rush an opponent into a square another creature occupies or into a solid object, the opponent and the creature or object take bludgeoning damage equal to your Strength modifier + your Constitution modifier.

Rapid Grappler (Combat)

You are a quick hand at grappling.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: Whenever you use Greater Grapple to successfully maintain a grapple as a move action, you can then spend a swift action to make a grapple combat maneuver check.

Rapid Reload (Combat)

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly.

Prerequisites: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or one-handed firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Rebounding Leap (Combat)

Your riding and lancing expertise allows you to enter and leave the saddle with great speed.

Prerequisites: Leaping lance class feature, Acrobatics 5 ranks, Ride 11 ranks.

Benefit: When you succeed at the Acrobatics check to jump as part of your leaping lance class feature, you can remount your steed as a swift action.

Rebuffing Reduction (Combat)

Your damage reduction can turn the force of blows back on your enemies.

Prerequisites: Str 13, damage reduction, Improved Bull Rush, Power Attack, base attack bonus +1.

Benefit: Whenever an opponent that is adjacent to you fails to penetrate your DR with a melee attack, you can

spend an immediate action to attempt a bull rush combat maneuver against that opponent. If you succeed, you cannot move with the opponent.

Normal: A bull rush combat maneuver is a standard action.

Rending Fury (Combat)

You easily tear your enemies limb from limb with your natural attacks.

Prerequisites: Base attack bonus +6, rend special attack.

Benefit: You deal rend damage if you hit with half the normal natural attacks your rend requires. For example, a troll that has this feat can rend when it hits with one claw attack, while a girallon that has this feat must hit one target with two claw attacks to rend. You can only make this rend attack once per round.

Revelation Strike (Combat)

Your unarmed strike brings a revelation down upon your foe.

Prerequisites: Revelation class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one revelation that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen revelation to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying revelation.

Rhetorical Flourish

You rapidly change topics and employ confusing rhetoric to distract people from your true intent.

Prerequisites: Cha 13, Persuasive.

Benefit: When using the Diplomacy skill to make a request or change a creature's attitude, you can use verbal misdirection. To do so, make a Bluff check against that creature. If you succeed, you gain a +4 bonus on your next Diplomacy check against that creature if the check is made within the next minute. If you fail by 5 or more, you instead take a –2 penalty on your next Diplomacy check against that creature.

Alternatively, you can use this feat to retry a single failed Diplomacy check against a creature. You take a –4 penalty on your Bluff check when using Rhetorical Flourish in this way. If you succeed, rather than gaining this feat's normal bonus, you can retry your last Diplomacy check against the creature if that check was made in the past minute.

Ricochet Shot Deed (Grit)

You can ricochet a firearm shot off the wall and still hit your target.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Blind-Fight.

Benefit: You can fire a shot at a wall or piece of solid terrain, and have it ricochet off. When you do, use the square immediately in front of the wall or piece of solid terrain to determine line of sight to a target, and this square is considered the new origin square of the attack. Use that square to determine the effects of cover, and your own square to determine the effects of concealment. You can make this shot as long as you have at least 1 grit point. When making this shot, you can spend 1 grit point to ignore the effects of all cover or concealment. You must choose to spend the grit point before you make the attack roll.

Righteous Healing

Your healing spells are more potent when you have a judgment active.

Prerequisite: Judgment class feature.

Benefit: If you cast a *cure* spell while you have a judgment active, each target regains 1 extra hit point from the *cure* spell + 1 hit point per three inquisitor levels you possess.

Sap Adept (Combat)

You know just where to hit to knock the sense out of your foe.

Prerequisite: Sneak attack +1d6.

Benefit: Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage, you gain a bonus on your damage roll equal to twice the number of sneak attack damage dice you rolled.

Sap Master (Combat)

You knock the sense out of foes with a well-timed surprise attack.

Prerequisites: Sneak attack +3d6, Sap Adept.

Benefit: Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage to a flat-footed opponent, roll your sneak attack dice twice, totaling the results as your nonlethal sneak attack damage for that attack.

Savage Display (Combat, Performance)

With your victory and a roar, you push yourself on with increased savagery.

Prerequisite: Dazzling Display.

Benefit: When you spend a swift action to make a performance combat check, you gain a +2 bonus on your performance combat check and gain a +1d6 bonus on damage rolls until the end of your next turn. This extra damage is not precision damage.

School Strike (Combat)

You focus the secrets of your school of wizardry into your unarmed strike.

Prerequisites: Wizard school class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one arcane school power that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen school power to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying arcane school power.

Sea Legs

You have a sailor's instincts for moving about while aboard seagoing vessels.

Prerequisite: Profession (sailor) 5 ranks.

Benefit: You gain a +2 bonus on Acrobatics, Climb, and Swim checks.

Secret Stash Deed (Grit)

You are so skilled at stashing small packets of firearm ammunition and black powder on your person that you sometimes surprise yourself when you find them.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Sleight of Hand 1 rank.

Benefit: Spend 1 grit point while in combat to recover either 1 bullet and 1 dose of black powder or 1 alchemical cartridge from a hidden stash on your person that you had, until now, forgotten about. If the bullet and black powder or the alchemical cartridges are normal shot, you do not need to pay for the ammunition. If you want to recover any other kind of ammunition, you must pay for it with gold pieces from your character's wealth. The grit cost of this deed cannot be decreased by the Signature Deed feat, the true grit class feature, or any other similar effect that reduces the number of grit points you spend to use a deed. You also gain a +4 bonus on any Sleight of Hand checks made while gambling.

Seize the Moment (Combat, Teamwork)

You and your allies are poised to pounce whenever one of you scores a telling blow.

Prerequisites: Combat Reflexes, Improved Critical.

Benefit: When an ally who also has this feat confirms a critical hit against an opponent that you also threaten, you can make an attack of opportunity against that opponent.

Shaitan Earthblast (Combat)

With a forceful stomp you release a blast of acid from the earth to burn your enemies.

Prerequisites: Con 15, Wis 17, Elemental Fist**, Improved Unarmed Strike, Shaitan Skin, Shaitan Style, base attack bonus +13 or monk level 11th.

Benefit: While using the Shaitan Style feat, as a standard action, you can spend two Elemental Fist (*Advanced Player's Guide* 158) attempts to unleash a 20-foot column of acid that has a 5-foot radius and erupts from a point of origin within 30 feet of you. Creatures caught in the column take your unarmed strike damage plus the acid damage from your Elemental Fist and are staggered for 1 round. A successful Reflex save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being staggered.

Shaitan Skin (Combat)

You can manipulate acid to shield yourself and disable your enemies.

Prerequisites: Con 15, Wis 15, Elemental Fist**, Improved Unarmed Strike, Shaitan Style, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using the Shaitan Style feat, you gain acid resistance equal to your base attack bonus, or your monk level plus BAB gained from levels in classes other than monk, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take acid damage from your Elemental Fist attack must succeed at a Reflex save (DC 10 + 1/2 your character level + your Wis modifier) or be staggered for 1 round.

Shaitan Style (Combat, Style)

You strike with the caustic forces from within the earth.

Prerequisites: Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using the Shaitan Style and Elemental Fist feats to deal acid damage, you gain a bonus on acid damage rolls equal to your Wisdom bonus. Further, if your Elemental Fist melee attack misses while you are using it to deal acid damage, you still deal 1d6 points of acid damage to your target.

Shake It Off (Teamwork)

You support your allies and help them recover from crippling effects.

Benefit: When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

Shapeshifter Foil

Your command of shapeshifting magic can disrupt similar effects in others.

Prerequisites: Knowledge (arcana) 5 ranks or Knowledge (nature) 5 ranks, ability to use any polymorph effect.

Benefit: A creature you deal damage to has difficulty using or maintaining polymorph effects until the end your next turn. To use a polymorph effect it must make a concentration check (DC 15 + twice the level of the effect). If you deal damage to an opponent under a polymorph effect, that opponent must succeed at a Will saving throw (DC 10 + 1/2 your character level + your Wisdom modifier) or be forced back to its original form. If you score a critical hit against such an opponent, no saving throw is allowed.

Shapeshifting Hunter

You blend your knowledge of foes and your shapeshifting abilities together.

Prerequisites: Favored enemy class feature, wild shape class feature.

Benefit: Your levels of druid stack with your ranger levels for determining when you select your next favored enemy. Also, your ranger levels stack with your druid levels in determining the number of times per day you can use your wild shape class feature, up to a maximum of eight times per day.

Shared Judgment

You extend the benefits of your judgment to an ally.

Prerequisite: Second judgment class feature.

Benefit: You can pronounce a single judgment and extend its effects to one adjacent ally instead of pronouncing a second judgment. Similarly, once you have the third judgment class feature, you can pronounce a single judgment and extend its effects to two adjacent allies instead of pronouncing a second and third judgment. Alternatively, once you have the third judgment class feature, you can pronounce two judgments and extend the effects of one judgment to one adjacent ally instead of pronouncing a third judgment. Once an ally has gained the effects of your judgment, he need not remain adjacent to you to continue gaining that benefit. You can spend a free action to end this benefit for one or both allies. If your judgment bonus is suspended for you, it is suspended for all allies, but when it resumes, it does so for all allies.

Siege Commander (Combat)

Under your leadership, the time required to assemble and move a siege engine is greatly reduced.

Prerequisites: Craft (siege weapon) 5 ranks, Knowledge (engineering) 5 ranks or Profession (siege engineer) 1 rank.

Benefit: When you lead a siege engine assembly crew, you grant all of its members a +4 competence bonus on checks to assemble or move the weapon. You also halve the time required to assemble a siege engine.

Siege Engineer (Combat)

You are proficient with all siege weaponry.

Prerequisites: Knowledge (engineering) 5 ranks or Profession (siege engineer) 5 ranks, proficiency with one siege engine.

Benefit: You are considered to be proficient with all siege weapons. Also, when you are crew lead for a siege engine, you do not generate mishaps on the roll of a natural 1.

Normal: Each siege engine is an exotic weapon.

Siege Gunner (Combat)

Aiming outsized siege weapons poses little difficulty for you.

Prerequisites: Siege Engineer, Profession (siege engineer) 5 ranks.

Benefit: You take no size penalty for aiming a direct-fire siege weapon larger than yourself. If you operate an

indirect-fire siege weapon and miss, you misdirect fire by 1 square per range increment.

Normal: Direct-fire weapons impose a –2 attack roll penalty per size category by which the weapon is larger than the creature aiming it. An indirect-fire weapon that misses misdirects fire by 1d4 squares per range increment.

Signature Deed (Grit)

You are known for performing a particular deed, and can perform it with greater ease.

Prerequisites: Grit class feature, gunslinger level 11th.

Benefit: Pick a deed that you have access to and that you must spend grit to perform. You can perform this deed for 1 fewer grit point (minimum 0). If the amount of grit needed to perform the deed is reduced to 0, you can perform this deed for the normal action cost as long as you have at least 1 grit point.

Skilled Driver

Choose a type a type of vehicle (either air, land, or water). You are more skilled when driving that vehicle.

Benefit: You gain a +4 bonus on driving checks with your chosen vehicle.

Slayer's Knack

You know how to battle your favored enemies with such efficacy that any weapon you wield against them becomes more deadly.

Prerequisites: Favored enemy class feature, base attack bonus +6.

Benefit: When you take this feat, choose one of your favored enemy types. Against enemies of that type, the threat range of any weapon you wield is doubled. This effect does not stack with any other effect that expands a weapon's threat range.

Special: You can take this feat multiple times. Each time you take it, you choose a different favored enemy type.

Sling Flail (Combat)

You can use your loaded sling to effectively strike at nearby foes.

Prerequisites: Weapon Focus (sling), base attack bonus +1.

Benefit: You can make melee attacks using your loaded sling, using that weapon's normal statistics but treating it as a flail. Using a sling in this way does not expend mundane ammunition, but magical or masterwork ammunition loses its special properties after a single hit.

Special: Any feats you have that apply when you use a flail also apply when you use a loaded sling as a melee weapon.

Snake Fang (Combat)

You can unleash attacks against an opponent that has dropped its guard.

Prerequisites: Combat Reflexes, Improved Unarmed Strike, Snake Sidewind, Snake Style, Acrobatics 6 ranks, Sense Motive 9 ranks.

Benefit: While using the Snake Style feat, when an opponent's attack misses you, you can make an unarmed strike against that opponent as an attack of opportunity. If this attack of opportunity hits, you can spend an immediate action to make another unarmed strike against the same opponent.

Snake Sidewind (Combat)

Your sensitive twisting movements make you difficult to anticipate combat.

Prerequisites: Improved Unarmed Strike, Snake Style, Acrobatics 3 ranks, Sense Motive 6 ranks.

Benefit: You gain a +4 bonus to CMD against trip combat maneuvers and on Acrobatics checks and saving throws to avoid being knocked prone. While using the Snake Style feat, whenever you score a critical threat with your unarmed strike, you can make a Sense Motive check in place of the attack roll to confirm the critical hit. Whenever you score a critical hit with your unarmed strike, you can spend an immediate action to take a 5-foot step even if you have otherwise moved this round.

Normal: You can take a 5-foot step only if you have not otherwise moved this round.

Snake Style (Combat, Style)

You watch your foe's every movement and then punch through its defense.

Prerequisites: Improved Unarmed Strike, Acrobatics 1 rank, Sense Motive 3 ranks.

Benefit: You gain a +2 bonus on Sense Motive checks, and you can deal piercing damage with your unarmed strikes. While using the Snake Style feat, when an opponent targets you with a melee or ranged attack, you can spend an immediate action to make a Sense Motive check. You can use the result as your AC or touch AC against that attack. You must be aware of the attack and not flat-footed.

Normal: An unarmed strike deals bludgeoning damage.

Snap Shot (Combat)

With a ranged weapon, you can take advantage of any opening in your opponent's defenses.

Prerequisites: Dex 13, Point-Blank Shot, Rapid Shot, Weapon Focus, base attack bonus +6.

Benefit: While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity.

Normal: While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

Snapping Turtle Clutch (Combat)

Your unarmed style allows you to turn your opponent's attack into an opportunity.

Prerequisites: Snapping Turtle Style, Improved Grapple, Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC applies to your CMD and touch AC. Whenever an opponent misses you with a melee attack while you are using the Snapping Turtle Style feat, you can use an immediate action to attempt a grapple combat maneuver against that opponent, but with a –2 penalty.

Snapping Turtle Shell (Combat)

Your guarding hand is almost magical in its skill at deflecting incoming blows.

Prerequisites: Snapping Turtle Clutch, Snapping Turtle Style, Improved Grapple, Improved Unarmed Strike, base attack bonus +5 or monk level 5th.

Benefit: While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC increases to +2, and your enemies take a –4 penalty on critical confirmation rolls against you.

Snapping Turtle Style (Combat, Style)

Your deft unarmed style allows you to shield your body from harm.

Prerequisites: Improved Unarmed Strike, base attack bonus +1 or monk level 1st.

Benefit: While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.

Sneaking Precision

Your knowledge of your enemies' vulnerable spots is especially punishing.

Prerequisites: Sneak attack class feature, Critical Focus, any critical feat, base attack bonus +9.

Benefit: Whenever you successfully sneak attack an opponent for a second time on your turn, you can spend a swift action to apply the effects of one critical feat you know to that opponent.

Sorcerous Strike (Combat)

The power flowing through your veins also flows through your unarmed strike.

Prerequisites: Sorcerer bloodline class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, you choose one bloodline power that you can use to affect a single opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can spend a swift action to deliver the effects of the chosen bloodline power to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying bloodline power.

Spell Bane

While your bane weapon is active, creatures that your bane affects find it more difficult to resist your spells.

Prerequisite: Bane class feature.

Benefit: While your bane class feature is affecting a creature type, the saving throw's DCs for your spells increase by +2 for creatures of that type.

Spinning Throw (Combat)

You whirl your foe around and then let go.

Prerequisites: Combat Expertise, Improved Bull Rush, Improved Trip, Improved Unarmed Strike, *Ki* Throw.

Benefit: On a successful unarmed trip combat maneuver against an opponent your size or smaller, you can spend a swift action to attempt a bull rush combat maneuver against that opponent. If your bull rush succeeds, you can move that opponent to any unoccupied square you threaten, then push that opponent the number of 5-foot increments your successful bull rush allows. The target is then knocked prone. If the bull rush fails, you can use the *Ki* Throw feat as normal.

If you also have the Improved *Ki* Throw feat, a successful bull rush allows you to push the opponent into a space secondary targets occupy. You resolve this effect as if you used the Improved *Ki* Throw feat to throw the opponent into that space.

Special: Per the *Ki* Throw feat, a monk can use *ki* to affect creatures larger than himself with this feat.

Splintering Weapon

Your fragile weapon works to your advantage, breaking off fragments in wounds you inflict.

Prerequisites: Base attack bonus +1, proficient with weapon, weapon made of primitive material.

Benefit: Whenever you use a melee or thrown weapon with the fragile weapon feature (page 146) or similar quality and hit an opponent, you can give your weapon the broken condition to deal that opponent 1d4 points of bleed damage.

Stage Combatant (Combat)

You are a master of stage and nonlethal combats.

Prerequisites: Weapon Focus, base attack bonus +5

Benefit: When you make an attack with a weapon that you have Weapon Focus in, you take no penalty on the attack roll when you are attempting to make an attack that deals no damage or nonlethal damage.

Normal: When making attacks that deal no damage or nonlethal damage, you take a –4 penalty on attack rolls.

Stalwart

You adopt a defensive stance that allows you to absorb and redirect hits.

Prerequisites: Diehard, Endurance, base attack bonus +4.

Benefit: While using the total defense action, fighting defensively action, or Combat Expertise, you can forgo the dodge bonus to AC you would normally gain to instead gain an equivalent amount of DR, to a maximum of DR 5/—, until the start of your next turn. This damage reduction stacks with DR you gain from class features, such as the barbarian's, but not with DR from any other source. If you are denied your Dexterity bonus to AC, you are also denied this DR.

Stealth Synergy (Teamwork)

Working closely with an ally, you are able to move like twin shadows.

Benefit: While you can see one or more allies who also have this feat, whenever you and your allies make a Stealth check, you all take the highest roll and add all your modifiers to Stealth.

Strangler (Combat)

Throttling the life out of enemies is second nature to you.

Prerequisites: Dex 13, sneak attack +1d6, Improved Grapple, Improved Unarmed Strike.

Benefit: Whenever you successfully maintain a grapple and choose to deal damage, you can spend a swift action to deal your sneak attack damage to the creature you are grappling.

Strong Comeback

You learn quickly from past mistakes.

Benefit: Whenever you are allowed to reroll an ability check, a skill check, or a saving throw, you gain a +2 circumstance bonus on the reroll.

Stunning Pin (Combat)
You can render a pinned foe temporarily incapacitated.

Prerequisites: Improved Grapple, Improved Unarmed Strike, Stunning Fist.

Benefit: Whenever you pin an opponent, you can spend a swift action to make a Stunning Fist attempt against that opponent.

Sure Grasp
Your quick reflexes and skill at climbing keep you from falling to your doom.

Prerequisite: Climb 1 rank.

Benefit: Roll twice while climbing or when making a Reflex save to avoid falling, and take the higher result.

Sword and Pistol (Combat)
You effortlessly pair melee and ranged weaponry.

Prerequisites: Dex 13, Point-Blank Shot, Rapid Shot, Snap Shot, Two-Weapon Fighting, base attack bonus +6.

Benefit: When you use the Two-Weapon Fighting feat while wielding a melee weapon and a crossbow or firearm, your attacks with the crossbow or firearm provoke no attacks of opportunity from foes that you threaten with your melee weapon.

Normal: Making a ranged attack provokes attacks of opportunity.

Tandem Trip (Combat, Teamwork)
You know how to work together to trip your foes.

Benefit: Whenever you attempt a trip combat maneuver against an enemy threatened by an ally with this feat, you roll twice and take the better result.

Target of Opportunity (Combat, Teamwork)
You and your allies pelt your enemies with a deadly barrage of missiles.

Prerequisites: Point-Blank Shot, base attack bonus +6.

Benefit: When an ally who also has this feat makes a ranged attack and hits an opponent within 30 feet of you, you can spend an immediate action to make a single ranged attack against that opponent. Your ranged weapon must be in hand, loaded, and ready to be fired or thrown for you to make the ranged attack.

Team Pickpocketing (Teamwork)
You distract a mark with friendly conversation while your partner robs the victim blind.

Prerequisites: Bluff 1 rank, Sleight of Hand 1 rank.

Benefit: Whenever an ally with this feat succeeds a Bluff check to feint an opponent, if you are adjacent to that creature, you can spend an immediate action to make a Sleight of Hand check to pickpocket that opponent and gain a +4 bonus on that attempt.

Tiger Claws (Combat)
You can sacrifice multiple attacks to make a single devastating strike.

Prerequisites: Improved Unarmed Strike, Tiger Style, base attack bonus +6 or monk level 5th.

Benefit: While you are using the Tiger Style feat and have both hands free, you can use a full-round action to make a single unarmed strike with both hands. Use your highest base attack bonus, rolling unarmed strike damage for each hand separately and multiplying both if you score a critical hit. If you use Power Attack in conjunction with this attack, can add half your Strength bonus to one of the damage rolls. If you hit, you can attempt a bull rush maneuver with a +2 bonus on the combat maneuver check. This bull rush attempt provokes no attack of opportunity from your opponent, but you cannot move with that opponent if your bull rush is successful.

Tiger Pounce (Combat)
Your unarmed strikes are as precise as they are powerful, but they leave you open and you can pursue foes with blinding speed.

Prerequisites: Improved Unarmed Strike, Power Attack, Tiger Claws, Tiger Style, base attack bonus +9 or monk level 8th.

Benefit: While using the Tiger Style feat, you can apply the penalty from Power Attack to your AC instead of attack rolls. Additionally, once per round as a swift action, you can move up to half your speed closer to a target you hit with an unarmed strike or made a successful combat maneuver against on this turn or your last turn.

Tiger Style (Combat, Style)
Your unarmed fighting style emulates the strength and ferocity of a tiger.

Prerequisites: Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers. You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns.

Normal: Unarmed strikes deal bludgeoning damage.

Trapper's Setup
You have an instinct for waiting until just the right moment to spring a hazard or trap.

Prerequisite: Craft (traps) 5 ranks.

Benefit: When you manually trigger a trap against opponents, that trap receives either a +2 circumstance bonus on melee attack rolls or a +2 circumstance bonus to its saving throw DC.

Twin Thunders (Combat)

When you fight giants, your powerful blows combine with skills learned from generations of your people to quickly even the odds.

Prerequisites: Dwarf or gnome, defensive training racial trait, Two-Weapon Fighting or flurry of blows class feature, Weapon Focus with both wielded weapons.

Benefit: Once per round, when wielding a bludgeoning weapon in each hand against a creature with the giant subtype, if you hit the creature with your off-hand weapon after you hit with your primary weapon, roll the damage dice for your off-hand weapon twice and add the results together before adding any bonuses. Such extra weapon damage dice are not multiplied on a critical hit.

Twin Thunders Flurry (Combat)

Your dual bludgeoning strikes are especially deadly when you are fighting giants.

Prerequisites: Dwarf or gnome; defensive training racial trait; Improved Two-Weapon Fighting and Two-Weapon Fighting, or flurry of blows class feature; Twin Thunders; Weapon Focus with both wielded weapons; base attack bonus +6.

Benefit: You can trip a creature with the giant subtype of up to Huge size, and you gain a +2 bonus on damage rolls against creatures of the giant subtype. Further, each time you hit a creature of the giant subtype with your off-hand weapon after you hit that creature with your primary weapon, you can deal the extra off-hand weapon damage Twin Thunders grants you.

Twin Thunders Master (Combat)

With thunderous simultaneous strikes, you can batter a mighty giant into submission.

Prerequisites: Dwarf or gnome; defensive training racial trait; Improved Two-Weapon Fighting and Two-Weapon Fighting, or flurry of blows class feature; Twin Thunders; Twin Thunders Flurry; Weapon Focus with both wielded weapons; base attack bonus +9.

Benefit: Whenever you deal an opponent extra damage with the Twin Thunders feat, that opponent is shaken for 1 round. You also force that opponent to succeed at a Fortitude saving throw (DC 10 + half your level + your Str modifier) or become staggered for 1 round. If you use this feat to render staggered an opponent that is already staggered, you daze that opponent instead. In a similar way, you can stun an opponent that is already dazed.

Two-Handed Thrower (Combat)

You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds.

Prerequisite: Str 15.

Benefit: Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

Normal: You add your Strength bonus on thrown weapon damage, regardless of available hands. Throwing a two-handed weapon is a full-round action.

Two-Weapon Feint (Combat)

You use one weapon to distract your enemy while slipping another past his defenses.

Prerequisites: Dex 15, Int 13, Combat Expertise, Two-Weapon Fighting.

Benefit: While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent.

Vicious Stomp (Combat)

You take advantage of the moment to brutally kick an enemy when he is down.

Prerequisites: Combat Reflexes, Improved Unarmed Strike.

Benefit: Whenever an opponent falls prone adjacent to you, that opponent provokes an attack of opportunity from you. This attack must be an unarmed strike.

Wave Strike (Combat)

You present a serene facade until you unsheathe your weapon and strike in one fluid motion.

Prerequisites: Weapon expertise class feature or Quick Draw, Bluff 1 rank.

Benefit: If on your first turn of combat you draw a melee weapon to attack an opponent within your reach, you can spend a swift action to make a Bluff check to feint against that opponent.

Whip Mastery (Combat)

Your superior expertise with this weapon does not provoke attacks of opportunity from your enemies.

Prerequisites: Weapon Focus (whip), base attack bonus +2.

Benefit: You no longer provoke attacks of opportunity when attacking with a whip. You can deal lethal damage with a whip, although you can still deal nonlethal damage when you want. Further, you can deal damage with a whip despite a creature's armor bonus or natural armor bonus.

Normal: Attacking with a whip provokes attacks of opportunity as if you used a ranged weapon. A whip deals no damage to a creature that has an armor bonus of +1 or natural armor bonus of +3.

3 Mastering Combat

The air above the creature rippled and folded with the heat, snow hissing into steam as it brushed against glowing dorsal spines. A webbed mouth like the ugly end of an octopus stretched wide, its sphincter throat opening in a screeching blast of air that smelled of blood and offal—all that remained of Kyra's former guide. The cleric tightened her grip on her sword.

Snow and flame. The thing lived in ice, yet its heat blistered her cheeks from twenty paces, and the goddess's cleansing fire had barely touched it. Her spells would be no help here. Yet the flesh between those teeth was unarmored, and Kyra still had her blade...

Introduction

Combat is more than just knowing how to swing a sword without cutting yourself. To some, it is a means to an end, a regrettable necessity when all other options have failed, and a tool that is to be set down the moment it's not absolutely needed. To others, it is a panacea and a way of life—a means of solving any problem, and of proving one's worth by standing tall against one's fellows and the harsh denizens of an uncaring universe. In the hands of a skilled warrior, a sword is no longer simply a sharpened length of steel, and even a club is more than just a broken branch. These objects become instruments of a serious and sometimes brutal art, one whose practitioners are every bit as skilled in their artistry as the greatest bards. Many such acolytes of battle might say that theirs is the only art worth pursuing, as it's the sole one by which the artist not only inspires respect, but commands it. Combat is civilization's oldest trade and form of expression, and no matter how far we've come since the first days of stones and sticks, it continues to shape the events that define us. A civilized society may claim to abhor bloodshed, but it's that same bloodshed—or its threat—that watches over us and gives us the freedom to maintain such ideals.

While the *Pathfinder RPG Core Rulebook* presents a robust system capable of simulating most combat, as well as a wide selection of weapons and armor types common to most European-influenced fantasy settings, this chapter provides new options for GMs and players alike to add depth to the standard combat rules, as well as introduces a wealth of new weapons with historical ties to those lands that would have seemed strange and exotic to residents of Medieval Europe.

Major subjects and subsystems covered in this chapter include the following.

Eastern Armor and Weapons

The weapons of Asian cultures such as China, Japan, Korea, India, and the Philippines have long held a powerful attraction and mystique for many players of fantasy roleplaying games. Even when a setting otherwise uses Medieval Europe as its primary analogue, there's something about the elegance and specialization of Eastern armor and weapons—and in some cases the powerful traditions and discipline of their users—that calls to players and characters of all backgrounds.

This section begins with a discussion of Eastern armor. Few images of combat are as iconic as that of a samurai in traditional o-yoroi armor charging across the battlefield, his ferocious kabuto helmet turning his face into that of a creature from legend or nightmare. Yet there's far more to Eastern armor than simply the lamellar of the samurai. From ceremonial silken armor to four-mirror armor and the weighty stone coats, this section provides a broad overview of the category.

Next, this section provides a bevy of new weapons drawn from the cultures referenced above, many perfectly suited for monks, but all useful for a variety of character classes. Weapons presented in this section range from the legendary katanas and wakizashi of the honorable samurai to the fighting fans and poisoned sand tubes of courtier spies and assassins, from the simple but lightning-fast tonfas to the bizarre urumi whip-swords whose sharpened ribbons of metal are flexible enough to be coiled up and worn as belts.

Characters need not always be of an Eastern-inspired class—such as the ninja or the samurai—or have a background in an Asian-fantasy-inspired nation to take advantage of these expanded choices. An unusual or exotic weapon gained during the course of a hero's adventures or inherited from a relative or mentor with a mysterious past is an easy way to help an otherwise European-inspired character expand his background and stand out from the crowd. In many ways, the character who fights with a completely normal kusarigama might seem as exotic to his opponents and admirers as one who fights with a magical longsword, and weapons that strike onlookers as unusual go a long way toward assisting gladiators and other performance fighters in distinguishing themselves on the field—one of the primary reasons why those warriors often choose strange and unique arms and armaments for their battles.

This exoticism also provides a very real advantage when it comes to the combat itself: if an enemy has never seen a particular weapon before, he's much less likely to be able to defend against it effectively, and many of the new weapons presented in this section have unique or specialized uses and tactics which aren't immediately apparent to opponents.

Firearms

Guns are one of the most controversial subjects in fantasy gaming. GM and player opinions run the gamut from staunch traditionalists who refuse to wield any weapon more complex than a crossbow to gaming groups who believe that the best way to stop a raging orc chieftain is to unload all six cylinders of your trusty revolver into his gray-green hide.

Neither side is wrong. Firearms are best introduced carefully, but are by no means game-breaking on their own. Neither are they necessarily anachronistic—much of scientific discovery is based on chance, and nothing says

that breakthroughs in your fantasy world have to occur at the same historical points as they did on Earth, or even that they need to occur simultaneously across your world. On Earth, the Chinese had fully functional cannons, flamethrowers, and land mines before Europeans had even discovered gunpowder. It's entirely possible to have guns exist alongside bows and swords in neighboring countries, or even within the same one. Depending on the rate of fire of your firearm, there are undoubtedly many situations in which a warrior armed with a simpler weapon would win the day.

The firearms section presented in this chapter covers everything you need to know to introduce firearms into your campaign. Firearms are broken down into early and advanced types, as well as into one- and two-handed weapons. There are scatter guns like shotguns that fire spreads of pellets, straightforward slug-throwers that fire a single bullet, and some weapons that can do both. Included as well are rules for misfires and repairs, reloading and ammunition, concealed or inappropriately sized weapons, magical weapon special abilities and ammunition specifically for firearms, and more. Perhaps most importantly, there's a discussion of the various levels of gun technology and its emergence into society, with suggestions for which weapons are appropriate for each level.

Gladiator Weapons

Inspired by blood sports from ancient Rome and beyond, these unusual and sometimes bizarre weapons are perfect for pit fighters and performers of all stripes. Whether you're performing death-defying martial feats for the court of the king or fighting for your life in the seediest back-alley brawl-house, these weapons are sure to take the crowd's breath away. From the Indian madu—a specialized shield combined with sharpened antelope horns—to the scizore punching-blade to the simple amentum, which sends javelins flying farther and straighter than any humanoid arm, these weapons can easily add a blast of exoticism and the thrill of discovery to the jaded fighter who thinks she's seen it all.

Primitive Armor and Weapons

Not everyone chooses to craft their weapons and armor from steel—or can afford to. This section presents primitive weapons and armor in great detail, beginning with the introduction of the fragile weapon quality and going on to present rules for conventional weapons and armor made from stone, bone, bronze, gold, and obsidian. From there, it introduces numerous weapons more common to primitive cultures than more established civilizations. Throwing arms called atlatls fling darts the size of javelins, while long clubs lined with shark teeth called great terbutjes are surprisingly effective at slicing through armor and flesh. No warrior headed into uncivilized lands can afford to underestimate these so-called "primitive" weapons—and players may decide that they fit perfectly with brave warriors coming from primitive backgrounds or who actively reject the trappings of more modern society.

Duels

Contests of honor are a timeless tradition in many cultures, and may range from the casual sparring of students and wealthy nobles to the deadly serious challenges of experienced warriors establishing hierarchies and settling entire battles through single combat. This section explores the various rituals and rules of honor and scoring inherent in most duels, as well as the special mechanics of the contests, including such new moves as the dueling parry, the dueling dodge, the dueling counter, and dueling resolve.

Performance Combat

Not all fights are about winning at all costs. Sometimes it matters less whether you score the final blow than how you looked doing it. For all those pit fighters and gladiators—or local champions and lowborn heroes hoping to impress the queen with their mastery on the battlefield—this section offers a new rules subsystem designed to simulate fighting for acclaim rather than blood. Covered here are the various types of performance combat—from the most genteel exhibitions to ruthless blood sports, back-room betting brawls to gangland initiation fights—as well as rules regarding crowd responses and how to turn the onlookers to your side no matter what the situation.

Siege Engines

One of the worst—and best—moments in any siege is the point at which the horrified castle defenders look out from their walls and see the looming forms of siege engines rolling slowly and inexorably toward them. This section expands on the mechanics presented in the *Core Rulebook* to give you everything you need to know to run a fortress assault with massive and terrifying engines of war, including both direct-fire weapons—such as ballistae and their ilk—and arcing, indirect-fire weapons like catapults. In addition to these strictly mechanical and medieval constructs, this section also covers their more advanced successors, the huge and terrifying siege firearms and flamethrowers. Adding to this section are rules for equipment useful in direct fortress assaults (such as siege towers, bridges, and scaling ladders), special ammunition for siege engines, and rules for attacking particular parts of fortresses, such as gates and walls.

Eastern Armor and Weapons

Although most of the weapons in the Pathfinder Roleplaying Game take their inspiration from medieval European weaponry and Western fantasy traditions, there's much more to the world of weapons and armor than sword-wielding knights in plate mail. The following section presents rules for armor and weapons drawn from the martial traditions of Asia, perfect for use by exotic characters or as new staples ready to be introduced into your campaign.

Eastern Armor

Many of the following types of armor are constructed of multiple parts, which a number of these armors mix and match. For instance, it is not unheard of for warriors to combine chain mail with four-mirror armor (see, the variant piecemeal armor rules on pages 198–205). Only the various types of plate mail would be either rare or unfamiliar in an Asian-inspired setting.

Do-Maru: The lightest of all samurai armors, do-maru wraps around your body like a short armored coat. It consists primarily of lamellar and lacks a solid breastplate or sleeves. This permits you greater flexibility than do heavier armors.

Four-Mirror Armor: This armor consists of four plates harnessed together with leather shoulder straps. Two round plates protect your front and back, while two smaller rectangular plates cover the sides of the torso. Four-mirror armor is worn over chainmail to provide added protection, and comes with a spiked helmet with a chainmail hood.

Haramaki: Also called a belly-warmer, a haramaki is a simple silken sash lined with chainmail or articulated metal plates and tied about the stomach to protect it.

Kikko Armor: Kikko armor consists of hexagonal plates made from iron and sewn to cloth. The plates may be hidden by a layer of cloth or left exposed.

Kusari Gusoku: Kusari gusoku is similar to tatami-do armor; however, a katabira—a type of chain jacket—is worn in place of the chest armor.

Lamellar Armor: Lamellar is a type of armor in which small plates of various types of materials are strung together in parallel rows using fine cord. Lamellar plates can be constructed from lacquered leather, horn, or even stone, though steel and heavier iron are most common. Lamellar armor can be crafted into various shapes, including partial pieces such as breastplates, greaves, or even entire coats. The properties of specific suits and pieces of lamellar armor are determined by their material.

Lamellar Cuirass: This armor consists of a light breastplate and shoulder guards made from lacquered leather plates bound together and fitted over a silk shirt.

Mountain Pattern Armor: This medium armor consists of hundreds of small, interlocking pieces of steel shaped to resemble an ancient symbol for the word "mountain." The mail is then riveted to a cloth or leather backing. It is worn like a mail coat and covers your torso, shoulders, and thighs.

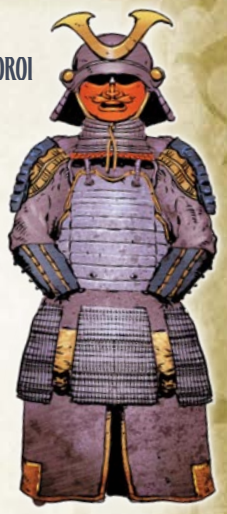
O-Yoroi: Worn almost exclusively by high-ranking samurai, o-yoroi—or "great armor"—is a heavy combat armor that consists of various supplementary components that include both plate and lamellar elements. Each suit is crafted for a specific individual and displays the owner's aesthetic. Upon completion, the suit is colored and sealed with a final lacquer finish. The centerpiece of o-yoroi is a cuirass consisting of two parts—a separate reinforcement for the right side called a waidate, and a kikko cuirass. The upper part of the waidate consists of a leather-covered iron plate. The cuirass's leather shoulder straps—called watagami—are likewise armored with metal plates. Affixed to

Silken Ceremonial Armor

Kikko Armor

Kabuto Helmet and Ho-Ate Mask

Do-Maru



O-Yoroi

Table 3-1: Eastern Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed 30 ft.	Speed 20 ft.	Weight
Light Armor								
Haramaki	3 gp	+1	—	0	0%	30 ft.	20 ft.	1 lb.
Silken ceremonial armor	30 gp	+1	—	0	0%	30 ft.	20 ft.	4 lbs.
Lamellar cuirass	15 gp	+2	+4	0	5%	30 ft.	20 ft.	8 lbs.
Lamellar, leather	60 gp	+4	+3	–2	20%	30 ft.	20 ft.	25 lbs.
Medium Armor								
Do-maru	200 gp	+5	+4	–4	25%	20 ft.	15 ft.	30 lbs.
Kikko armor	30 gp	+5	+4	–3	20%	20 ft.	15 ft.	25 lbs.
Lamellar, horn	100 gp	+5	+3	–4	25%	20 ft.	15 ft.	30 lbs.
Four-mirror armor	45 gp	+6	+2	–5	30%	20 ft.	15 ft.	45 lbs.
Lamellar, steel	150 gp	+6	+3	–5	25%	20 ft.	15 ft.	35 lbs.
Mountain pattern armor	250 gp	+6	+3	–4	30%	20 ft.	15 ft.	40 lbs.
Heavy Armor								
Kusari gusoku	350 gp	+7	+1	–7	35%	20 ft.	15 ft.	45 lbs.
Lamellar, iron	200 gp	+7	0	–7	40%	20 ft.	15 ft.	50 lbs.
Tatami-do	1,000 gp	+7	+3	–6	35%	20 ft.	15 ft.	45 lbs.
O-yoroi	1,700 gp	+8	+2	–6	35%	20 ft.	15 ft.	45 lbs.
Stone coat	500 gp	+8	0	–7	40%	20 ft.	15 ft.	45 lbs.

the cuirass are a number of supplementary pieces, including wide lamellar shoulder guards, a kikko sleeve for the shield arm, lacquered iron greaves worn over padded silk leggings, and a groin protector. Still, the signature component of each suit of armor is the tiered kabuto helmet and its accompanying ho-ate mask. Ho-ate masks can be made of hardened leather or metal and are fashioned into fearsome visages such as oni, dragons, or other mythical beings.

Silken Ceremonial Armor: Used for ceremonial displays or occasionally worn (albeit with no additional benefit) over heavier armor, these robes consist of several layers of cloth and an outer layer of silk intricately woven with gold brocade designs and covered with metal studs.

Stone Coat: This weighty breastplate consists of lamellar crafted from stones. It is worn in conjunction with kikko leg protectors.

Tatami-Do: Worn by samurai as a lighter-weight alternative to o-yoroi, tatami-do is a full-body field armor that combines both metal lamellar and kikko components into a suit of mail with a cloth backing. It typically includes a collapsible kabuto helmet or an armored hood, as well as arm, shoulder, and thigh guards.

EASTERN WEAPONS

From wushu's whirling chains and multi-bladed polearms to the awe-evoking mystique of the samurai's gleaming blades, the martial arts of the East evoke images of fantastic weaponry. Exotic even within their own cultures, a number of these weapons require specialized training, and the secrets of their mastery are well protected in remote temples and secret dojos. In most Eastern cultures, the weapon is more than just a means of defense; possibly representing a cultural tradition or philosophy. It may display social status or even tell the history of a clan or house.

This section contains all the Eastern weapons needed to run an Eastern-inspired fantasy campaign with the Pathfinder Roleplaying Game. They were chosen from a variety of Asian cultures, including those of China, Japan, Korea, India, the Philippines, and more. In addition to the equipment presented here, both the *Core Rulebook* and the *Advanced Player's Guide* contain weapons and armor common to Asian-themed campaigns. Eastern weapons from the *Core Rulebook* include the kama, nunchaku, sai, siangham, shuriken, and the spiked chain, while most armor (with the exception of plate mail) is similarly common to both regions. Eastern weapons from the *Advanced Player's Guide* include the chakram and the temple sword.

Special: Some of the following weapons have special qualities in addition to those noted in their description. Most weapon special quality descriptions can be found on pages 144–145 of the *Core Rulebook*. New weapon special qualities are described below.

Blocking: When you use this weapon to fight defensively, you gain a +1 shield bonus to AC.

Deadly: When this weapon delivers a coup de grace, it gains +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

Distracting: You gain a +2 bonus on Bluff skill checks to feint in combat while wielding this weapon.

Grapple: On a successful critical hit with a weapon of this type, you can grapple the target of the attack. The wielder can then attempt a combat maneuver check to grapple his opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple if that creature is not threatening you. While you grapple the target with a grappling weapon, you can only move or damage the creature on your turn. You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. If you move far enough away to be out of the weapon's reach, you end the grapple with that action.

Weapon Descriptions

Arrow, Iron-Tipped Distance: Used tactically for long-range attacks on troops, these arrows are fitted with heavy iron heads. While these heads help them travel great distances, they make the arrows less effective at dealing damage. Iron-tipped distance arrows increase their bow's range increment by 10 feet but take a –1 penalty on damage dealt per range increment (minimum 1 point of damage). They are sold in leather quivers in quantities of 20.

Arrow, Whistling: These arrows come with specially designed grooves and fletching that cause them to emit a loud keening sound audible within 500 feet of their flight path. They are sold in quantities of 20.

Bamboo Shaft Arrow: These foot-long arrows are used as ammunition for arrow tubes. As an improvised melee weapon, they deal damage equivalent to a spiked gauntlet. They come in a bamboo tube that holds 10 shafts.

Bo Staff: Similar to a quarterstaff, only slightly more slender and tapered at one end, the bo staff is both a defensive device and a weapon.

Broadsword, Nine-Ring: This broad-bladed weapon has nine heavy rings threaded through its spine, providing additional weight to add to the force of its impressive chopping power.

Butterfly Sword: These short matching swords come in pairs, cleverly nested together to appear as a single blade. Both weapons can be drawn at the same time, and they can be separated as a free action and wielded in both hands to make wickedly effective chops and slashes. Their thin, broad blades extend just 1 foot in length. A butterfly sword has a hardwood grip covered with braided cord, and a metal D-shaped guard to protect the wielder's hand.

Dan Bong: These short, blunt sticks are held in the hands to enhance unarmed martial techniques. They provide the wielder with the ability to lock an opponent and target pressure points that grant her a +2 bonus on her combat maneuver to grapple.

Double Chicken Saber: The tip of this 3-foot-long, straight-bladed sword is bent into two staggered, opposing sharpened spurs that can be used to pull weapons from an opponent's hands.

Emei Piercer: This weapon is used to augment unarmed martial techniques. It consists of an 8- to 10-inch-long, dual-pointed steel spike set on swivels and mounted on a ring, so that it can be spun around at high speeds when slipped over the wielder's ring finger. The ring prevents the wielder from being disarmed and turns unarmed strikes into piercing attacks.

Fighting Fan: Made to resemble a courtier's fan, this device consists of silk paper stretched and folded over a folding frame of hardened steel. Folding fans are typically wielded in pairs using a technique that distracts the opponent. The fans sport sharp tips, which can be poisoned.

Table 3-2: Eastern Weapons–Martial

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Butterfly sword	20 gp	1d3	1d4	19–20/×2	—	1 lb.	S	monk
Iron brush	2 gp	1d2	1d3	×2	10 ft.	—	P	—
Jutte	8 gp	1d4	1d6	×2	—	1 lb.	B	disarm, monk
Kerambit	2 gp	1d2	1d3	×3	—	—	S	—
Lungchuan tamo	5 gp	1d3	1d4	×2	10 ft.	1 lb.	P or S	monk
Shang gou	6 gp	1d3	1d4	×2	—	1 lb.	S	disarm or trip (see description), monk
Tonfa	1 gp	1d4	1d6	×2	—	1 lb.	B	blocking, monk
Wushu dart (5)	1 gp	1d2	1d3	×2	10 ft.	—	P	monk
One-Handed Melee Weapons								
Broadsword, nine ring	15 gp	1d6	1d8	×3	—	4 lbs.	S	monk
Double chicken saber	12 gp	1d4	1d6	19–20/×2	—	3 lbs.	S	disarm, monk
Sibat	2 gp	1d4	1d6	×3	10 ft.	2 lbs.	P or S	see description
Two-Handed Melee Weapons								
Hooked lance	3 gp	1d6	1d8	×4	—	10 lbs.	P	reach, trip
Monk's spade	20 gp	1d4/1d4	1d6/1d6	×2	—	12 lbs.	B or P or S	double, monk
Naginata	35 gp	1d6	1d8	×4	—	9 lbs.	S	reach
Nodachi	60 gp	1d8	1d10	18–20/×2	—	8 lbs.	S or P	brace
Sansetsukon	8 gp	1d8	1d10	19–20/×2	—	3 lbs.	B	blocking, disarm, monk
Sword, tri-point double-edged	12 gp	1d8	1d10	×3	—	14 lbs.	P	reach
Tiger fork	5 gp	1d6	1d8	×2	—	8 lbs.	P	brace, monk
Ranged Weapons								
Tube arrow shooter	3 gp	1d3	1d4	×2	40 ft.	1/2 lb.	P	—
Bamboo shaft (10)	1 gp	—	—	—	—	1/2 lb.	—	—
Arrow, iron-tipped distance (20)	1 gp	—	—	—	—	4 lbs.	—	—
Arrow, whistling (20)	2 gp	—	—	—	—	3 lbs.	—	—
Poisoned sand tube	1 gp	special	special	—	—	1 lb.	—	—

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] A weapon with two types is either type (wielder's choice) if the entry specifies "or."

Hooked Lance: This slender, 10-foot-long polearm has an added hook protruding from the head that is used to snag the clothing and armor of opponents.

Iron Brush: This is an iron-handled version of a scholar's brush with a sharpened handle. Though it does little damage, it is easily concealed (the wielder gets a +2 bonus on Sleight of Hand skill checks made to conceal a iron brush on her body) and can be used as a jabbing weapon or thrown short distances.

Jutte: This batonlike weapon is fitted with a metal hook that can be used to block and pin an opponent's weapon. Some variations are tipped with a sharpened metal spike or blade.

Kama, Double-Chained: This weapon comprises a pair of kama connected with an 8-foot length of chain. The wielder can attack as if armed with a single kama in each hand or extend the chain to make a single reach attack. By swinging the rope, the wielder can whip the kama about to disarm or trip opponents. Furthermore, if one of the weapons is dropped, the wielder can retrieve as a free action by pulling on the chain.

Katana: Specifically constructed for samurai, katanas employ multiple types of steel combined in a distinctive forging process. The result are swords noted for their wickedly sharp yet slender, gently curved blades, designed to make graceful hacking strokes capable of severing opponents' heads and limbs. Though finely balanced, these blades are difficult to master. Characters can use a katana two-handed as a martial weapon, but must take the Exotic Weapon Proficiency (katana) feat to use it one-handed.

Table 3-3: Eastern Weapons–Exotic

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type[2]	Special
Light Melee Weapons								
Dan bong	1 sp	1d2	1d3	19–20/×2	10 ft.	—	B	blocking, monk
Emei piercer	3 gp	1d2	1d3	19–20/×2	—	—	P	monk, see text
Fighting fan	5 gp	1d3	1d4	×3	—	—	S or P	distracting, monk
Tekko-kagi (iron claw)	2 gp	1d2	1d3	×2	—	—	P	disarm, see text
Wakizashi	35 gp	1d4	1d6	18–20/×2	—	2 lbs.	P or S	deadly
One-Handed Melee Weapons								
Katana	50 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	deadly
Nine-section whip	8 gp	1d6	1d8	19–20/×2	—	3 lbs.	B	blocking, distracting, monk, trip
Urumi	30 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	distracting
Two-Handed Melee Weapons								
Bo staff	1 gp	1d4	1d6	×2	—	3 lbs.	B	blocking, double, monk
Kama, double-chained	8 gp	1d4/1d4	1d6/1d6	×2	—	4 lbs.	S	double, monk, reach, trip
Katana, double walking stick	50 gp	1d4/1d4	1d6/1d6	×3	—	6 lbs.	B	double
Kusarigama (sickle and chain)	12 gp	1d2/1d4	1d3/1d6	×2	—	3 lbs.	S or B	double, monk, reach, trip, grapple
Kyoketsu shoge	6 gp	1d3	1d4	×2	20 ft.	1 lb.	S or P	disarm, grapple, monk, reach
Meteor hammer	10 gp	1d6	1d8	×2	—	10 lbs.	B	reach, trip
Sword, seven-branched	50 gp	1d8	1d10	×3	—	7 lbs.	S	disarm, monk
Tetsubo	20 gp	1d8	1d10	×4	—	10 lbs.	B	—
Ranged Weapons								
Rope dart	1 gp	1d3	1d4	×2	20 ft.	—	P	blocking, distracting, monk

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] A weapon with two types is either type (wielder's choice) if the entry specifies "or."

Katana, Double Walking Stick: This single case conceals a pair of matched fighting swords perfectly balanced to be wielded as a pair. Despite their name, the blades more closely resemble the shorter wakizashi. When the blades are concealed in their case, this weapon can be used as a quarterstaff.

Kerambit: This small, curved pull dagger has a metal loop at the base of its handle allowing it to be secured with a pinky or worn on a string tied in the hair. While relatively small, the curved blade can create brutal wounds. Easily concealed (the wielder gets a +2 bonus on Sleight of Hand skill checks made to conceal a kerambit on her body), it is a favorite concealed weapon of ninja and assassins.

Kusarigama: This weapon has a single sickle held in the off-hand attached by 10 feet of fine chain to a weighted metal ball. The sickle is used to make trips, jabs, and blocks while the ball is whipped around at high speeds and then smashed into the opponent.

Kyoketsu Shoge: This weapon consists of a foot-long double-edged blade, with another smaller, curved hook-blade sticking out the side like a rooster's spur. The blade is strung to a large iron hoop with 10-foot length of rope. The blade can be used as an off-hand melee weapon or thrown like a dagger, while the rope and circlet can be whipped around and swung at opponents as a bludgeoning reach weapon.

Lungchuan Tamo (Hidden Daggers): What appears to be an ordinary baton sheaths a pair of matching slender-bladed daggers, perfectly balanced throwing blades.

Meteor Hammer: This weapon consists of one or two spherical weights attached by a 10-foot chain. You whirl the weights and wrap them around an opponent's body. If you succeed at a trip attempt with a meteor hammer,

you can drag your opponent 5 feet closer to you rather than knocking her prone. You may use this weapon in two different ways: in meteor mode you use it as a double weapon, while in fortress mode you cannot use it as a double weapon but gain reach and a +1 shield bonus to AC. Switching between these two modes is a free action decided at the start of your turn.

Monk's Spade: This weapon is a double weapon pole arm. One side is fitted with a broad, shovel-like sharpened blade while the opposite side is fitted with a crescent blade that juts out like a pair of bull's horns. The monk's spade does many types of damage. What type of damage it deals depends on how it is wielded, with the spade side able to bludgeon or slash and the crescent side able to jab, slash, and pierce.

Naginata: The naginata consists of a 6-foot staff affixed to a 2-foot-long, swordlike slightly curved blade. The shaft is designed to keep the wielder out of reach from swords and shorter weapons.

Nine-Section Whip: The nine-section whip consists of steel bars linked together. The final bar is a 6-inch weighted spike. This weapon can be wielded as a single-handed weapon, a two-handed weapon, or in pairs.

Nodachi: This very long two-handed weapon has a slender but wickedly sharp 4-foot-long blade at one end. It is predominantly used by ground troops to attack mounted warriors, and can be used to hack riders from their mounts or set to receive a charge.

Poisoned Sand Tube: Resembling a slender bamboo or metal scroll case, this tube is filled with fine sand that is soaked or coated with inhaled or contact poison. When loaded with 3 doses of these types of poison, the wielder blows into the tube, dispersing the poisoned sand into her enemies' faces in a 15-foot cone. Each creature in the cone is affected as if afflicted with 1 dose of the poison. Even when loaded with unpoisoned sand, the tube lets loose a powerful irritant, and an opponent struck must succeed at a DC 12 Fortitude saving throw or be dazzled for 1 round. Once expended, the tube must be repacked before it can be used again. Repacking a tube requires a full-round action, or a standard action if the wielder has the Rapid Reload feat.

Rope Dart: This deceptively complex weapon appears as nothing more than a 12-foot rope with a 6-inch-long, conical metal spike. Similar to a meteor hammer, it can be whirled at great speeds, then aimed to strike and pierce

Eastern Weapon Equivalents

While Eastern cultures have weapons equivalent to the longsword and the longbow, they often called them by different names. The following are statistical equivalents to just a few Eastern weapons with which you may be familiar.

Daikyu: This long curved bow made of laminated bamboo or wood, and favored by many samurai, is equivalent to a longbow.

Hankyu: This shorter bow is similar to the diakyu in form and construction and is equivalent to a shortbow.

Hwandudaedo: This heavy sword consists of large straight blade with a thick back and wickedly sharpened edge. It is equivalent to a longsword.

opponents with great reach. Once it strikes, the wielder can quickly retrieve the weapon with a tug of the rope.

Sansetsukon (Three-Section Staff): This staff is broken into three 2-foot-long segments that have been chained back together, allowing the wielder greater flexibility, and allows the weapon to be swung rapidly to create a defensive block.

Shang Gou: Forged in pairs, these solid metal blades end in curved hooks, while the hand guards are hammered into outward-facing spiked crescents. Both the crescent and the tip of the hilt are sharpened for combat. They can be wielded as single weapons or with two-weapon fighting styles. The weapons gain the disarm special weapon feature when used individually. A pair of shang gou can also be formed into a single one-handed weapon to gain the trip special feature.

Sibat: This weapon is similar to a shortspear with a flexible rattan or bamboo shaft and an elaborately barbed head. On a critical hit, the spear grabs flesh or armor. The wielder can then attempt a combat maneuver check to attempt to grapple its opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple. While grappling the target with a sibat, the wielder can only move or damage the target on its turn. The wielder is still considered grappled, though it does not have to be adjacent to the target to continue the grapple. If you move far away to be out of the sibat's reach, you end the grapple with that action.

Sword, Seven-Branched: This unusual sword has a straight 2-foot-long blade with six shorter L-shaped blades protruding, three on each side in a staggered pattern. The shorter blades can be used to snag opponents' clothing or armor, or can target weapons in order to disarm them. To snag armor or clothing, the attacker makes a trip attempt. If successful, the victim doesn't fall prone, but instead is snagged and stumbles forward, leaving the victim flat-footed for the remainder of the round.

Tekko-Kagi: Also known as the iron claw, this device consists of a fanlike structure of five 10-inch blades secured to a sturdy handle strapped to the forearm of the off-hand. It can be used an offensive weapon, defensively like a buckler, or to disarm an opponent's weapon without provoking an attack of opportunity. It provides its owner with a +2 circumstance bonus on attempts to disarm or sunder swords or other slender-bladed weapons.

Tetsubo: A slight improvement over the great club, this weapon consists of a long, slender length whose upper half is shod with a thick sheet of studded iron. The iron gives added weight and strength to the club, while the studs are designed to crack helmets and armor.

Tiger Fork: This long, tridentlike weapon consists of a three-pronged metal fork set upon an 8-foot-long shaft. It is wielded much like a staff, with the wielder grasping the shaft from the center and jabbing its forked end. A tiger fork can be set to receive a charge.

Tonfa: These L-shaped fighting sticks are good for striking and blocking combinations. The wielder holds the handle and either spins the stick or strikes with the stick covering the forearm.

Tri-Point Double-Edged Sword: Topping the head of this 5-foot-long shaft are three long, backward-curved blades fashioned in the appearance of a blossoming lotus. The unusually large head is designed to land heavy blows and multiple wounds that open away from each other.

Tube Arrow Shooter: This weapon consists of a small metal tube hidden within a sleeve; the tube holds a short, spring-loaded bamboo shaft. The wielder gains a +2 bonus on Sleight of Hand skill checks made to conceal an arrow tube shooter on his body. Releasing the fastener allows the spring to force the arrow out. Once a shaft is fired, the tube must be reloaded before it can be used again. Reloading a tube is a full-round action, or a standard action if the wielder has the Rapid Reload feat.

Urumi: Commonly known as a whip sword, this deadly weapon is fashioned from one to four 5-foot-long, razor-sharp blades of flexible steel. The weapon is wielded by whipping the blades at one's opponent. The coiled blade is fine and flexible enough to be worn as a belt.

Wakizashi: These short, slender blades are between 1 to 2 feet long. They are primarily used as back-up weapons, to decapitate defeated enemies, or to commit seppuku (ritual suicide) as a matter of honor. These blades are specifically worn by samurai and are intended to be paired with a katana. Together, this set of blades is referred to as a daisho.

Wushu Dart: This sharpened wooden spike can be used as a punching weapon but it is perfectly balanced for throwing.

Firearms

Guns are not strangers to fantasy. The earliest authors of fantasy and weird fiction often included guns in their stories. Heroes like Burroughs's John Carter or Howard's Solomon Kane carried pistols alongside their swords, and it's hard to imagine a pirate ship without cannons blazing. These authors likely included guns because they are exciting, but also because the guns they chose were primitive ones—relatively unpredictable weapons, prone to misfire and malfunction. This made firearms excellent storytelling devices. Such weapons could cause hero or villain to falter or triumph, changing the action within the tale in a flash or a fizzle. Still, a firearm remains an ominous and terrible weapon in the hands of a skilled gunman.

This section presents an anachronistic collection of hand-held black powder weapons. Most of them are single-shot muzzle-loaders with highly inefficient triggering mechanisms—traditional sword and sorcery firearms. More advanced firearms are also presented for those brave enough to mix their fantasy with a technology much closer to that of the Old West than the slow and unstable weapons that gave musketeers their name. If you are interested in letting such weapons in your game, do so with the following warning: Advanced guns can substantially change the assumptions of your game world, in the same way that they changed the face of warfare in the real world. If you like your fantasy to be of the more traditional variety, stand clear. Or, better yet, run for cover.

Firearms in Your Campaign

Firearms and gunslingers are not for every campaign, and even if you are excited about introducing firearms into your campaign, you should still make a decision about how commonplace they are. The following are broad categories of firearm rarity and the rules that govern them. Pathfinder's world of Golarion uses the rules for emerging guns, which is also the default category of gun rarity detailed in this Pathfinder RPG supplement.

No Guns: If you do not want guns in your campaign, simply don't allow the rules that follow. The Pathfinder Roleplaying Game plays perfectly well without them.

Very Rare Guns: Early firearms are rare; advanced firearms, the gunslinger class, the Amateur Gunslinger feat, and archetypes that use the firearm rules do not exist in this type of campaign. Firearms are treated more like magic items—things of wonder and mystery—rather than like things that are mass-produced. Few know the strange secrets of firearm creation. Only NPCs can take the Gunsmithing feat.

Emerging Guns: Firearms become more common. They are mass-produced by small guilds, lone gunsmiths, dwarven clans, or maybe even a nation or two—the secret is slipping out, and the occasional rare adventurer uses guns. The baseline gunslinger rules and the prices for ammunition given in this chapter are for this type of campaign. Early firearms are available, but are relatively rare. Adventurers who want to use guns must take the Craft Firearms feat just to make them feasible weapons. Advanced firearms may exist, but only as rare and wondrous items—the stuff of high-level treasure troves.

Commonplace Guns: While still expensive and tricky to wield, early firearms are readily available. Instead of requiring the Exotic Weapon Proficiency feat, all firearms are martial weapons. Early firearms and their ammunition cost 25% of the amounts listed in this book, but advanced firearms and their ammunition are still rare and cost the full price to purchase or craft.

Guns Everywhere: Guns are commonplace. Early firearms are seen as antiques, and advanced firearms are widespread. Firearms are simple weapons, and early firearms, advanced guns, and their ammunition are bought or crafted for 10% of the cost listed in this chapter. The gunslinger loses the gunsmith class feature and instead gains the gun training class feature at 1st level.

Firearm Rules

Firearms work differently from other ranged projectile weapons—they instead use the following rules.

Firearm Proficiency: The Exotic Weapon Proficiency (firearms) feat allows you to use all firearms without penalty. A nonproficient character takes the standard –4 penalty on attack rolls with firearms, and a nonproficient character who loads a firearm increases all misfire values by 4 for the shots he loads.

Even though the Exotic Weapon Proficiency (firearms) feat grants you proficiency with all firearms, anytime you take a feat that modifies a single type of weapon (such as Weapon Focus or Rapid Reload), you must still pick one specific type of firearm (such as musket, axe musket, blunderbuss, pistol, or double pistol) for that feat to affect.

All firearms are part of the same weapon group for the purposes of the fighter's weapon training class feature.

Capacity: A firearm's capacity is the number of shots it can hold at one time. When making a full-attack action, you may fire a firearm as many times in a round as you have attacks, up to this limit, unless you can reload the weapon as a swift or free action while making a full-attack action. In the case of early firearms, capacity often indicates the number of barrels a firearm has. In the case of advanced firearms, it typically indicates the number of chambers the weapon has.

Range and Penetration: Armor, whether manufactured or natural, provides little protection against the force of a bullet at short range.

Early Firearms: When firing an early firearm, the attack resolves against the target's touch AC when the target is within the first range increment of the weapon, but this type of attack is not considered a touch attack for the purposes of feats and abilities such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full range increment. Unlike other projectile weapons, early firearms have a maximum range of five range increments.

Advanced Firearms: Advanced firearms resolve their attacks against touch AC when the target is within the first five range increments, but this type of attack is not considered a touch attack for the purposes of feats such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full-range increment. Advanced firearms have a maximum range of 10 range increments.

Loading a Firearm: You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm. Loading siege firearms requires both hands, and one hand usually manipulates a large ramrod (which can be wielded as a club in combat).

The Rapid Reload feat reduces the time required to load one-handed and two-handed firearms, but this feat does not reduce the time it takes to load siege firearms.

Loading any firearm provokes attacks of opportunity.

Other rules for loading a firearm depend on whether the firearm is an early firearm or an advanced firearm.

Early Firearms: Early firearms are muzzle-loaded, requiring bullets or pellets and black powder to be rammed down the muzzle. If an early firearm has multiple barrels, each barrel must be loaded separately. It is a standard action to load each barrel of a one-handed early firearm and a full-round action to load each barrel of a two-handed early firearm. It takes three full-round actions by one person to load a siege firearm. This can be reduced to two full-round actions if more than one person is loading the cannon.

Advanced Firearms: Advanced firearms are chamber-loaded. It is a move action to load a one-handed or two-handed advanced firearm to its full capacity.

Misfires: If the natural result of your attack roll falls within a firearm's misfire value, that shot misses, even if you would have otherwise hit the target. When a firearm misfires, it gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases by 4 unless the wielder has gun training in the particular type of firearm (see the gunslinger class on page 9). In that case, the misfire value increases by 2 instead of 4.

Early Firearms: If an early firearm with the broken condition misfires again, it explodes. When a nonmagical firearm explodes, the weapon is destroyed. Magical firearms are wrecked, which means they can't fire until they are fully restored (which requires either the *make whole* spell or the Gunsmithing feat). When a gun explodes, pick one corner of your square—the explosion creates a burst from that point of origin. Each firearm has a burst size noted in parentheses after its misfire value. Any creature within this burst (including the firearm's wielder) takes damage as if it had been hit by the weapon—a DC 12 Reflex save halves this damage.

Advanced Firearms: Advanced firearms can misfire, but when they do, they only gain the broken condition. A further misfire does not cause advanced firearms to explode.

Ammunition: Firearm ammunition takes two forms: either black powder and shot (either bullets or pellets) or cartridges. Unlike other types of ammunition, firearm ammunition is destroyed when it is used, and has no chance of being retrieved on a miss. No part of a cartridge can be reused to create new cartridges. Firearm ammunition cannot be treated with poison, unless you are using a pitted bullet (see page 141).

Concealing Firearms: Like light weapons and hand crossbows, one-handed firearms are easy to conceal on your person. Some smaller firearms (like the coat pistol) can grant bonuses to conceal a weapon on your person.

Inappropriately Sized Firearms: You cannot make optimum use of a firearm that is not properly sized for you. A cumulative –2 penalty applies on attack rolls for each size category of difference between your size and the size of the firearm. If you are not proficient with the firearm, a –4 nonproficiency penalty also applies. The size of a firearm never affects how many hands you need to use to shoot it, the exception being siege firearms and Large or larger creatures. In most cases, a Large or larger creature can use a siege firearm as a two-handed firearm, but the creature takes a –4 penalty for using it this way because of its awkwardness.

Bucklers: You can use a one-handed or two-handed firearm without penalty while carrying a buckler.

Fire while Prone: Firearms, like crossbows, can be fired while their wielders are prone.

Firearms, Black Powder, and Water: Black powder becomes useless when exposed to water, but powder horns and cartridges protect black powder from exposure. You cannot normally load an early firearm underwater or fire any firearm underwater without magical aid.

Deflecting and Snatching Bullets: The Deflect Arrows feat (*Core Rulebook* 121) and the Snatch Arrows feat (*Core Rulebook* 134) can be used to deflect bullets, but not pellets

shot from a scatter weapon. Neither of these feats can be used to deflect siege firearm attacks.

Firearm Descriptions

There are two general categories of firearms: early and advanced.

Firearms are further divided into one-handed, two-handed, and siege firearms. As the category's name implies, one-handed firearms need only one hand to wield and shoot. Two-handed firearms work best when you use two-hands while shooting them. Two-handed firearms can be shot with one hand at a –4 penalty on the attack roll. Siege weapons are typically mounted on some sort of platform, movable or otherwise, and have greater power but a much slower rate of fire—they're detailed in their own section, beginning on page 158.

Scatter Weapon Quality: A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a cone. Cannons with the scatter weapon quality only fire grapeshot, unless their descriptions state otherwise. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a –2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. A firearm that makes a scatter shot misfires only if all of the attack rolls made misfire. If a scatter weapon explodes on a misfire, it deals triple its damage to all creatures within the misfire radius.

Early Firearms

Early firearms are typically matchlock, wheellock, or flintlock weapons, and require more finesse and care to use than advanced firearms. Early firearms are muzzle-loaded, requiring a bullet and powder (or other special alchemical substances) to be shoved down the barrel before the weapon is fired. Early firearm ammunition can be loaded from a cartridge, but that cartridge is made of soft material (like paper or cloth) that is torn open so that the contents may be shoved down the barrel.

Blunderbuss: This weapon fires pellets or a bullet from its trumpet-shaped barrel, making it an effective fowling weapon or close-fighting personal defense weapon. The blunderbuss fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A blunderbuss uses a bullet or pellets and a single dose of black powder or a single alchemical cartridge as ammunition.

Buckler Gun: The front of this buckler is fitted with a small, double-barreled gun that can be shot while wearing the buckler. Unlike with a double-barreled pistol, you can only shoot one barrel at a time. You must remove the buckler to reload the gun. Each barrel of a buckler gun uses a bullet and 1 dose of black powder or single alchemical cartridge as ammunition. Because of its awkward construction, a buckler gun is always considered an off-handed weapon.

Culverin (Hand Bombard): The culverin, also known as a hand bombard, consists of a simple smoothbore tube, sealed at one end except for a small hole used to ignite a gunpowder charge. A wooden stock partially encases the barrel, allowing the wielder to hold it under his arm with relative ease when carrying it. Firing a culverin without support (such as a wall, a window, or a stand) imparts a –4 penalty on the attack rolls, and the wielder is knocked prone. A culverin uses 4 doses of black powder and grapeshot. Note that these statistics simulate only the original, hand-held culverins—their larger descendants are considered cannons and are dealt with in the section on siege weapons.

Double Hackbut: This double-length rifle uses a pair of trunnions to mount its barrel into a swiveling mechanism fastened to a lightweight, two-wheeled carriage. It takes a full-round action to set up the carriage. The carriage has a hind leg, allowing the wielder to wheel the device about and immediately prop it for stability during combat. Unlike other two-handed firearms, you must fire the double hackbut while it is mounted, or else firing it imparts a –4 penalty on attack rolls and the recoil knocks the wielder prone. A Large or larger creature can fire a double hackbut one size smaller than it is without its mounting as a normal two-handed weapon and without the danger of being knocked prone, but takes the normal penalty for firing an inappropriately sized weapon.

Fire Lance: This primitive firearm is nothing more than a long tube that, when ignited, propels a short gout of flame and a javelin. Unlike other firearms, the fire lance is wildly imprecise, and targets AC rather than touch AC. A fire lance is always treated as having the broken condition for the purpose of determining the effects of a misfire. A fire lances uses a javelin and 2 doses of black powder as ammunition.

Musket: This long-barreled firearm has a much greater range than a pistol. A musket uses either a bullet and a single dose of black powder or an alchemical cartridge as its ammunition.

Musket, Axe: This musket features an axe blade at the end of its barrel. It can be used as both a musket and a battleaxe. It is considered a double weapon for purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the

Table 3-4: Early Firearms

Firearm	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight[1]	Type[2]	Special
One-Handed Firearms										
Buckler gun	750 gp	1d4	1d6	×4	10 ft.	1 (5 ft.)	2	6 lbs.	B and P	—
Pepperbox	3,000 gp	1d6	1d8	×4	20 ft.	1–2 (5 ft.)	6	5 lbs.	B and P	—
Pistol	1,000 gp	1d6	1d8	×4	20 ft.	1 (5 ft.)	1	4 lbs.	B and P	—
Pistol, coat	750 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	—
Pistol, dagger	740 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	—
Pistol, double-barreled	1,750 gp	1d6	1d8	×4	20 ft.	1–2 (5 ft.)	2	5 lbs.	B and P	—
Pistol, dragon	1,000 gp	1d4	1d6	×4	20 ft.	1–2 (5 ft.)	1	3 lbs.	B and P	scatter
Pistol, sword cane	775 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	—
Two-Handed Firearms										
Blunderbuss	2,000 gp	1d6	1d8	×2	special	1–2 (10 ft.)	1	8 lbs.	B and P	scatter
Culverin	4,000 gp	2d6	2d8	×4	30 ft.	1 (10 ft.)	1	40 lbs.	B and P	scatter
Double hackbut	4,000 gp	2d10	2d12	×4	50 ft.	1–2 (5 ft.)	2	18 lbs.	B and P	—
Fire lance	25 gp	1d4	1d6	×4	10 ft.	1–4 (5 ft.)	1	4 lbs.	P	—
Musket	1,500 gp	1d10	1d12	×4	40 ft.	1–2 (5 ft.)	1	9 lbs.	B and P	—
Musket, axe	1,600 gp	1d6	1d8	×4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	—
Musket, double-barreled	2,500 gp	1d10	1d12	×4	10 ft.	1–3 (5 ft.)	2	11 lbs.	B and P	—
Musket, warhammer	1,600 gp	1d6	1d8	×4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	—

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weights twice as much.

[2] A weapon with two types is either type (wielder's choice) if the entry specifies "or."

Table 3-5: Advanced Firearms

Firearm	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight[1]	Type[2]	Special
One-Handed Firearms										
Revolver	4,000 gp	1d6	1d8	×4	20 ft.	1	6	4 lbs.	B and P	—
Two-Handed Firearms										
Rifle	5,000 gp	1d8	1d10	×4	80 ft.	1	1	12 lbs.	B and P	—
Rifle, pepperbox	7,000 gp	1d8	1d10	×4	80 ft.	1–2	4	15 lbs.	B and P	—
Shotgun	5,000 gp	1d6	1d8	×2	20 ft.	1–2	1	12 lbs.	B and P	scatter
Shotgun, double-barreled	7,000 gp	1d6	1d8	×2	20 ft.	1–2	2	15 lbs.	B and P	scatter

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] A weapon with two types is both types if the entry specifies "and."

firearm component and the axe are considered broken. An axe musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

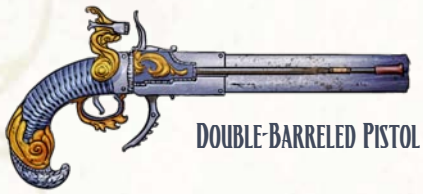
Musket, Double-Barreled: This musket has two parallel barrels; each barrel can be shot independently as a separate action, or both can be fired at once as the same attack. If both barrels are fired at once, they must both target the same creature or object, and the gun becomes wildly inaccurate, taking a –4 penalty on each shot. Each barrel of a double-barreled musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Musket, Warhammer: This musket has a warhammer head at the end of its barrel, which allows it to be used as both a musket and a warhammer. It is considered a double weapon for purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the warhammer are considered broken. A warhammer musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pepperbox: This pistol has six barrels instead of one. The entire barrel housing can be quickly rotated by hand between shots (a free action requiring one free hand), allowing all six bullets to be fired before the weapon must be reloaded. Each barrel of a pepperbox uses either a bullet and a single dose of black powder or a single alchemical cartridge as ammunition.

Pistol: The single-shot pistol is one of the most common firearms, although in most campaigns it is still rare enough to be an object of envy or curiosity to most. A

Blunderbuss


Double-Barreled Pistol

Pepperbox

Axe Musket

Single-Barreled Pistol

pistol uses either a bullet and a singe dose of black powder or an alchemical cartridge as ammunition.

Pistol, Coat: Less powerful than other firearms, this pistol is small enough to be easily concealed in a jacket or coat. You get a +2 bonus on Sleight of Hand checks made to conceal a coat pistol on your body. A coat pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pistol, Dagger: A combination of a coat pistol and a blade, the dagger pistol can be used as both weapons. The awkwardness of the configuration means you do not gain the bonus on Sleight of Hand checks that either of those stand-alone weapons grants. The dagger pistol is considered a double weapon for the purpose of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the dagger component are considered broken. A dagger pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pistol, Double-Barreled: This pistol has two parallel barrels; each barrel can be fired independently as a separate action, or both can be shot at once with the same action. If both barrels are shot at once, they must both target the same creature or object, and the pistol becomes wildly inaccurate, imparting a –4 penalty on each shot.

Pistol, Dragon: Like a miniature blunderbuss, the dragon pistol fires pellets or a bullet from its flared barrel. The dragon pistol fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. For ammunition, a dragon pistol uses a bullet or group of pellets and a single dose of black powder, or else a single alchemical cartridge (with either bullets or pellets) as ammunition.

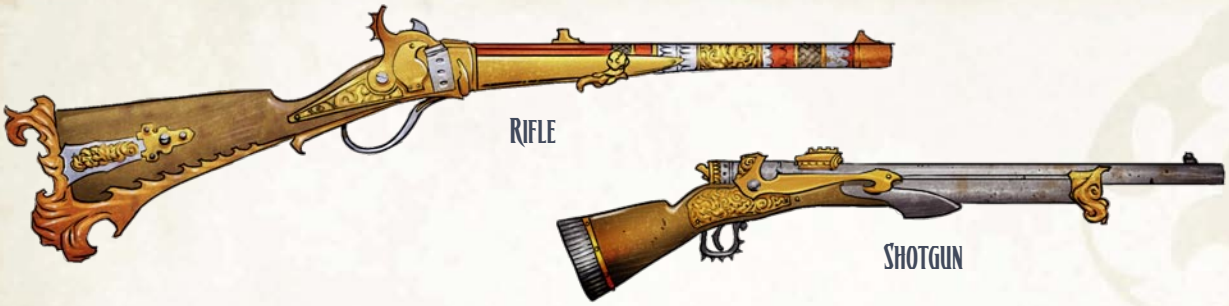
Pistol, Sword Cane: A combination weapon, this gun mixes a coat pistol with a sword cane (*Advanced Player's Guide* 179). The sword cane pistol is considered a double weapon for the purpose of creating masterwork or magical versions of this weapon. The pistol attachment makes the nature of the weapon a little more difficult to hide. An observer must make a DC 15 Perception check to realize that an undrawn sword cane pistol is a weapon rather than a walking stick; the DC decreases to 5 if the observer is able to handle the weapon. A sword cane pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition. The sword part of the weapon must be drawn in order to load the pistol part of the weapon.

Advanced Firearms

Advanced firearms are more reliable and accurate than early firearms. The ammunition of an advanced firearm takes the form of metal (usually brass) cartridges that are loaded into a chamber rather than shoved down the muzzle.

Revolver: A revolver is a pistol with a revolving cylinder containing six chambers. Each chamber can hold a metal cartridge, and when one cartridge is shot, the cylinder automatically rotates (no extra hand or action required), readying the next chamber for firing. A revolver uses metal cartridges as ammunition.

Rifle: This improvement on the musket, featuring grooved barrels, can fire farther and with more accuracy



than early long-bore firearms. A rifle uses metal cartridges as ammunition.

Rifle, Pepperbox: The four barrels of this rifle are set into a turnable housing that can be quickly rotated by hand (a free action) between shots. A pepperbox rifle uses metal cartridges as ammunition.

Shotgun: This advanced version of the blunderbuss shoots in a 30-foot cone when firing pellets, and has a 20-foot range increment when firing a bullet (often called a slug). A shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition.

Shotgun, Double-Barreled: This twin-barreled shotgun can be shot either one barrel at a time, or both together as one attack. A double shot that fires bullets is inaccurate, and takes a –4 penalty on both attacks. A double shot that fires bullets targets only a single creature and increases the damage of each barrel to 2d6 points (Small) or 2d8 points (Medium) for a total of 4d6 or 4d8 points. A double-barreled shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition.

Firearm Ammunition and Adventuring Gear

Those who wield guns have a number of options when it comes to loading their weapons, and often need gunsmith's kits to provide proper care and upkeep for their firearms.

Alchemical Cartridges: An alchemical cartridge is a prepared bundle of black powder with a bullet or pellets, sometimes with more exotic material added, which is then wrapped in paper or cloth and sealed with beeswax, lard, or tallow. There are many types of alchemical cartridges, the simplest being the paper cartridge—a simple mix of black powder and either pellets or a bullet. Alchemical cartridges make loading a firearm easier, reducing the time to load a firearm by one step (a full-round action becomes a standard action, a standard action becomes a move action, and a move action becomes a free action), but they tend to be unstable. The misfire value of a weapon firing an alchemical cartridge increases as listed in each entry.

Dragon's Breath Cartridge: This cartridge contains alchemical compounds that, when fired, produce a cone of fire instead of the normal attack of a one-handed or two-handed firearm with the scatter weapon quality. The nonmagical flame deals 2d6 points of fire damage to all targets within the cone of the scatter firearm (DC 15 Reflex save for half). These cartridges cannot be used in firearms that don't have the scatter weapon quality. Because this ammunition forces a saving throw instead of making an attack roll, the misfire rules are slightly different. If you roll a 1 with either of the damage dice, the firearm misfires.

Entangling Shot Cartridge: This mix of black powder and an alchemically treated resin strong enough to survive the shot can only be loaded into a blunderbuss, a dragon pistol, or other scatter weapon. It deals half damage to those hit by a cone attack made with this weapon, but any creature hit by the shot must succeed at a DC 15 Reflex saving throw or become entangled for 2d4 rounds. An entangling shot cartridge increases the firearm's misfire value by 2.

Flare Cartridge: When a flare cartridge hits its target, it only deals half damage, but the creature struck is blinded for 1 round (Fort DC 15 reduces this to dazzled), and creatures within a 20-foot burst are dazzled for 1 round (Fort DC 15 negates the effect). Flare cartridges are also useful for sending up signal flares. Firing a flare cartridge increases the firearm's misfire value by 2 unless it is fired from a blunderbuss or a dragon pistol, in which case doing so only increases the firearm's misfire value by 1. Flares can only be used to attack single creatures; they do not work as a shot for a cone scatter attack.

Paper Cartridge: This simple mix of black powder and either pellets or a bullet increases the misfire value by 1.

Salt Shot Cartridge: This mix of black powder and rock salt can only be loaded into a blunderbuss, a dragon pistol, or other scatter weapon. It deals nonlethal instead of lethal damage, and increases the misfire value by 1. You can only use it with a scatter weapon's cone attack.

Black Powder: Black powder is the key explosive component within a firearm that enables it to function, but in larger amounts this alchemical material can be quite destructive on its own as well. A single dose of black powder is enough to power a single shot from most one-handed and two-handed firearms, while 10 doses are required to fire a cannon. Black powder is often stored and transported in

kegs (which hold 100 doses), but in this quantity the powder itself becomes dangerous. Exposure to fire, electricity, or a misfire explosion causes black powder to explode—a single keg that explodes in this manner deals 5d6 points of fire damage to anyone within a 20-foot burst (DC 15 Reflex half). Storing black powder in a powder horn protects the powder from explosion.

Bullet: The ammunition of most one-handed and two-handed firearms, firearm bullets typically take the form of small balls of lead or some other metal.

Bullet, Adamantine: These expensive bullets are crafted from adamantine. They ignore hardness 20 or less when attacking objects.

Bullet, Pitted: This ammunition is pitted with a pattern of small pocks into which specially formulated poison compounds can be applied. A poison compound is a derivative of a standard toxin that is alchemically reduced to a solid form. These can be made from any standard injury or contact poison with a Craft (poison) check equal to the poison's DC + 4. The cost of purchasing an already prepared poison compound for the purpose of treating pitted bullets is equal to the poison's base cost + 20 gp. Once crafted, the compound can be pasted into the ammunition's pitted design and allowed to harden. Upon completion, the bullet can be fired from an appropriate firearm, releasing the poison compound into its target upon impact, but the poison's DC is reduced by 2. A pitted bullet cannot be used with an alchemical cartridge.

Bullet, Silver: This ammunition is specifically crafted from silver, and though nonmagical, it is particularly detrimental to lycanthropes, automatically confirming any critical threats against such creatures. A firearm that is shooting a silver bullet takes a –1 penalty on damage rolls (with a minimum of 1 point of damage).

Gunsmith's Kit: This small kit has all the tools a person needs to create, repair, and restore firearms, except for the necessary raw materials. Without such a kit, you cannot properly construct or provide upkeep for firearms.

Metal Cartridge: These sturdier versions of alchemical cartridges serve as the ammunition for advanced firearms. They can hold either bullets or pellets.

Pellets: A handful of pellets, along with a dose of black powder, is commonly used as ammunition for one-handed and two-handed firearms with the scatter weapon quality, though rocks or other small bits of hard material can be used in the pellets' place. Using anything other than pellets or alchemical cartridges when firing off a cone attack with a scatter weapon increases the weapon's misfire range by 1 (though this increase can be removed by switching back to standard ammunition).

Powder Horn: Typically crafted from animal horn, but increasingly crafted from metal in a wide variety of shapes, a powder horn can hold up to 10 doses of black powder. A powder horn protects black powder stored within in it from exposure to fire, electricity, firearm misfires, and water.

Table 3-6: Firearm Gear

Item	Cost	Weight
Alchemical cartridge, dragon's breath	40 gp	—
Alchemical cartridge, entangling shot	40 gp	—
Alchemical cartridge, flare	10 gp	—
Alchemical cartridge, paper (bullet or pellet)	12 gp	—
Alchemical cartridge, salt shot	12 gp	—
Black powder (dose)	10 gp	—
Black powder (keg)	1,000 gp	5 lbs.
Firearm bullet (1)	1 gp	—
Firearm bullet (30)	30 gp	1/2 lb.
Bullet, adamantine	61 gp	—
Firearm bullet, pitted	5 gp[1]	—
Firearm bullet, silver	25 gp	—
Gunsmith's kit	15 gp	2 lb.
Metal cartridge	15 gp	—
Pellets (handful)	1 gp	—
Pellets (30 handfuls)	30 gp	1/2 lb.
Powder horn	3 gp	1 lb.

[1] Does not include the cost of poison compound.

Firearm Magic Items

The following magic items and magic qualities all pertain to firearms. Most grant extra abilities or protections to the firearm user, but others protect creatures from some of the effects of firearms.

Firearm Ammunition Special Ability

The following special ability allows a firearm to be fired with the affected ammunition in environments without air, including underwater.

Dry Load

Aura faint abjuration; **CL** 3rd; **Price** 30 gp per cartridge or 1,500 gp for 50 cartridges

DESCRIPTION

This special ability can only be applied to alchemical or metal firearm cartridges. *Dry load* cartridges can be used to load guns underwater or in other airless environments, such as a vacuum. This ability protects the cartridge's contents as it is being loaded and creates a residual bubble of air that surrounds the firearm, further protecting the ammunition and allowing the firearm with this ammunition to be fired in an airless environment. After the cartridge is loaded, the bubble of air lasts for 3 minutes, or until the firearm is fired, whichever occurs first.

A firearm loaded with this ammunition still takes the –2 penalty on attack rolls when fired underwater for every 5 feet of water the bullet passes through, in addition to the normal

penalties to range. When firing a *dry load* cartridge underwater or in an airless environment, a misfire that results in a firearm explosion occurs normally.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *air bubble* (see page 222)

Specific Firearm Ammunition

Several types of magical bullets have been developed to be used with firearms. The following represent just a few of these types.

Burrowing Bullet

Aura moderate necromancy; **CL** 9th (*burrowing bullet*) or 13th (*greater burrowing bullet*)

Slot none; **Price** 1,722 gp (*burrowing bullet*) or 3,447 gp (*greater burrowing bullet*); **Weight** —

DESCRIPTION

This *+1 firearm bullet* deals normal damage, but when it hits a living creature, it burrows into the creature's flesh, causing wracking pain until removed or until the bullet burrows its way out of the creature. While these bullets burrow, the creature is staggered. This effect lasts for 1d3 rounds or until the bullet is removed with a DC 15 Heal check made as a standard action. *Greater burrowing bullets* take longer to pass though the bodies of living creatures (the staggered effect lasts 1d3+2 rounds) and are harder to remove (DC 20 Heal check as a standard action).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *symbol of pain* (*burrowing bullet*) or *symbol of stunning* (*greater burrowing bullet*); **Cost** 861 gp (*burrowing bullet*) or 1,723 gp (*greater burrowing bullet*)

Tracer Bullet

Aura faint evocation; **CL** 2nd

Slot none; **Price** 100 gp; **Weight** —

DESCRIPTION

These *+1 firearm bullets* deal no damage, but instead cause a pale glow to outline the target, granting the effect of a *faerie fire* spell and causing the target to take a –2 penalty to AC against ranged attacks. These effects last for 1d4 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *faerie fire*; **Cost** 50 gp

Magic Firearm Special Abilities

The following special abilities are exclusively for firearms.

Lucky

Aura moderate transmutation; **CL** 8th; **Price** +1 bonus

DESCRIPTION

This special ability can only be placed on one-handed or two-handed firearms. A *lucky firearm* has its own magical reservoir of grit (see page 9). Usually this grit is stored within the marks of an engraving or in a trinket that hangs from the firearm. Often these marks take the form of holy symbols or fetishes, but such a reservoir can take just about any form. This reservoir holds 1 grit point, which is refreshed at the start of each day. Whether or not the wielder of a *lucky firearm* has any deeds (see page 10), she can always spend 1 grit point from the *lucky firearm* to reroll an attack from it that would result in a misfire. When the wielder does so, she must take the second result, even if that attack roll also results in a misfire.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *heroism*, creator must be a grit user

Lucky, Greater

Aura moderate enchantment; **CL** 12th; **Price** +3 bonus

DESCRIPTION

This special ability can only be placed on one-handed or two-handed firearms. A *greater lucky firearm* is nearly identical to a *lucky gun*, but its reservoir holds 3 grit points instead of 1. A firearm cannot have both this special ability and the *lucky* special ability.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *greater heroism*, creator must be a grit user

Reliable

Aura moderate transmutation; **CL** 8th; **Price** +1 bonus

DESCRIPTION

This special ability can only be placed on firearms. A *reliable firearm* is enchanted so that it is less likely to jam than other firearms. This enchantment reduces the misfire value of the affected firearm by 1 (minimum 0). This reduction occurs after any increases are calculated for firing with the broken condition, or for any other effect that might increase the misfire value of a firearm.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mending*

Reliable, Greater

Aura moderate enchantment; **CL** 12th; **Price** +3 bonus

DESCRIPTION

This special ability can only be placed on one-handed or two-handed firearms. A *greater reliable firearm* is enchanted so as to be less likely to jam than other firearms. It reduces the misfire value of the affected firearm by 4 (minimum 0). This reduction occurs after any increases are calculated for firing with the broken condition, or for any other effect that might increase the misfire value of a firearm. A firearm with *greater reliable* cannot have the *reliable* special ability.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *make whole*

Wondrous Items

The following wondrous items either enhance firearms or protect against them.

Amulet of Bullet Protection

Aura faint abjuration; **CL** 5th

Slot neck; **Price** 1,500 gp (+1), 6,000 gp (+2), 13,500 gp (+3), 24,000 gp (+4), or 37,500 gp (+5); **Weight** —

DESCRIPTION

This amulet, usually crafted from the splintered remains of spent firearm bullets shaped into a rough holy symbol or clover, grants the wearer a luck bonus to AC against firearm attacks that target touch AC.

CONSTRUCTION

Requirements Craft Wondrous Item, *divine favor*, creator's caster level must be at least three times the amulet's bonus; **Cost** 750 gp (+1), 3,000 gp (+2), 6,750 gp (+3), 12,000 gp (+4), 18,7500 gp (+5)

Dry Load Powder Horn

Aura faint conjuration; **CL** 3rd

Slot none (see below); **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This magical powder horn holds 20 doses of black powder. Furthermore, when a firearm is loaded with black powder directly from this horn, the horn creates a small pocket of air that envelops the gun and allows that shot to be fired underwater or in an area lacking air, such as a vacuum. Once the gun is loaded with powder from the *dry load powder horn*, it retains the pocket of air for 10 minutes or until the firearm is fired, whichever comes first.

Firing a firearm that has been loaded from this horn underwater still incurs the –2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to the normal penalties to range. When a shot loaded from a *dry load powder horn* results in a firearm explosion while underwater or in an airless environment, that explosion occurs normally.

CONSTRUCTION

Requirements Craft Wondrous Item, *air bubble* (see page 222); **Cost** 1,000 gp

Far-Reaching Sight

Aura faint divination; **CL** 3rd

Slot none (see below); **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

This sight can be attached to a single two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon with a full-round action. A firearm wielder can choose to spend a full-round action to make a single shot with a firearm that has this sight. When she does, she can resolve the attack against the touch AC of her target regardless of the range increment.

CONSTRUCTION

Requirements Craft Wondrous Item, *true strike*; **Cost** 2,000 gp

Figurine of Wondrous Power (Slate Spider)

Aura moderate transmutation; **CL** 11th

Slot none; Price 10,000 gp; Weight 1 lb.

DESCRIPTION

This *figure of wondrous* power uses the same general rules for all magic items of this type (*Core Rulebook* 513).

This statuette of a spider with stubby legs can be used once per day for 1 minute. When activated, the figurine spouts longer, segmented legs, and scampers about the activator, picking lint off robes, chiseling grime from armor, or otherwise grooming its activator. If commanded to do so as a free action, it perches on the muzzle of a one-handed or two-handed firearm barrel and, after the firearm is fired, travels down the barrel and cleans out the firearm. Each time the slate spider cleans a firearm, the next shot the firearm fires has no chance of misfiring.

When animated, a *slate spider* has 1 hit point and is considered an attended object. An animated slate spider will never willingly leave space of its animator.

CONSTRUCTION

Requirements Craft Wondrous Items, *animate object*; **Cost** 5,000 gp

Oil of Silence

Aura faint illusion; **CL** 5th

Slot none; **Price** 250 gp; **Weight** —

DESCRIPTION

When applied to a one-handed or two-handed firearm, this strange grayish oil renders that firearm silent for 1 hour. Five vials of *oil of silence* can be used in conjunction to silence a Large firearm siege engine, and 10 can be used to silence a Huge firearm siege engine. The oil does not work on firearm siege engines that are larger than Huge.

CONSTRUCTION

Requirements Craft Wondrous Item, *silence*; **Cost** 125 gp

See Invisibility Sight

Aura moderate divination; **CL** 8th

Slot none (see below); **Price** 12,000 gp; **Weight** 1 lb.

DESCRIPTION

This sight can be attached to a single two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon with a full-round action. A firearm wielder using a firearm that has this sight can choose to spend a full-round action to either locate an invisible creature within line of sight or make a single shot that ignores the invisibility of a creature that she knows is in the area.

CONSTRUCTION

Requirements Craft Wondrous Item, *true seeing*; **Cost** 6,000 gp

Gladiator Weapons

Almost every culture features warriors who fight for sport and entertainment. While only the most decadent or evil cultures enjoy all-out blood sports in which the combatants fight to the death for the pleasure of the crowd, even the most benign societies enjoy the spectacle of armed conflict. These conflicts often require specialized weapons and training to get the most out of such performance combat.

The following weapons are all performance weapons. Performance is a weapon quality that grants bonuses when using the weapon in performance combat (see page 153). Performance weapons tend to be the preferred weapons of warriors who fight in the arena or some other forum where showmanship is just as important as scoring a debilitating blow or deadly hit, and these weapons are often well known to the spectators of such events.

There is another way in which a weapon can gain the performance quality. A creature can take the Master Combat Performer feat (see page 108), which allows any weapon it wields to gain the performance quality.

Special: All of the following weapons have the performance quality, which is described below.

Performance: When wielding this weapon, if an attack or combat maneuver made with this weapon prompts a combat performance check, you gain a +2 bonus on that check.

Gladiator Weapon Descriptions

Presented below are descriptions for weapons popular among gladiators, pit fighters, and other such warriors.

Aklys: The aklys is a hooked throwing club with a 20-foot cord; you can retrieve the aklys after throwing it as a move action. The hook allows you to make trip attacks at range. Some aklyses have holes drilled through them and whistle when flung.

Amentum: An amentum is a long leather thong that attaches to a javelin. Before throwing, the amentum is wound about the javelin's shaft. You then throw the javelin while gripping the amentum, imparting spin to the weapon and greatly improving its range. Attaching an amentum to a javelin is a move action, and winding it is a full-round action. Javelins can be stored with amenta already wound about them. A javelin wound with an amentum is considered a martial weapon.

Flying Blade: A flying blade is a large, crescent-shaped blade anchored to a 10-foot chain. You fight with a flying blade by spinning it about your head or by snapping it toward an opponent. The flying blade is a clumsy weapon and receives a –2 penalty on attack rolls, but when you make attacks of opportunity provoked by movement, you receive a +2 bonus on attack rolls instead of the penalty.

Gladius: The gladius is the favorite short sword of gladiators, with a heavier blade than the standard short sword. It serves well as a slashing weapon. Feats and abilities that affect short swords apply to the gladius.

Hooked Axe: The hooked end of this axe's blade can be used to disarm foes or pull them off balance. A hooked axe can be used as a martial weapon (in which case it functions like a battleaxe).

Knuckle Axe: Knuckle axes, usually used in pairs, resemble axe blades mounted on brass knuckles. You may hold, but not wield, a weapon or other object in a hand wearing a knuckle axe. Unlike when wearing brass knuckles, you cannot use a hand wearing a knuckle axe for spellcasting.

Madu: The madu is a round, light shield with two animal horns—usually from an antelope—extending from opposite sides of the shield. If you are proficient with the madu, you may use it to fight defensively with a –2 penalty instead of the normal –4, and your attack penalty for using Combat Expertise improves by +1 (minimum –1 penalty). You cannot hold anything else in the hand that bears a madu. If you are not proficient with the madu, treat it as a light spiked shield.

Pata: An evolution of the punching dagger, the pata is a short sword that ends in a full, fingerless gauntlet hilt. You punch rather than stab with the weapon, allowing you to put more force behind each strike. While wearing a pata, you cannot use that hand for anything else. A pata provides a +10 bonus to your CMD against being disarmed.

Quadrens: A quadrens looks like a dagger, but with four spikes mounted in a square pattern in place of a blade. When you score a critical hit with a quadrens, the resulting gaping wound causes 1 point of bleed damage.

Scizore: The scizore is a hardened tube that fits your forearm, ending in a semicircular blade used for devastating bladed punch attacks. The scizore grants a +1 shield bonus to AC, but if you attack with the blade, you lose the AC bonus that round and take a –1 penalty on attack rolls with the scizore. While wearing a scizore, you cannot use that hand for anything else. A scizore provides a +10 bonus to your CMD against being disarmed of your scizore. Donning a scizore is a full-round action.

Scorpion Whip: This whip has a series of razor-sharp blades and fangs inset along its tip. It deals lethal damage, even to creatures with armor bonuses. If you are proficient with whips, you can use a scorpion whip as a whip.

Shotel: The shotel is a downward-curving sword designed to reach over or around an opponent's shield. You gain a +1 bonus on attack rolls with a shotel against

Table 3-7: Gladiator Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Gladius	15 gp	1d4	1d6	19–20/x2	—	3 lbs.	P or S	performance
One-Handed Melee Weapons								
Scizore	20 gp	1d8	1d10	x2	—	3 lbs.	P	performance
Ranged Weapons								
Amentum	—	1d4	1d6	x2	50 ft.	1 lb.	P	performance
Javelin	1 gp	—	—	—	—	2 lbs.	—	—

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Aklys	5 gp	1d6	1d8	x2	20 ft.	2 lbs.	B	performance, trip
Knuckle axe	9 gp	1d4	1d6	x3	—	2 lbs.	S	monk, performance
Madu, leather	40 gp	1d3	1d4	x2	—	5 lbs.	P	performance
Madu, steel	40 gp	1d3	1d4	x2	—	6 lbs.	P	performance
Pata	14 gp	1d4	1d6	x3	—	3 lbs.	P	performance
Quadrens	8 gp	1d4	1d6	19–20/x2	—	2 lbs.	P	performance
Scorpion whip	5 gp	1d3	1d4	x2	—	3 lbs	S	performance
Sica	10 gp	1d4	1d6	x2	—	2 lbs.	S	performance
One-Handed Melee Weapons								
Hooked axe	20 gp	1d6	1d8	x3	—	7 lbs.	S	disarm, performance, trip
Shotel	30 gp	1d6	1d8	x3	—	3 lbs.	P	performance
Two-Handed Melee Weapons								
Flying blade	40 gp	1d10	1d12	x3	—	12 lbs.	S	performance, reach
Ranged Weapons								
Throwing shield	+50 gp	1d4	1d6	x2	20 ft.	—	B	performance, trip

1 Weight figures are for Medium weapons. A Small weapon weights half as much, and a Large weapon weighs twice as much.
2 A weapon with two types is either type (wielder's choice) if the entry specifies "or."

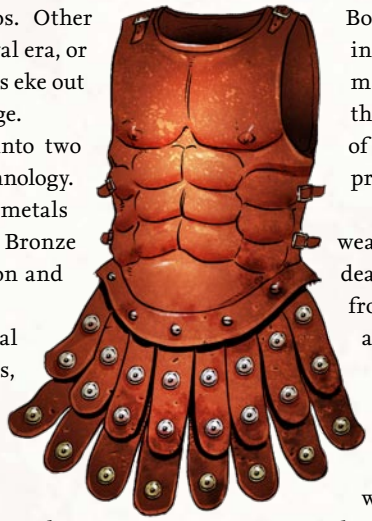
opponents using bucklers, light shields, or heavy shields.

Sica: This blade is a smaller, lighter version of the shotel. You gain a +1 bonus on attack rolls with a sica against opponents using bucklers, light shields, or heavy shields.

Throwing Shield: This shield is designed for throwing and has specially designed straps allowing you to unclasp and throw it as a free action. Tower shields cannot be throwing shields. Neither a shield's enhancement bonus to AC nor its shield spikes apply on your attack or damage rolls.

Primitive Armor and Weapons

The standard Pathfinder Roleplaying Game campaign takes place in a time period similar to the medieval and early Renaissance age of iron and steel. But even in fantasy campaigns set in this era, some cultures lack steel, and some lack metalworking entirely. Sometimes this deficit is due to geographical remoteness, lack of resources, repression by a strong overlord, or societal taboos. Other campaigns might be set before the medieval era, or in a dark future where apocalypse survivors eke out livings with the best tools they can scavenge.



Primitive campaigns can be broken into two broad categories based on the level of technology. The first is the Stone Age, where worked metals are all but unknown. The second is the Bronze Age, where metal weapons appear but iron and steel have not been mastered or are rare.

The following section presents general rules for both of these broad categories, and some new weapons that can be used in each era.

Primitive Materials

Standard adventuring equipment found in the *Core Rulebook* and other Pathfinder RPG supplements is crafted of materials well suited to the task. Primitive equipment, on the other hand, is crafted from the best materials available, which are often inferior in performance. Sometimes these differences are hand-waved away (as in the case of most mundane gear and items listed on Table 6–9 in the Equipment chapter of the *Core Rulebook*), but in the case of weapons and armor, these differences are not as easily overlooked.

All of the special materials listed below have their own rules and exceptions that make them function slightly differently (typically worse) than the standard materials for weapons found in the Pathfinder RPG. Some of these materials grant the item the fragile quality—a quality that can be applied to both weapons and armor.

Fragile: Fragile weapons and armor cannot take the beating that sturdier weapons can. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, the roll of a natural 1 destroys it instead.

Armor with the fragile quality falls apart when hit with heavy blows. If an attacker hits a creature wearing fragile armor with an attack roll of a natural 20 and confirms the critical hit (even if the creature is immune to critical hits), the armor gains the broken condition. If already broken, the armor is destroyed instead. Fragile armor is not broken or destroyed by critical threats that are not generated by natural 20s, so if a creature wielding a weapon with a 19–20 or 18–20 critical range scores a critical hit on the wearer of this armor with a roll of less than a natural 20, that critical hit has no chance to break or destroy the armor.

Masterwork and magical fragile weapons and armor lack these flaws unless otherwise noted in the item description or the special material description.

Bone

Bone can be used in place of wood and steel in weapons and armor. Other animal-based materials like horn, shell, and ivory also use the rules for bone weapon and armor. The cost of a bone weapon or bone armor is half the price of a normal weapon or armor of its type.

Weapons: Light and one-handed melee weapons, as well as two-handed weapons that deal bludgeoning damage only, can be crafted from bone. Hafted two-handed weapons such as spears can be crafted with bone tips, as can arrowheads. Other two-handed weapons cannot be constructed of bone.

Bone weapons have half the hardness of their base weapons and have the fragile weapon quality. Masterwork bone weapons also have the fragile quality, but magic bone weapons do not. Bone weapons take a –2 penalty on damage rolls (minimum 1 damage).

Armor: Studded leather, scale mail, breastplates, and wooden shields can all be constructed using bone. Bone either replaces the metal components of the armor, or in the case of wooden shields, large pieces of bone or shell replace the wood.

Bone armor has a hardness of 5 and has the fragile armor quality. Masterwork bone armor also has the fragile quality, but magic bone armor does not. The armor/shield bonus of bone armor is reduced by 1, but in the case of studded leather, the armor check penalty is also reduced by 1 (to 0).

Bronze

Before the advent of iron and steel, bronze ruled the world. This easily worked metal can be used in place of steel for both weapons and armor. For simplicity's sake, similar or component metals such as brass, copper, or even tin can use the following rules, even though in reality bronze is both harder and more reliable than those metals.

Weapons: Light and one-handed weapons can be crafted from bronze. Likewise, spear points, arrowheads, and axe heads can be crafted from bronze, even those that are parts of two-handed weapons. Bronze is too weak to be used for two-handed weapons made entirely out of metal,

and cannot typically be used to craft polearms, with the exception of the rhomphaia, which is provided in the section on Bronze Age equipment.

Bronze weapons have the hardness of their base weapons but also have the fragile quality. Bronze weapons do the same damage as steel weapons of the same type, and have the same cost and weight.

Armor: Bronze can be used to create any medium or light armor made entirely of metal or that has metal components. It protects a creature as well as steel armor does, but it has the fragile quality. Bronze armor has the same cost and weight as normal steel armor of its type. Bronze armor has a hardness of 9.

Gold

Typically only used for ceremonial weapons and armor, metal equipment made from gold is fragile, heavy, and expensive. Often golden armor is gold-plated rather than constructed entirely from gold. The rules below are for the rare item constructed entirely of gold rather than being gold-plated.

Gold-plated items triple the base cost of weapons and armor and have the same properties as the item the gold is plating. Items constructed purely of gold cost 10 times the normal cost for items of their type. Gold items weigh 50% more than typical weapons or armor of their type.

Weapons: Gold is often too soft to hold a decent edge, but light weapons that do piercing or slashing damage can be constructed of gold or some nearly gold alloy. They take a –2 penalty on damage rolls (minimum 1 damage).

Gold weapons have a hardness of half their base weapons' and also have the fragile quality.

Armor: Gold can be fashioned into light or medium metal armor. The softness and the weight of the metal decrease the armor/shield bonus by 2, and increase the armor check penalty by 2. Gold armor has a hardness of 5.

Obsidian

This black volcanic glass is extremely sharp, and can be shaped into a variety of weapons that do piercing and slashing damage. Bits of obsidian inserted into a length of tempered wood create effective swords called terbutjes.

Obsidian weapons cost half of what base items of their type do, and weigh 75% of what base items of their type do.

Weapons: Obsidian can be used to craft light and one-handed weapons that do piercing or slashing damage, as well as spear tips and arrowheads.

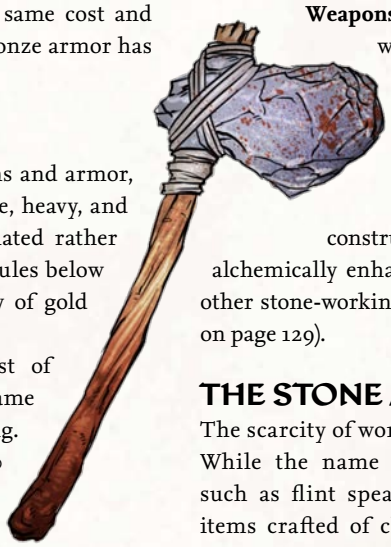
Obsidian weapons have half the hardness of their base weapon and have the fragile quality.

Armor: The fragile glass nature of obsidian is perfect for creating sharp points and blades, but those same qualities make it unsuitable for creating armor. Armor cannot be constructed from obsidian.

Stone

Stone Age weapons almost always utilize stone in some way. From rocks lashed to wooden hafts to create early maces and axes, to flint knives and stone arrowheads, these primitive weapons are still deadly.

Stone weapons cost a quarter of what base items of their type do, and weigh 75% of what base items of their type do.



Weapons: Light and one-handed bludgeoning weapons, spears, and arrowheads can all be made of stone.

Weapons made of stone have half the hardness of their base weapons, and have the fragile condition.

Armor: Armor cannot usually be constructed from stone, but advanced, often alchemically enhanced stone armor made by dwarves or other stone-working cultures does exist (see the stone coat on page 129).

THE STONE AGE

The scarcity of worked metal defines a Stone Age culture. While the name derives from ubiquitous stone tools such as flint spear points and basalt grinding stones, items crafted of clay, animal hides, wood, antlers, and other natural materials abound. Metals are limited to small silver, gold, copper, and tin deposits, as well as fabulously rare meteoric iron, all worked through beating and shaping. Metal items in a Stone Age campaign are as prized as magic items in a standard campaign.

Within the broad ranges of the Stone Age, considerable degrees of technological sophistication exist. At the low end, some areas might barely scrape together hide clothing, flint knives, and cooking fires, while at the higher end, more sophisticated craftsmanship like wooden armor, fired pottery, and quarried stone makes an appearance. Once the smelting of ore into metal appears, however, the culture moves into the Bronze Age or beyond.

Stone Age cultures tend to exist in a pre-currency condition, relying on barter, communalism, or the taking resources by force. However, Stone Age cultures that exist long enough often develop currencies based on materials other than metal coins, including cowries (smalls shells), carved stone money, and wooden tokens. Nearly all of these currencies represent some other item of value (such as grain or cattle), rather than having intrinsic value.

For the sake of simplicity, when creating a currency for your Stone Age campaign, create a baseline currency and have that currency represent 1 gp. Then create two forms of lesser currency to act as silver pieces and copper pieces. For example, a single cowrie shell could represent 1 gp, a quartz

Table 3-8: Stone Age Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
One-Handed Melee Weapons								
Mere club	2 gp	1d3	1d4	×2	—	2 lbs.	B or P	fragile
Martial Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Weight[1]**	**Type[2]**	**Special**
One-Handed Melee Weapons								
Terbutje	5 gp	1d6	1d8	19–20/×2	—	2 lbs.	S	fragile
Two-Handed Melee Weapons								
Tepoztopilli	8 gp	1d8	1d10	19–20/×2	—	8 lbs.	P or S	fragile, reach
Ranged Weapons								
Atlatl	2 gp	1d4	1d6	×2	50 ft.	2 lbs.	P	—
Atlatl dart	1 gp	—	—	—	—	2 lbs.	—	—
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Weight[1]**	**Type[2]**	**Special**
One-Handed Melee Weapons								
Taiaha	10 gp	1d8/1d4	1d10/1d6	×2/×3	—	8 lbs.	B or P	double
Terbutje, great	12 gp	1d8	1d10	19–20/×2	—	4 lbs.	S	fragile
Wahaika	3 gp	1d4	1d6	×2	10 ft.	3 lbs.	B	disarm

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] A weapon with two types is either type (wielder's choice) if the entry specifies "or."

Table 3-9: Bronze Age Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Two-Handed Melee Weapons								
Mattock	12 gp	1d6	2d4	×4	—	12 lbs.	P	fragile
Rhomphaia	15 gp	1d6	2d4	×3	—	10 lbs.	P or S	brace, fragile, reach
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Weight[1]**	**Type[2]**	**Special**
Two-Handed Melee Weapons								
Harpoon	5 gp	1d6	1d8	×3	10 ft.	16 lbs.	P	fragile, grappling (see description)
Ranged Weapons								
Kestros	1 gp	1d6	1d8	×3	50 ft.	1 lb.	P	—
Kestros dart (10)	5 gp	—	—	—	—	5 lbs.	—	—

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] A weapon with two types is either type (wielder's choice) if the entry specifies "or."

stone could represent 1 silver piece, and a stone arrowhead or simple stone tool could represent 1 copper piece.

Stone Age Weapons and Armor: Stone Age campaigns feature standard weapons and armor made of bone, obsidian, and stone. Leather, hide, padded, and wooden armor (see pages 179–180 of the *Advanced Player's Guide*) and wooden shields are also available.

The following weapons are also available in Stone Age campaigns.

Atlatl: An atlatl is a thin piece of wood or antler used as a lever to hurl a specially fitted dart. An atlatl gives much greater range to a dart, but must be loaded like a projectile weapon. Your Strength modifier applies to damage rolls when you use an atlatl, just as it does for thrown weapons. You can fire—but not load—an atlatl with one hand. Loading an atlatl is a move action that requires two hands and provokes attacks of opportunity. The Rapid Reload feat can be taken for atlatls, allowing you to load a dart as a free

action. Atlatl darts are the size of javelins but have fletching, and can be used as javelins without an atlatl.

Mere Club: Traditionally made of sturdy carved stone, a mere (MEH-reh) is a short, flat-sided, sharp-pointed club.

Taiaha: A taiaha is a long, heavy stick, club-shaped at one end and tipped with a wooden or metal spear point at the other. You wield it with a combination of solid strikes with the club and fending motions with the spear. A taiaha can be wielded as a martial weapon that deals 1d8/×2 bludgeoning damage.

Tepoztopilli: The head of this wooden polearm is edged with jagged bits obsidian, glass, teeth, or similar materials. The wide head serves well for both piercing and slashing attacks.

Terbutje: This length of tempered wood, also called a macuahuitl, has bits of shark teeth, obsidian, glass, or similar materials studded all along its length.

Terbutje, great: This 4-foot-long version of the terbutje is too large to use in one hand without special training; thus it is an exotic weapon. A character can use a great terbutje two-handed as a martial weapon.

Wahaika: This short and broad club is made of hardened wood or bone. It has a notch on one side that is used for catching weapons. If you are proficient, you use the notch in the wahaika to disarm your foes. Otherwise, treat this weapon as a club. Feats and abilities that affect clubs apply to the wahaika.

The Bronze Age

In this era, bronze, copper, and even gold take the place of bone and stone in weaponry. Iron weapons may exist but command great value, as little free iron exists aside from rare meteoric iron deposits. Many weapons of the Middle Ages make their first appearances in the Bronze Age, though the materials of the age cannot form blades much longer than a short sword and most polearms are unheard of.

The Bronze Age quickly gave way to the Iron Age as metalworking techniques advanced, but in a fantasy world, races with an aversion to iron might well use bronze weapons indefinitely.

A fey-centered campaign could give vulnerability to iron (+1d6 damage per hit) to most fey creatures and showcase the iron-hating fey warring with humans and their allies over iron mines and forging operations. Other campaigns might be set at the turning point of the Iron Age, with the PCs either possessing the secret of iron or fighting to survive (and perhaps steal its mysteries for themselves) against enemies wielding deadly new blades of iron and steel.

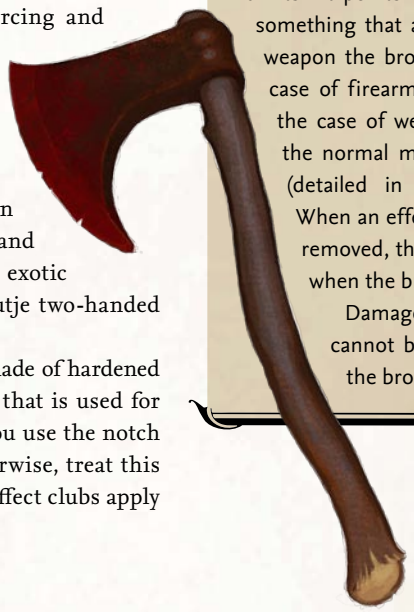
Currency in a Bronze Age campaign is the same as the standard Pathfinder RPG currency, though platinum pieces do not exist.

Broken Condition and Sundering

There are two ways for an item to gain the broken condition. One is for the weapon to take damage from an attack or attacks that is in excess of half the weapon's hit points. The other is for the weapon to gain that condition from some effect. Both firearms and fragile weapons include effects that grant a weapon the broken condition (*Core Rulebook* 565) without the weapon explicitly taking damage.

If a weapon gains the broken condition from an effect, that weapon is considered to have taken damage equal to half its hit points +1. This damage is repaired either by something that addresses the effect that granted the weapon the broken condition (like quick clear in the case of firearm misfires or the Field Repair feat in the case of weapons with the fragile quality) or by the normal method for recovering item hit points (detailed in the broken condition description). When an effect that grants the broken condition is removed, the weapon regains the hit points it lost when the broken condition was applied.

Damage done by an attack against a weapon cannot be repaired by an effect that removes the broken condition.



Bronze Age Weapons and Armor: Bronze Age campaigns can feature all the weapons and armor of a Stone Age campaign, as well as items made of bronze and gold. The following weapons are also available in Bronze Age campaigns.

Harpoon: A harpoon is a barbed spear with an attached rope 50 feet or less in length. If you are proficient in the harpoon, it is a grappling weapon (see the weapon special qualities for Eastern weapons on page 130).

A harpoon's weight includes the weight of 50 feet of hemp rope. It can be reduced by using shorter or lighter rope.

Kestros: The kestros is an oddly shaped sling used for launching darts. Your Strength modifier applies on damage rolls when you use a kestros, just as it does for thrown weapons. You can fire—but not load—a kestros with one hand. Loading a kestros is a move action that requires two hands and provokes attacks of opportunity. Halflings treat the kestros as a martial weapon.

Mattock: Derived from the digging tool of the same name, a mattock resembles a two-handed pick, but with a chisel-like blade instead of a point.

Rhomphaia: This weapon is an early polearm consisting of a long, single-edged blade attached to a sturdy staff, sometimes slightly curved. It serves as both a cutting and a thrusting weapon.

Duels

There is no form of combat more civilized than the duel. Be it with steel or spells, duels are used to settle disputes in situations where a chaotic melee would be disruptive or even illegal. Although duels are often considered honorable, this does not necessarily make them any less deadly. Duels often permit combatants to engage in more even fights than the fracas of the battlefield, allowing the true skill, power, and wit of each to determine the victor.

Starting a Duel

A duel is a form of combat, but unlike ordinary combat, the participants must all agree to willingly enter the duel and abide by its rules. If either side breaks the rules, that side is considered the loser of the duel, regardless of any other outcome, and if its members continue aggressive action, the fight continues using the standard rules for combat.

The rules for a duel are usually quite simple, but might vary if all of the participants are of a particular class or if all of the participants agree on specific restrictions or guidelines. Such discussions typically happen before the duel, allowing both sides to properly prepare, but as with all elements of a duel, this is not always the case. Most duels utilize the following simple rules.

- Each participant must fight alone and can receive no help from outside sources, with the exception of other creatures who are taking part in the duel, such as familiars, animal companions, or other bonded creatures. If the duel consists of more than one participant on a side, those fighting alongside one another are free to aid each other.
- The types of weapons that can be used in the duel are agreed upon before the duel begins. Typical restrictions include only using melee weapons, ranged weapons, unarmed (or natural) weapons, magic, or any combination of these. The rules of a duel may require all duel participants to use the same weapon or types of attacks. This is especially the case in duels that require swords, spells, or firearms. Absent any such rules, any type of weapon is permissible.
- The duel usually lasts until one of the combatants has been knocked unconscious or otherwise prevented from continuing. Spells such as *hold person* do not end duels, but *flesh to stone* certainly does, assuming the target fails her saving throw. Some duels go to the death and are only ended when one duelist or team is cut to pieces or reduced to a pile of smoking ashes. Other duels last until first blood, first strike, or a number of successful attacks. These latter types of duels are usually intended to settle disputes where a creature's death is not the required end result.
- In the case of duels that exclusively use magic, additional rules might prohibit the use of summoned or conjured creatures, unless the duel is performed by such creatures at the behest of the spellcasters involved (as is common among druids and summoners).
- In the case of duels exclusively among warriors, additional rules typically prohibit the use of poison or even entire types of attacks (such as prohibiting ranged attacks, or requiring the use of firearms). In addition, most such duels prohibit the use of magic that affects other participants, although spells that enhance the caster are sometimes allowed.

Duel Combat

A duel functions much like ordinary combat, with a few notable exceptions.

At the start of the duel, each participant makes an initiative check, just like in standard combat. Because duels are always planned and expected, there is never a surprise round. Alternatively, some duels start off with each side facing off, waiting for the other to flinch or break resolve. In such cases, substitute a Bluff, Intimidate, or Sense Motive check in place of the standard initiative check. The skill used is decided by the individual participants and is reflective of their approach to the duel.

At the beginning of each round, the participants check the status of the duel (the GM may want to mark the beginning of each round in some way during initiative tracking as a reminder to check this status). So long as all participants agree to continue dueling, the duel goes on. If any one of the participants withdraws from the duel, the duel immediately ends for all participants, even those who would see it continue. The participant or side that ended the duel is considered the loser of the duel. The duel's remaining participants can, among themselves, agree to resume the duel, but this is considered a separate duel from the previous one and does not involve those who withdrew from the duel.

Each participant in a duel can act normally on his turn, but his actions must target or affect either himself or one of the other duel participants (either an ally or an opponent). For example, a warrior might make an attack with his bow against anyone participating in the duel, or he might administer a potion to a wounded ally also involved in the duel, but he could not attack anyone other than a participant. Similarly a dueling wizard could not cast *haste* on allies outside the duel while excluding himself, but he could cast it on his allies if he was among the targets. The same goes for offensive spells, such as *fireball*—the dueling caster must include one of his opponents in the duel among the targets of the spell, and

could not affect some nearby creatures to the exclusion of his opponent.

In addition to his normal actions, each participant in a duel may use one of a number of special immediate actions, available only to characters participating in a duel. They may take dueling counters, dueling dodges, dueling parries, or dueling resolve actions, each of which is described below.

Dueling Counter

Each participant in a duel can take a special action called a dueling counter. A dueling counter is similar to a counterspell, but is easier to use.

When a dueling opponent tries to cast a spell, the targeted spellcaster can make a Spellcraft check (DC 15 + the spell's level) as a free action. If the check succeeds, she can identify her opponent's spell and can attempt a dueling counter. If it fails, she cannot attempt a dueling counter against that spell (although special actions are still available to her).

A dueling counter is an immediate action that does not provoke attacks of opportunity. To attempt a dueling counter, the countering duelist must expend a spell or spell slot of a level equal to or higher than that of the spell being cast. Note that characters who cast spells spontaneously (such as bards, oracles, and sorcerers) must choose which exact spell they are using to counterspell in addition to the slot being used. The countering duelist must then make a caster level check against a DC of 15 + the spell's caster level. Unlike when using a true counterspell action (which requires a readied action), even expending an exact copy of the spell being cast does not guarantee success. The caster attempting the counterspell receives a bonus or penalty on her check depending upon the level of the spell slot being expended and the exact spell used, as noted in Table 3–10. If the check is successful, the spell is countered—it is negated and the spell is lost. If not, the spell takes effect as normal and the duelist attempting to counter the spell takes a –2 penalty on any saving throws made against the spell's effect.

Alternatively, a spellcaster can use *dispel magic* or *greater dispel magic* as a dueling counter. When a duelist spellcaster does so, he does not need to identify the spell being cast, can counter a spell of any level, and must succeed at a caster level check against a DC of 11 + the spell's caster level. When *dispel magic* is used as a dueling counter, it is not modified by any of the circumstances in Table 3–10.

Because readying a counterspell is its own action, a dueling spellcaster can prepare to counterspell and make a dueling counter in the same round. This is only useful if the participant is facing multiple opponents, or someone with access to the Quicken Spell feat or other abilities that allow casting two spells in the same round.

Table 3-10: Dueling Counter Modifiers

Circumstance	Check Modifier
Spell is of a different school	–2
Spell is of the same school, but not the same spell	+2
Spell is of a higher level than the spell being countered	+1/level above
Spell is the same as the spell being countered	+10

Dueling Dodge

Each participant in a duel can take a special action called a dueling dodge. This special maneuver gives a duelist a temporary bonus to his AC and on Reflex saves, but leaves him vulnerable to other attacks until the start of his next turn.

Whenever a character participating in a duel is the target of a melee attack, a ranged attack, a supernatural ability, or a spell or spell-like ability from another participant of the duel, he can declare that he is making a dueling dodge as an immediate action. This grants him a +4 circumstance bonus to his AC and on any Reflex saving throws he must make as a result of the attack. This bonus only applies until the attack that triggered the immediate action is resolved. If the attacker can make more than one such attack, all subsequent attacks are resolved as normal. This immediate action must be declared before the attack is resolved. If the attack does not require an attack roll or a Reflex saving throw, the immediate action is still spent, but with no effect.

Once the attack is resolved, the creature that attempted a dueling dodge takes a –2 penalty to his AC and on all Reflex saving throws until the start of his next turn (even if the duel ends).

Dueling Parry

Each participant in a duel can take a special action called a dueling parry. This special action allows the duelist to deflect a blow from a melee or ranged attack directed at her. A dueling parry cannot deflect spell or firearm ranged attacks.

Whenever a character participating in a duel is the target of a melee or ranged attack from another participant of the duel, she can declare that she is attempting to parry the attack as an immediate action. She must then make an attack roll with whatever weapon she is currently wielding, using her full base attack bonus but with a –5 penalty. If this attack roll is equal to or greater than the attack roll being made against her, she parries the attack and it is considered a miss. If the duelist attempting the parry is unarmed, she takes a further –2 on the attempt. If the duelist possesses the parry class feature, she can attempt this dueling parry once per round without spending an immediate action if she is using her parry class feature.

This dueling parry only applies to one attack. Other attacks made by the same attacker are resolved normally. If the attack is a hit and a critical threat, but would be parried by the duelist, it is still a hit, but no confirmation roll is made and damage is rolled normally.

Dueling Resolve

Once per duel, a character can use a special action called dueling resolve. This special action allows a duelist to keep on fighting despite a crippling spell or terrible injury.

Whenever a character participating in a duel fails a Fortitude or Will saving throw, or is reduced to fewer than 0 hit points, he can use dueling resolve as an immediate action. If he failed a Fortitude or Will saving throw, he can attempt another saving throw, using the same bonus. If this second saving throw is a success, the spell or effect prompting the saving throw does not take effect until the end of his next turn (even though its duration begins immediately). If he is reduced to fewer than 0 hit points (but not slain), he does not fall unconscious or gain the staggered condition, and can act normally until the end of his next turn, at which point he becomes staggered or unconscious based on his current hit points.

If, by the end of the character's next turn, the spell or effect ends or he is brought to above 0 hit points, he is fatigued, but otherwise suffers no ill effect. A character can only use this ability once per duel.

Duels and Performance Combat

If you are using the duel rules within a performance combat (see pages 153–157), successfully performing a dueling counter, dueling dodge, or dueling resolve all allow the combatant to make a performance combat check as a free action. Since the dueling counter, dueling dodge, and dueling resolve action are all immediate actions, and are usually not done on the character's turn, this means that the combatant using one of these dueling actions must spend a victory point to make the performance combat check (not an action).

Duel Results

While duels can be treated as another form of combat, they are usually undertaken to resolve a dispute between colleagues or rivals and are not usually intended to end in death. As a result, duels are usually fought with a specific prize in mind.

Arcane academies are known for having duels to determine important faculty positions and as competitions between students for social standing and prizes. In some places, duels are so common that special areas are constructed specifically for duels. Such dueling yards are sometimes made with special enchantments that can be turned on for dueling competitions. Such fields typically convert all damage to nonlethal damage and prevent magic that instantly slays a foe or does permanent harm. That is not to say that accidents don't happen, and more than one student has lost a limb or even her life while within such "safe" fields.

Fighters, paladins, cavaliers, and other characters that primarily rely on weapon attacks usually engage in duels to settle points of honor, but can also be rather particular in choosing their dueling space.

Regardless of the conditions, most duels are serious affairs, with each side putting pride, honor, treasure, and even their lives on the line to win the day. While villains might try to cheat the rules and exploit every advantage, nobler duelists see the competition as a chance to prove their superiority on the field of battle using only their skills and wits, rather than chance or superior numbers.

Performance Combat

Not every fight is for survival. Combatants sometimes find themselves in contests where the crowd's reaction is at least as important as the outcome of the fight itself. Whether a bar brawl with the goal of rousing the local populace to rise up against a band of bullies or a sun-drenched and bloody gladiatorial contest where life and death actually hinge on the favor of the crowd, performance combats are fights in which showmanship and flair can be more important than ruthless fighting efficiency.

The following rules for performance combat allow you as the GM to run an encounter, or even a series of combat encounters, in which the combatants must not only win the battle, but also win over the crowd.

Types of Performance Combat

When creating a performance combat, it is important to determine the goals and rules of that combat. The following are the major examples of performance combat, but you should feel free to mix and match some of these general categories to create a performance combat that fits the story of your campaign.

Knockout Bout: Frequently as brutal but not as bloody as battles to the death, a knockout bout does not end in the death of one side, but still requires a clear and crushing victory. As long as both sides in the performance combat remain standing, the fight continues. Many knockout bout combats require that their participants deal nonlethal damage.

Staged Combats: Staged combats are less dangerous than knockout bouts. In these contests, combatants typically arrange to have blows that just barely land, so the hits are not registered as either nonlethal or lethal damage, but crowd reaction is determined in the same way as for normal battles. Staged combats often require advanced training (see the Stage Combatant feat on page 121). Those without advanced training can attempt to participate, but take a –6 penalty on attack rolls in order to make it seem like their attacks hit without doing real damage.

To a Number of Wounds: Not all blood sports end in death. It is often costly to train warriors for arenas big and small, and those who finance such enterprises are protective of their investments. In societies that value life but still love the spectacle of a good fracas, fighting to a number of wounds is an excellent compromise. A fight to first blood or to a certain number of wounds is often enough to appease a crowd.

To the Death: Only the death of one side ends these bouts. Sometimes the crowd's reaction is secondary to the desperate battle on display, but other times the crowd's reaction can have an effect on the actual outcome of the fight. Some blood sports demand that combatants hold off on the killing blow until the crowd gets a chance to voice its pleasure or displeasure, usually with a roar of applause or with a thumbs-up or thumbs-down gesture. A thumbs-up gesture allows the vanquished combatant to live and fight another day; a thumbs-down gesture ends the melee with a grotesque spray of blood.

Toward a Goal: Often these are elaborate affairs that may reproduce a historical battle, or just pit combatants against terrain and challenges that feature a variety of hazards and traps. These types of battles can be races (maybe mixing them with the rules for vehicular combat presented in Chapter 4), or may present capture-the-flag-like objectives, but all test the ability of the combatants to achieve a predetermined goal.

Crowd Attitudes

While combatants do the actual fighting in performance combat, the crowd remains an active participant in these bouts. The audience can bolster or demoralize the competitors with their enthusiasm or scorn for what they see on the battlefield, with serious results.

A crowd's attitude is similar to a nonplayer character's attitude when a character uses the Diplomacy skill. The DC of performance combat checks to improve crowd reaction is tied to the crowd's starting or current attitude. Each time the combatants do something spectacular on the battlefield, they have the opportunity to parlay that success into a better crowd reaction, but missteps can also create contempt among the crowd.

During performance combat, it is important for the GM to keep track of the crowd's attitude toward each side of the combat. Given that a crowd is filled with many people shouting, clapping, booing, hissing, or otherwise showing their pleasure or displeasure, the exact crowd reaction changes from moment to moment based on events on the battlefield, but groups of combatants always have a reasonable idea of what the crowd thinks of their performance at any given time.

The following are the general categories of crowd reaction and attitude. They are listed from lowest regard to highest.

Hostile: The crowd does not like what it is seeing. Hostile crowds demoralize combatants in a performance combat. In these battles, while the crowd is hostile toward a given side, those combatants take a –2 penalty on all attack rolls, combat maneuver checks, ability checks, skill checks, and saving throws. This is a mind-affecting effect.

If the crowd is hostile toward a side of the combat and a member of that side fails a performance combat check by 5 or more, that side automatically loses the performance part of the combat. This can be important for the story

of the game, or if the PCs are participating in serialized performance combats.

Unfriendly: While still biased against a side, the crowd reserves its most vocal disdain for failed performance combat checks. Unfriendly crowds demoralize combatants in a performance combat. In these battles, while the crowd is unfriendly toward a given side, those combatants take a –1 penalty on all attack rolls, combat maneuver checks, ability checks, skill checks, and saving throws. This is a mind-affecting effect.

Indifferent: The crowd is waiting for something exciting to happen. Audience members show little emotion other than anticipation and a desire for daring feats of combat to occur.

Friendly: The crowd is beginning to be swayed toward one side in the fray. Audience members cheer when that side achieves some impressive feat in the combat, and their reaction grants a +1 morale bonus on all attack rolls, combat maneuver checks, ability checks, skill checks, and saving throws for their chosen side. This is a mind-affecting effect.

Helpful: The crowd loves what it is seeing from a given side. Audience members stand up, chant, cheer, and scream for the combatants to push on toward ultimate success. A helpful crowd grants its chosen champions a +2 morale bonus on all attack rolls, combat maneuver checks, ability checks, skill checks, and saving throws. This is a mind-affecting effect.

If the crowd is helpful toward one side of the combat and a member of that side succeeds at a performance combat check, that side gains a victory point.

Crowd's Starting Attitude

The first thing a GM must do in a performance combat is determine the crowd's starting attitude. Typically a crowd starts out with an indifferent attitude toward each side, but it could start with an attitude that's a step higher or lower based on other circumstances. Favored champions of a fighting pit or a city may start at a higher attitude step, while outsiders, prisoners of war, or criminals may start at a lower attitude step. If you are running a series of combats, a crowd may start with a higher or lower starting attitude based on a combatant's or a group of combatants' performance in the last bout, which is determined by the number of victory points the individual or group has (see the Serialized Performance Combats section).

Performance Combat Check

Whenever a combatant has a chance to affect the crowd's attitude, she makes a performance combat check. The check is a Charisma ability check modified by the base attack bonus of the character plus any ranks the character has in Perform (act), Perform (comedy), or Perform (dance), whichever is highest. Making a performance combat check is usually a swift action, triggered when a combatant performs a trigger action (see the Affecting the Crowd's Attitude section).

Base Attack Bonus	Bonus on Performance Combat Check
0	+0
1–5	+1
6–10	+2
11–15	+3
16+	+4

Highest Perform Ranks	Bonus on Performance Combat Check
0	+0
1–5	+1
6–10	+2
11–15	+3
16+	+4

Using a performance weapon grants a combatant a +2 bonus on performance combat checks. Some feats, spells, or other circumstances may grant a combatant a bonus on performance combat checks.

Succeeding at a performance combat check improves the attitude of the crowd by one step. Unlike skill checks, a roll of a natural 20 on a performance combat check always succeeds. Failing the check either leaves the attitude unchanged or, if the check fails by 5 or more, causes the attitude of the crowd to decrease by one step. The DC of the check is determined by the crowd's current attitude, with a number of adjustments to the DC granted by the circumstances of the performance combat. If the crowd's current attitude is helpful, a successful check grants the favored side 1 victory point.

Performance Combat Check DC

The performance combat check's DC is based on a number of factors, including the starting or current attitude of the crowd, the size of the crowd, and the number of creatures participating in the performance combat. The base DC of the performance combat check is determined by the current attitude of the crowd toward the side of combat.

Starting or Current Attitude	Base DC to Improve Attitude
Hostile	20
Unfriendly	15
Indifferent	10
Friendly	15
Helpful	20[1]

[1] This is the DC to gain a victory point.

The base DC is modified by the size of the crowd, the number of participants on each side, and a number of other circumstances.

Size of the Crowd: Larger crowds are harder to sway to one side or the other. It takes great shows of daring or a progression of numerous displays of crowd-pleasing actions to get them to change their attitude. Presented here are the general crowd sizes and their effects on the DC to improve crowd attitudes and gain victory points.

Small Crowd: A small crowd contains no fewer than two and no more than 25 creatures. It does not increase the base DC of all performance combat checks.

Medium Crowd: A medium crowd contains no fewer than 26 and no more than 100 creatures. A medium crowd increases the DC of all performance combat checks by +2.

Large Crowd: A large crowd contains no fewer than 101 and no more than 300 creatures. A large crowd increases the DC of all performance combat checks by +3.

Massive Mob: A massive mob is made up of no fewer than 301 creatures, and its numbers can expand into the thousands. A massive mob increases the DC of all performance combat checks by +4.

Total Number of Combatants: The participation of a large number of combatants increases the difficulty of swaying the crowd. Large groups of combatants make it difficult for a crowd to follow the entire battle and to catch actions from individuals that could possibly sway the audience's attitude. Adjust these modifications as combatants enter or leave the battle.

Small Battle: If the battle is between a total of 2–8 combatants, there is no change to the base DC to improve the attitude of the crowd or gain victory points.

Medium Battle: If the battle is between 9–16 combatants, the DC to improve the attitude of the crowd or gain victory points increases by +4.

Large Battle: A battle with 17 or more total combatants increases the DC to improve the attitude of the crowd by +8.

Other Circumstances That Affect DC: Other circumstances that always affect the DC to improve the attitude of the crowd or gain victory points include the following.

Cheating: If one side visibly cheats or breaks the rules, the DC for that side of the performance combat to improve the attitude of the crowd increases by 2 for the remainder of the performance combat. This increase can occur multiple times in a battle. For the purpose of spotting cheating, determine the base Perception and Sense Motive for the average member of a crowd (usually +0 if you assume an average human) and apply the following modifiers based on crowd size. The DC is based on whatever action the combatant is using to hide any cheating (usually Bluff or Stealth).

Crowd Size	Bonus on Perception and Sense Motive Checks to Spot Cheating
Small crowd	+8
Medium crowd	+12
Large crowd	+16
Massive mob	+20

Outnumbered: If one side of the battle outnumbers the others by less than a 2:1 ratio, the DC for that side to improve the attitude of the crowd or to gain victory points increases by 2. If one side outnumbers all others by a ratio of 2:1 or more, the DC for that side to improve the attitude of the crowd increases by 6. These increases to the DC end or are reduced to the appropriate level if the numbers become even or if the 2:1 ratio of combatants is ever brought down to outnumbering the other sides by less than a 2:1 ratio.

Unfair Advantage: If one side of the battle has an obvious unfair advantage (for example, one side starts the battle in a fortified position or has better weapons and armor, or its opponents are not armed at all), the DC to improve the attitude of the crowd is increased by 2. A GM can increase the DC by as much as 6 if the unfair advantage is severe enough.

Bribery or Coercion: Crowds can be bribed or coerced. Typically a successful bribe or attempt at coercion involves paying some amount of gold based on the crowd size, and succeeding at a Diplomacy check with a DC based on the size of the crowd. If the gold is paid and the Diplomacy check fails, the side gains a penalty for cheating instead, though the gold is still spent. If the check succeeds, the DC to improve crowd reaction and gain victory points decreases by 2. For every 5 points over the DC by which the combatants make the check, the

DC to improve the crowd's attitude or to gain a victory point decreases by 1.

Crowd Size	Diplomacy DC	Gold Paid
Small crowd	DC 15	25 gp
Medium crowd	DC 20	250 gp
Large crowd	DC 25	750 gp
Massive mob	DC 30	2,000 gp

Affecting the Crowd's Attitude

For a combatant to affect the crowd's reaction in some way, he must usually accomplish some visible combat display that has a chance of motivating the crowd toward a new attitude. If the crowd cannot see the combatant (because of total concealment, invisibility, improved cover, or total cover), he cannot affect the crowd's attitude in any way, but concealment and lesser forms of cover do not affect a combatant's ability to affect the crowd.

When a combatant performs or causes one of the triggers described in the sections that follow, he can typically make a performance combat check as a swift action (or a free action if the creature has the Master Combat Performer feat; see page 109) to improve the attitude of the crowd. The swift action usually involves some form of flourish, display, or show in the attempt to grab the attention of the crowd. If the combatant has a performance feat, the action that triggers the check may involve some form of movement or effect. Sometimes a performance combat check can be made as a free or an immediate action. Making a performance check as a free action does not allow a character to take any special action granted to him by a performance feat (unless he has the Master Combat Performer feat), and making a performance combat check as an immediate action or as no action never allows a character to perform a special action granted by a performance feat (even if he does have the Master Combat Performer feat).

Other times, a performance combat check must be performed. These mandatory performance combat checks are not actions, and usually have detrimental effects if the check is not successful.

The following are the standard triggers for making a performance combat check. The triggers are organized by the action type required to attempt or to make the performance combat check.

Swift Action Checks

The following triggers allow a character participating in a performance combat to make a performance combat check as a swift action. A character can always opt not to make a performance combat check that requires a swift action. Some feats, called performance feats, allow a character to perform other actions as part of the performance combat check. These feats can be found in Chapter 2.

Charge: Whenever a combatant hits with a charge attack, she can make a performance combat check as a swift action.

Combat Maneuvers: Whenever a combatant successfully performs any combat maneuver, she can make a performance combat check as a swift action.

Dealing Maximum Damage: Whenever a combatant deals maximum damage with a damage roll (weapon or spell, but not including sneak attack or other variable precision damage), she can make a performance combat check as a swift action. She gains a penalty or bonus on this check based on the type of weapon or spell she uses. Light weapons take a –4 penalty on the check, one-handed weapons grant neither a bonus or a penalty, and two-handed or exotic weapons grant a +2 circumstance bonus on the check. Spells grant a bonus on the performance combat check equal to half their spell level.

Energy Spells and Effects: Crowds tend to respond to flashy spells and effects. If a combatant casts a spell or produces an effect that deals acid, cold, fire, electricity, force, or sonic damage in a visible way (including weapons with special abilities like *flaming burst* or *shocking burst* that deal bursts of energy damage on critical hits), she can make a performance combat check as a swift action.

Feint: If a combatant successfully feints against an enemy, she can make a performance combat check as a swift action.

Knocking Opponent Prone: When a combatant knocks another combatant prone, she can make a performance combat check as a swift action.

Multiple Hits: If a combatant has more than one attack on her turn and hits an opponent with at least two of those attacks, she can make a performance combat check as a swift action. She gains a +2 bonus on this performance combat check for every attack she hits with beyond the second.

Free Action or Immediate Action Checks

The following triggers allow a combatant to make a performance combat check as a free action or an immediate action. A combatant may also opt to make any of these performance combat checks as a swift action instead, and gains the benefit of performance feats when he does so. A combatant can always opt to not make a performance combat check that requires a free action or immediate action. A combatant can also spend a victory point to make any one of these performance combat checks as a free action taken when it is not the combatant's turn, which allows the combatant to make one of these performance combat checks without spending an immediate action.

Critical Hit: When a combatant confirms a critical hit, he can make a performance combat check as a free or immediate action. When he does so, failing by 5 or more does not lower the crowd's attitude. If the combatant gains a special effect on this critical hit from a critical feat, he gains a +2 bonus on the performance combat check.

First Blood: If the combatant is the first person to damage an enemy during a performance combat (or to hit an opponent in the case of staged combats), he can make a performance combat check as a free or immediate action.

Raging: The first time a combatant enters a rage in a performance combat, he can make a performance combat check as a free or immediate action.

Vanquish Opponent: Whenever a combatant reduces a creature to 0 or fewer hit points, he can make a performance combat check as a free or immediate action.

Mandatory Checks

The following performance combat checks must be attempted whenever possible. These checks don't improve a crowd's attitude, and the combatant gains no benefit from performance feats with these checks. Failing them typically has a detrimental effect on a crowd's attitude. If the crowd cannot see the action that triggered these checks, the combatant who performed it does not need to make the check. Making a performance check for one of these triggers is not an action.

Magical Healing: Crowds tend to dislike the use of magical healing; some crowds even see it as cheating. On a turn when a combatant casts a healing spell or other healing effect, or uses a healing spell trigger, spell completion, or use-activated item (including forcing a *potion of cure light wounds* or similar potion down the throat of an opponent) she must make a performance combat check. Success yields no change to the attitude of the crowd, but any failure reduces the crowd's attitude by one step.

Rolling a Natural 1: When a combatant rolls a natural 1 on an attack roll or a saving throw, she must make a performance combat check. A success does not affect the crowd in any way, but any failure reduces the crowd's attitude by one step.

Withdraw: Whenever a combatant uses the withdraw action, she must make a performance combat check as a free action. She takes a –5 penalty on the check, and success does not shift the crowd's attitude, but failure shifts it one step lower.

Victory Points

When a side is benefiting from a helpful crowd reaction and succeeds at a performance combat check, that side gains a victory point. Victory points are kept in a pool, and can be spent by anyone on a given side of a performance combat at any time during the performance combat, as long as no one on the side objects to the use of the victory point. Victory points can be spent during a performance combat in the following ways. Spending a victory point is not an action.

- A combatant can spend a victory point to gain an automatic success at a performance combat check, but cannot spend the victory point to succeed at a performance combat check while the crowd has a helpful attitude toward that combatant's side of the performance combat.
- A combatant can spend a victory point to make a free or immediate action performance combat check as no action, allowing the combatant to make the check when it is not the combatant's turn without spending an immediate action.
- A combatant can spend a victory point to force an opponent in a performance combat to reroll a performance combat check. The opponent must take the effect of the reroll.

While running a group of serialized performance combats, any unspent victory points are saved and can be used during the next performance combat, and can affect the starting attitude of the crowd.

In the case of serialized combats, decisively winning a performance by having a higher crowd attitude than the opposing team or teams at the end of the performance combat wins 1 victory point for each combatant on the winning side.

Splitting Up Victory Points: Sometimes, in the case of team performance combat, the lineup of a performance combat team may change. If this occurs, it may be important to split up any victory points the team has gained. Victory points should be split as evenly as possible among the combatants within a team, with the remainder going to combatants in any way the team chooses (but with no individual player receiving more than 1 point from the remainder). For instance, if a team is made up of four combatants, but at the end of a bout there are 6 victory points, all four combatants gain at least 1 victory point, and two members of the team each receive 1 additional point, as chosen by the members of the team in any way the members deem fair.

Determining a Winner

When the performance combat is concluded, the side with the highest attitude wins over the crowd. In the case of a tie, use victory points to determine the winner. If the bout is still a tie, that performance combat is a tie.

Serialized Performance Combats

If you are running a series of performance combats as part of your campaign, successes and failures for each performance combat can affect the starting attitude of the crowd in future performance combats in the series, both negatively and positively.

If one side of a performance combat loses the performance part of the combat by failing a performance combat check by 5 while the crowd has a hostile attitude, on the very next bout, the crowd starts with an unfriendly attitude instead of the indifferent attitude.

If a side of the performance combat starts with at least 1 victory point per member of the side, the crowd's attitude starts as friendly toward that side instead of indifferent. If the side has at least 3 victory points per member, the crowd starts as helpful instead of indifferent.

Siege Engines

A classic trope of fantasy warfare is the storming of a castle or other large fortification. Whether the PCs are leading a brave and desperate defense of a lonely bastion against an overwhelming army of darkness, or overseeing the fight to overthrow an evil ruler and cast down his mighty fortress, a fight along the battlements can fire the imagination of a jaded player who has grown bored with one-on-one hacking. While historical sieges often depended more on disease and starvation for victory than anything else, the thrill for players is likely to come more from bombardment and assault with an array of siege engines, and countering the massive engines of their enemies with their own.

The basic rules for siege engines are found on pages 434–436 of the *Core Rulebook*. The following new options for siege engines both supplement and expand upon those rules. If the rules ever appear to be in conflict, use the rules below.

Siege Engine Rules

All siege engines are at least size Large devices and often much larger. Unless stated otherwise in an individual siege engine description, all siege engines use the following rules.

Proficiency: Siege engines are exotic weapons. A creature with the Siege Engineer feat (see page 118) is proficient with all siege engines, including siege firearms. A creature that is proficient in firearms is also proficient in siege firearms, but not other siege engines.

Crew: The sheer size of a siege engine often necessitates a crew for its use. One person of that crew is the crew leader. Usually the crew leader targets or controls the movement of a siege engine; sometimes the crew leader does both. Often the crew leader is required to take actions and make specific checks in order for a siege engine to function. The rest of the crew members are required to spend actions and make checks in order for a siege engine to function.

The number of members in a crew assumes Medium creatures. A ram can be crewed by Small creatures, but it takes double the crew to do the same job. If Large or larger creatures serve as crew members, each Large creature counts as four crew members, a Huge creature counts as eight Medium creatures, a colossal creature counts as 16 Medium creatures, and a gargantuan creature counts as 20 Medium creatures.

Magical and Masterwork Siege Engines: Siege engines can be masterwork, increasing their Craft DC by 5 and costing an additional 300 gp. A masterwork siege engine can be enchanted at twice the cost for a normal magical weapon. The enhancement bonus of a siege engine applies on attack rolls and targeting checks (in the case of indirect ranged siege engines), and in the case of magical spell engines, the enhancement bonus also applies on damage rolls.

Defense and Hit Points: All siege engines are objects. A siege engine has a Dexterity of 0 (–5 penalty) and a further penalty based on its size. Each type of siege engine has its own hardness and hit points. Siege engines can be armored—treat the siege engine as a creature of its size to determine the cost of the armor. Masterwork siege engine armor can be enchanted for twice the normal cost to enchant armor. Armored siege engines have an AC equal to that normally granted by the specific armor (shields have no effect on a siege engine), a hardness and hit points equal to that of the armor, and bonus hit points equal to the armor bonus × 5.

Moving Siege Engines: Siege engines have a speed. The speed of a siege engine is the distance it can be moved if its full crew makes a move action to move it. Some siege engines have a speed of 0. If this is the case, the engine must be dissembled before movement is possible, or else mounted on a vehicle. Siege engines that are atop or mounted on vehicles move with those vehicles (see Chapter 4: Vehicles).

Ranged Attacks: Unlike normal ranged weapons, siege engines do not deal half damage when attacking objects.

Critical Hits: When a direct-fire siege engine or a close assault siege engine scores a critical hit, it confirms the critical and deals critical hit damage just like any other weapon. If an indirect-fire ranged siege engine rolls a natural 20 on its targeting check, it can also score a critical hit. The crew leader must reroll the targeting check to confirm the critical. If the confirmation targeting check is successful, the attack is a critical hit, and the siege engine multiplies its damage by its critical multiplier. Unlike normal attacks, siege engines attacks can deal critical hit damage to objects. Siege engines do not gain the benefit of critical feats the crew or the crew leader may have.

Mishaps and Misfires: Rolling a natural 1 on an attack roll or a targeting check made by an indirect-fire ranged siege engine produces a mishap. Usually a mishap applies the broken condition. A non-firearm siege engine with the broken condition takes a –2 penalty on attack rolls, targeting checks, and damage rolls. It also moves at half its normal speed.

If the creature that serves as crew leader has the Siege Engineer feat, that creature does not generate a mishap on a natural 1 when firing the siege engine.

Firearm siege weapons do not gain a mishap on a natural 1, but instead have a misfire value, like other firearms do. An attack roll or targeting check that falls within the misfire range causes the firearm siege engine to misfire. A misfire always misses, and applies the broken condition to the siege engine firearm. A firearm siege weapon

with the broken condition takes all of the penalties and limitations that non-firearm siege engines do, and the misfire range of the firearm siege engine is increased by 4. If the firearm siege engine already has the broken condition when it misfires, it explodes. When a firearm siege engine explodes, it deals its damage to all creatures within a blast range (those within the blast can attempt a DC 20 Reflex save for half damage). The normal misfire range of a firearm siege engine and its blast range are given in the individual firearm siege engine description. Crew leaders with the Siege Engineer feat do not lower the misfire value of firearm siege engines.

Constructing and Repairing Siege Engines: A siege engine is a complex device requiring a DC 20 Craft (siege engine) skill check to build or repair.

Disabling Siege Engines: A siege engine is considered a difficult device to disable, requiring 2d4 rounds of effort and a DC 20 Disable Device check to do so. When a siege engine is disabled, it either doesn't work or is sabotaged and stops working 1d4 minutes after use. Fixing a disabled siege engine requires a DC 20 Craft (siege engine), Disable Device, or Knowledge (engineering) check. It takes 10 minutes to fix the device, and the check can be retried if the fix fails.

Assembling Siege Engines: Siege engines are broken down for transport and can be reassembled on the battlefield, requiring the time and number of workers noted below. Each assembly worker must make a DC 10 Craft (siege engine) check; if untrained, they may not take 10. Assembly can be performed with at least half the required number of workers by doubling the time required. If fewer than half are available, the weapon cannot be assembled.

Table 3–11: Siege Engine Assembly

Engine Size	Time Required	Workers Required
Small	1 minute	1
Medium	10 minutes	2
Large	1 hour	4
Huge	2 hours	6
Gargantuan	4 hours	8
Colossal	8 hours	12

Siege Engine Qualities

The following are the various entries on the equipment tables for siege engines (given in the column headings on Tables 3–13 and 3–15). While ranged siege engines use most of these entries, close-assault siege engines only use some of them.

Cost: This value is the siege engine's cost in gold pieces (gp). The cost includes gear needed to work the engine as well as gear for upkeep. Typical ammunition costs and weights are given in siege weapon description.

Damage: This column gives the damage typically dealt by the engine. If the engine has a special mode of attack or damage, this space is marked by the words "see description." If the siege engine does not deal any damage, but rather is a tool for getting close to or over fortifications, this entry features a dash (—). Some ranged siege engines can be loaded with special ammunition that affects or overrides the weapon's typical damage or range.

As large and imprecise weapons, siege engines do not deal sneak attack damage or any other kind of precision damage.

Critical: The entry for this column notes how the engine is used with the rules for critical hits (*Core Rulebook* 144). Unlike normal ranged weapons, siege engines can deal critical damage to objects as well as creatures.

Range: Any attack at more than the distance listed in this entry is penalized for range. Beyond this range, the attack or targeting check takes a cumulative –2 penalty for each full range increment (or fraction thereof) of distance to the target. Some siege engines have a minimum range for effectiveness. If that is the case, the range of this weapon is followed by a parenthetical with the minimum range, followed by the abbreviation "min."

Type: Like weapons, siege engines that deal damage are classified according to the type of damage they deal: B for bludgeoning, P for piercing, or S for slashing. Some engines deal damage of multiple types. Some special siege engines (like the firedrake and the firewyrm) deal energy damage, typically fire damage. In those cases, the type of energy damage is listed instead.

Crew: This column gives the number of creatures needed to properly use the siege engine, assuming Medium creatures. Some siege engines can be used with a smaller crew, but there are usually consequences such as slower aiming, firing, or movement.

Aim: This column gives the number of full-round actions (or move actions if the crew leader has the Master Siege Engineer feat) required to aim a siege engine. If the siege engine is being controlled by less than its normal crew complement, the number of actions it takes for the crew to aim the siege engine is doubled.

Load: This column gives the number of full-round actions (or move actions if the crew leader has the Master Siege Engineer feat) required to load a siege engine.

Speed: This is how fast the siege engine can be moved with move actions made by its entire crew.

Ranged Siege Engines

Ranged siege engines assault structures and people from a distance, by propelling ammunition in some fashion. Siege engines hurl massive projectiles in one of two ways: direct fire or indirect fire. Both take a number of actions to load or aim, and the basic rules are described below.

Load Ammunition: In order for a ranged siege engine to fire, it needs to be loaded with ammunition. Loading ammunition takes a number of full-round actions depending on the siege

Table 3–12: Indirect Attack Check Modifiers

Condition	Modifier
No line of sight to target square	–6
Successive shots (crew can see where most recent miss landed)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew can't see where most recent missed shot landed, but observer is providing feedback)	Cumulative +1 per previous miss (maximum +5)
Successive shots after a hit	+10

engine (this time can be reduced to move actions if the crew leader has the Master Siege Engineer feat; see page 109).

Aiming a Siege Engine: Ranged siege engines must be aimed in order to attack a desired target (in the case of direct-fire siege engines) or square (in the case of indirect-fire siege engines). Aiming takes a number of full-round actions (or move actions if the crew leader has the Master Siege Engineer feat presented on page 109), with the number depending on the specific siege engine. Aiming a siege engine with a diminished crew doubles the amount of time it takes to aim the siege engine. Each time a new target or square is chosen as the target of a siege engine's attack, that engine must be aimed anew.

Direct-Fire Ranged Siege Engines: Direct-fire weapons launch their projectiles on a relatively flat trajectory, allowing them to more easily target creatures or pummel barriers directly in front of them.

A direct-fire weapon uses a normal attack roll, with the normal penalty for nonproficient use. In addition, a direct-fire weapon takes a –2 attack roll penalty per size category that the weapon is larger than the creature aiming it. Creatures that have ranks in Knowledge (engineering) or use a targeting platform (see below) are not adversely affected by their size when firing direct-fire ranged siege engines.

Sheer manpower can also reduce the penalties for size. Increasing the crew of these weapons by 1 or more can reduce the attack roll penalty for creature size: as long as an extra crew member is no smaller than three size categories smaller than the direct-fire weapon, it can reduce the penalty due to the aiming creature's size by 2. For example, a Huge ballista fired by a Medium creature that is part of a crew of two (the creature aiming the ballista and someone to help position it) takes only a –2 penalty on attack rolls.

Indirect-Fire Ranged Siege Engines: Indirect-fire weapons launch projectiles in high arcs toward their targets. They typically lob heavier missiles and payloads than direct-fire weapons, but they are harder to aim accurately. Indirect weapons can bypass many forms of fortification, delivering their payloads of solid shot, scatter shot, or even disease-ridden offal to targets beyond the walls of castles. They can also be used to batter fortifications where they are most vulnerable, arcing down on towers and walls, crushing them with the weight of stone or raining down smaller projectiles on a wall's defenders.

Indirect-fire weapons use a targeting mechanic similar to that described for catapults in the *Core Rulebook*, hereafter referred to as an indirect attack. The following is an update to those rules.

Indirect Attack: To fire an indirect-fire ranged siege engine, the crew leader makes a targeting check against the DC of the siege engine. This check uses his base attack bonus, his Intelligence modifier (if not trained in Knowledge [engineering]) or Knowledge (engineering) skill modifier (if trained in that skill), any penalty for not being proficient in the siege engine, and the appropriate modifiers from Table 3–12. If the check succeeds, the ammunition of the indirect attack hits the square the siege engine was aimed at, dealing the indicated damage or effect to any object or creature within the area of its attack. Creatures may get a saving throw to limit the effect of the attack; this is typically based on the type of ammunition used.

If the attack misses the intended square, roll 1d8 to determine in what direction the shot veers. A roll of 1 indicates the ammunition falls short (toward the siege engine), with rolls of 2 through 8 counting squares clockwise around the target square. Roll 1d4 for every range increment at which the attack was made (1d4 if the target square is within the engine's first range increment, 2d4 if the target square is within the second range increment, and so on). The total is the number of squares by which the attack misses, with the direction in which the squares are counted determined by the d8 roll. The ammunition deals its damage and any other effects in the square it lands on.

Siege Weapon Descriptions

The following are siege weapon descriptions.

Ballista: Resembling a massive crossbow, a ballista's power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release. Ballistae are direct-fire weapons.

Light: This common type of ballista, also called an arbalest or scorpion, is size Large, maneuverable, and often mounted atop towers or even vehicles. Light ballistae have a hardness of 5 and 50 hit points. Light ballista bolts cost 10 gp each and weigh 10 pounds.

Heavy: These Huge-sized siege engines are commonly used as castle defenses, as well as on large warships. Heavy

Table 3-13: Ranged Siege Engines

Direct-Fire Engines	Cost	Dmg	Critical	Range	Type[1]	Crew	Aim	Load	Speed
Large Siege Engines									
Ballista, light	500 gp	3d8	19–20/×2	120 ft.	P	1	0	2	10 ft.
Cannon	6,000 gp	6d6	×4	100 ft.	B and P	2	1	3	10 ft.
Huge Siege Engines									
Ballista, heavy	800 gp	4d8	19–20/×2	180 ft.	P	3	2	3	0 ft.
Cannon, fiend's mouth	9,000 gp	8d6	×4	150 ft.	B and P	3	1	3	0 ft.
Firedrake	4,000 gp	6d6	—	—	fire	3	2	5	10 ft.
Gargantuan Siege Engines									
Ballista, gate breaker	1,200 gp	6d8	19–20/×2	100 ft.	B	5	3	5	0 ft.
Firewyrm	6,000 gp	6d6	—	—	fire	5	2	6	0 ft.

Indirect-Fire Engines	Cost	Dmg	Critical	Range	Type	Crew	Aim	Load	Speed
Large Siege Engines									
Bombard, light	6,000 gp	5d6	×4	100 ft. (50 ft. min.)	B and P	2	1	3	10 ft.
Catapult, light	550 gp	4d6	×2	150 ft. (50 ft. min.)	B	2	2	3	10 ft.
Trebuchet, light	800 gp	4d6	×2	200 ft. (100 ft. min.)	B	3	2	3	0 ft.
Huge Siege Engines									
Bombard, standard	8,000 gp	7d6	×4	150 ft. (100 ft. min.)	B and P	2	1	3	0 ft.
Catapult, standard	800 gp	6d6	×2	200 ft. (100 ft. min.)	B	3	2	3	0 ft.
Springal, arrow	1,000 gp	3d8	×3	100 ft. (50 ft. min.)	P	3	2	3	0 ft.
Springal, rocket	6,000 gp	3d10	×4	100 ft. (50 ft. min.)	fire	3	2	3	0 ft.
Trebuchet, standard	1,000 gp	6d6	×2	300 ft. (150 ft. min.)	B	4	2	3	0 ft.
Gargantuan Siege Engines									
Bombard, heavy	8,000 gp	9d6	×4	200 ft. (100 ft. min.)	B and P	4	3	5	0 ft.
Catapult, heavy	1,000 gp	8d6	×2	300 ft. (100 ft. min.)	B	4	3	3	0 ft.
Trebuchet, heavy	1,500 gp	8d6	×2	400 ft. (200 ft. min.)	B	4	3	3	0 ft.

[1] A weapon with two types is both types if the entry specifies "and."

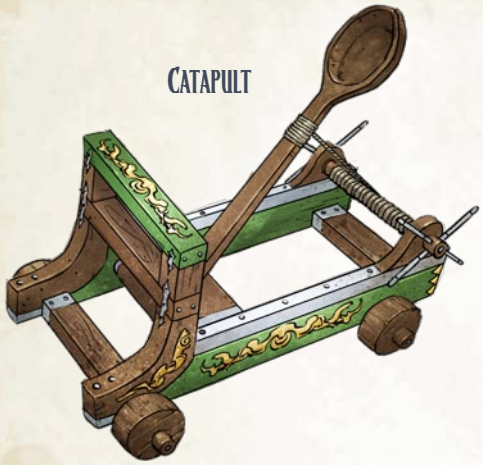
ballistae have a hardness of 5 and 100 hit points. Heavy ballista bolts cost 30 gp and weigh 20 pounds each.

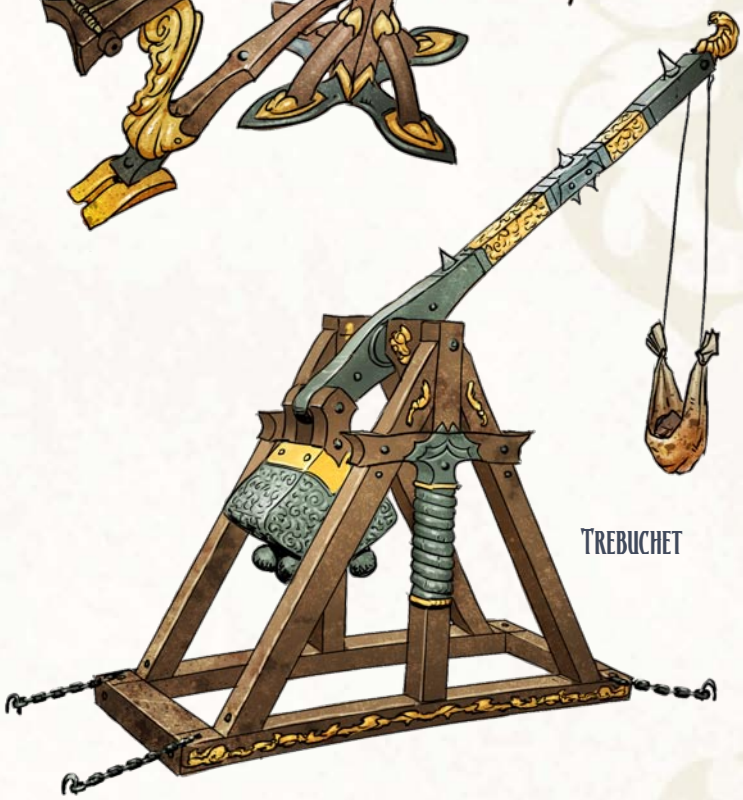
Gate Breaker: This massive ballista fires specially weighted quarrels with blunt mental tips. These are used as long-range battering rams, shot at walls or the gates of castles. When they hit a wooden structure, they have a critical range of 19–20/×3. Gate breaker ballistae have a hardness of 5 and 200 hit points. Gate breaker ballista bolts cost 50 gp and weigh 30 pounds each.

Bombard: Resembling either large cauldrons or more traditional cannons, these firearms lob their ammunition in an arc in order to deliver their deadly payloads over troops or castle walls. Bombards are normally fired indirectly, but can also be fired as direct-fire siege engines. When they are used for direct fire, they take a –4 penalty on attack rolls and have their range increment halved, but do not have a minimum range. Like all firearms, bombards do not suffer mishaps, but instead have a misfire chance.

Light: These bombards resemble cauldrons attached to swivels. Often they are mounted into the ground or into the stone of castle walls because of the mighty power of their recoil. The targeting DC of a light bombard is 15. A light bombard has a base misfire range of 1–2 (10 feet). Light bombards have a hardness of 10 and 70 hit points. Light bombard balls cost 30 gp each and weigh 25 pounds.

Standard: These bombards feature the greatest diversity of forms. Many take the cauldron shape of the light bombard, but they may also take the forms of more traditional cannons, albeit featuring stabilizing mechanisms that allow them to fire at a much steeper incline. The targeting DC of a standard bombard is 20. A standard bombard has a misfire range of 1–2 (20 feet). Standard bombards have a hardness of 10 and 140 hit points. Standard bombard balls cost 35 gp each and weigh 30 pounds.





Heavy: These massive siege engines are often fixed to positions on high hilltops or atop massive keeps, raining death down on a valley or strait. Often these firearms come in two pieces connected by a screw mechanism. The bombard is unscrewed to be loaded, and then the main part of the muzzle is screwed back on to the barrel section in order to be fired. Heavy bombards are too large and powerful to mount on vehicles. The targeting DC of a heavy bombard is 25. A heavy bombard has a misfire range of 1–2 (30 feet). Heavy bombards have a hardness of 10 and 280 hit points. Heavy bombard balls cost 45 gp each and weigh 50 pounds.

Cannon: Cannons are crafted of metal—some are cast in one piece, others welded with iron bands—and mounted either in the ground or on wooden frames. Cannons use black powder to propel their projectiles with great force. A cannon has a misfire range of 1 (20 feet). Cannons have a hardness of 10 and 70 hit points. Cannon balls cost 30 gp each and weigh 25 pounds.

Catapult: Catapults are stone-throwing siege engines powered by winched arms that run through torsion skeins, and hold their payload in a cup that swings up and over the weapon when released. Catapults can hurl a variety of different types of ammunition (the damage given is for stone projectiles; other types of ammunition can be found later in this chapter). They are indirect-fire siege engines.

Light: These catapults are Large and often mounted on wheels. The targeting DC of a light catapult is 15. Light catapults have a hardness of 5 and 50 hit points. Light catapult stones cost 10 gp and weigh 50 pounds each.

Standard: These Huge siege engines are too large to be transported to the battlefield in one piece, and require assembly. They typically hurl large stones indirectly at a target (targeting DC 20). Standard catapults have a hardness of 5 and 100 hit points. Standard catapult stones cost 15 gp and weigh 75 pounds each.

Heavy: These Gargantuan siege engines are too large to be transported to the battlefield in one piece, and require assembly. They typically hurl large stones indirectly at a target (targeting DC 25). Heavy catapults have a hardness of 5 and 200 hit points. Heavy catapult stones cost 25 gp and weigh 90 pounds each.

Fiend's Mouth Cannon: These massive cannons are usually crafted in multiple pieces, and sometimes feature the heads of demons, devils, or other fiends at their mouths. Like normal canons, they propel their projectiles with great force. A fiend's mouth cannon has a misfire range of 1 (30 ft.). Fiend's mouth canons have a hardness of 10 and 140 hit points. Fiend's mouth cannon balls cost 45 gp and weigh 30 pounds each.

Firedrake: These large siege engines are typically wheeled or attached to vehicles that can transport them to the battlefield. This apparatus fires gouts of alchemist's fire in either a 60-foot line or a 30-foot cone (siege crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 15 Reflex save halves); those who fail their saves also catch on fire. A firedrake with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 20-foot blast (DC 15 Reflex save halves). Firedrakes have a hardness of 10 and 70 hit points. One use of firedrake ammunition costs 200 gp and weighs 20 pounds.

Firewyrm: This siege engine is a larger version of the firedrake. A firewyrm is too large to be transported to the battlefield in one piece and must be assembled once the component parts reach the battlefield. A firewyrm fires its gout of flame in either a 120-foot line or a 60-foot cone (crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 20 Reflex save halves). A firewyrm with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 30-foot blast (DC 20 Reflex save halves). Firewyrms have a hardness of 10 and 140 hit points. One use of firewyrm ammunition costs 400 gp and weighs 40 pounds.

Springal: A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple arrows or black-powder-propelled rockets, which rain down in an arc over a burst area. Springals are indirect-fire weapons that affect an area centered on the target square.

Arrow: This springal propels a group of arrows that rains down on the targeted square and in a 15-foot burst around that square. One use of arrow springal ammunition costs 20 gp and weighs 10 pounds.

Rocket: This highly volatile springal propels a group of black-powder rockets that rain down on the targeted square and in a 15-foot burst around the area. If the rocket springal misfires, it explodes, dealing its damage in a 20-foot blast around the springal. This explosion destroys the rocket springal. One use of rocket springal ammunition costs 500 gp and weighs 30 pounds.

Trebuchet: Trebuchets are similar in form to catapults, with the payload placed into a basket, cup, or sling at the end of a long lever, and a counterweight (often with crew or animals pulling attached ropes) close to the fulcrum. The leverage imparted by a trebuchet allows it to hurl massive missiles that scatter to a number of squares around the target square based on the size of the trebuchet. Trebuchets are too bulky to move on wheels or vehicles and must be assembled on the battlefield. Trebuchets have a minimum range of 150 feet.

Light: These Large siege engines typically hurl large stones indirectly at a target (targeting DC 15). A light trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 5 feet of the target square (creatures can make a DC 15 Reflex save to halve the damage again). Light trebuchets have a hardness of 5 and 50 hit points. One use of light trebuchet stones costs 15 gp and weighs 60 pounds.

Standard: These Huge siege engines typically hurl large stones indirectly at a target (targeting DC 20). A standard trebuchet's ammunition scatters on contact, dealing full damage to the target square and half damage to creatures and objects within 15 feet of the target square (creatures can make a DC 20 Reflex save to halve the damage again). Standard trebuchets have a hardness of 5 and 100 hit points. One use of standard trebuchet stones costs 30 gp and weighs 110 pounds.

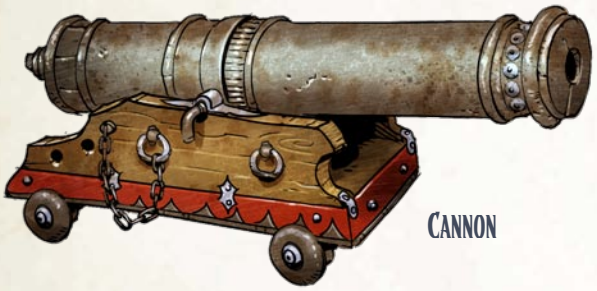
Heavy: These Gargantuan siege engines typically hurl large stones indirectly at a target (targeting DC 25). A heavy trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 30 feet of the target square (creatures can make a DC 25 Reflex save to halve the damage again). Heavy trebuchets have a hardness of 5 and 200 hit points. One use of heavy trebuchet stones costs 30 gp and weighs 120 pounds.

Special Siege Engine Ammunition

The following kinds of ammunition can be used either in select types of indirect-fire siege engines, or with cannons. The ammunition description specifies which types of siege engines use the special ammunition. The costs and weights on Table 3–14 are for individual uses of special ammunition.

Table 3-14: Special Siege Engine Ammunition

Ammunition	Cost	Weight
Alchemist's fire	200 gp	10 lbs.
Blast shot	30 gp	25 lbs.
Bomb	600 gp	30 lbs.
Chain shot	50 gp	30 lbs.
Liquid ice	400 gp	20 lbs.
Plague bundle	80 gp	20 lbs.
Smoke shot	250 gp	20 lbs.



Cannon

Fiend's Mouth Cannon

Alchemical Fire: This hard, ceramic canister of alchemist's fire can be used as ammunition in catapults and trebuchets. When it hits its target square, it deals 4d6 points of fire damage to each creature and wooden structure within 5 feet of the target space, and each creature must make a DC 20 Reflex saving throw or catch on fire (wooden objects automatically catch on fire). Every creature and wooden object within the area between 5 and 30 feet of the target space must make a DC 20 Reflex saving throw or take half the fire damage, but they do not catch on fire. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader's choice) were the target square. This alchemical fire ignores the hardness of wooden objects.

Blast Shot: Instead of a single hard ball, this ammunition is a bundle of large pellets, balls, or pieces of scrap metal, propelled a short distance by black powder and attacking all creatures and objects within an area. Both cannons and fiend's mouth cannons can fire this kind of ammunition. When such a siege engine fires this ammunition, it hits every creature and object within a 30-foot-cone burst. The siege engine makes attack rolls against each creature and unattended object in the burst. It must miss every creature or target to misfire, and a misfire generates the normal effect. It deals its normal damage on a hit, but does not ignore the hardness of objects.

Bomb: A bomb is a metal canister filled with metal balls and black powder that can be used as ammunition in catapults and trebuchets or carried by two Medium creatures or one Large creature to its destination. A bomb either explodes on impact (if fired from a catapult or trebuchet, or within 3 rounds of a fuse being lit if carried). When it explodes, it deals 6d6 points of piercing and bludgeoning damage to all creatures and objects within 30 feet of the target square. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader's choice) were the target square. It ignores the hardness of wood and stone.

Chain Shot: This siege engine firearm ammunition can be loaded in a cannon or a fiend's mouth cannon. It is especially good at tearing through sails and dirigibles (see Chapter 4: Vehicles), dealing double its normal damage to those forms of propulsion. When fired at a creature, on a hit, the creature must succeed at a DC 20 Fortitude saving throw or be knocked prone.

Liquid Ice: This hard, ceramic canister filled with alchemical liquid ice can be used as ammunition in catapults and trebuchets. When it hits its target square, it deals 4d6 points of cold damage to each creature within 5 feet of the targeting space, and each creature must make a DC 20 Fortitude save or become entangled for 1 round. Every creature within the area between 5 and 30 feet of the target space must make a DC 20 Fortitude saving throw or take half damage. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to all nearby creatures as if one of the spaces of the siege engine (crew leader's choice) were the target square.

Plague Bundle: This hard, ceramic canister is filled with a noxious mass of diseased carrion and offal that can be used as ammunition for a catapult or a trebuchet. It deals only half damage, but every creature hit by it is exposed to filth fever (*Core Rulebook* 557). A GM might allow a plague bundle to inflict other diseases.

Smoke Shot: This hard ceramic sphere contains two alchemical substances separated by a thin barrier, much like a smoke pellet (*Advanced Player's Guide* 185) in larger form. When it hits the targeting space, it deals 2d6 points of damage to any creature in that space, and the substances mingle and then create an area of foul but harmless yellow smoke radiating 30 feet from the target square. Treat the effect as a *fog cloud* spell. On a siege engine mishap, the ammunition explodes before it is launched. Its effect is centered on one of the spaces of the siege engine (crew leader's choice).

Table 3-15: Close Assault Siege Engines

Close Assault Engines	Cost	Dmg	Critical	Type	Crew	Speed
Bridge, assault						
Large	1 gp	—	—	—	—	—
Huge	10 gp	—	—	—	—	—
Gargantuan	50 gp	—	—	—	—	—
Colossal	250 gp	—	—	—	—	—
Corvus	100 gp	—	—	—	1	Special
Gallery						
Large	250 gp	—	—	—	3	15 ft.
Huge	500 gp	—	—	—	6	15 ft.
Gargantuan	1000 gp	—	—	—	9	15 ft.
Colossal	2000 gp	—	—	—	18	15 ft.
Ladder, escalade						
Large	5 gp	—	—	—	2	as crew speed
Huge	10 gp	—	—	—	4	as crew speed
Gargantuan	50 gp	—	—	—	6	as crew speed
Colossal	250 gp	—	—	—	8	as crew speed
Ram						
Large	500 gp	2d6	×3	B	5	15 ft.
Huge	1000 gp	3d6	×3	B	10	15 ft.
Gargantuan	2000 gp	6d6	×3	B	20	15 ft.
Colossal	5000 gp	10d6	×3	B	40	15 ft.
Siege tower						
Large	1000 gp	—	—	—	6	15 ft.
Huge	2000 gp	—	—	—	12	15 ft.
Gargantuan	5000 gp	—	—	—	24	15 ft.
Colossal	10,000 gp	—	—	—	48	15 ft.

Close Assault Siege Engines

While most siege engines attack at range, some are used up close to directly undermine defenses, batter through them, or otherwise bypass them. Some close assault weapons are not even weapons at all, but instead provide means for assault forces to protect themselves or circumvent fortifications without destroying them.

Bridge, Assault: An assault bridge is used to span a ditch, moat, or other gap. Raising an assault bridge requires one full-round action per 5 feet of length; up to four creatures may cooperate to raise a bridge. The time required is doubled for each size category that the bridge is larger than the creatures raising it. Large assault bridges have 40 hit points, Huge ones have 60 hit points, Gargantuan ones have 160 hit points, and Colossal ones have 240 hit points.

Table 3-16: Bridges and Escalade Ladders

Size	Width	Length/Height
Large	5 ft.	20 ft.
Huge	5 ft.	30 ft.
Gargantuan	10 ft.	40 ft.
Colossal	10 ft.	60 ft.

Corvus: A corvus is a boarding device that features a hinged counterweight system for mounting a bridge vertically on a siege tower or a vehicle, with a hooked end to grab onto a target vehicle or structure. A corvus is usually 10 feet wide and 15 feet long. It has a hardness of 5 and 10 hit points per square. Using a corvus requires a DC 10 Profession (siege engineer) check as a full-round action; if the check fails, the corvus fails to catch on the target and must be reset (a full-round action). A corvus mounted on a vehicle can target another moving vehicle (see Chapter 4: Vehicles). Doing so requires an opposed driving check to get the corvus into the correct position, which is within the length of the corvus and adjacent to the other vehicle. Once a corvus is attached, it takes a Strength check as a full-round action to dislodge the corvus. Alternatively, if the corvus is attached to a vehicle, either vehicle driver can make a driving check as a standard action to dislodge the corvus (a check that succeeds by 5 or more destroys the corvus). The base DC for either of these checks is 15, and the DC increases by 5 for every Small or Medium creature currently standing on the corvus. If a corvus is disengaged while creatures are standing on it, those creatures must make a DC 15 Reflex saving throw or fall. Succeeding at

the saving throw allows them to move to the nearest area of safe ground, but such movement provokes attacks of opportunity. A corvus cannot be armored.

Gallery: A mobile temporary defense, a gallery is similar to a building made of hide or wood. Most are of flimsy construction, but rare examples are more stoutly built (use the rules for giving siege engines armor, and adjust AC, hardness, and hit points accordingly). Galleries are almost always a single section of movable "wall" plus another section that acts as the "roof." (Galleries made to house battering rams are an exception, and typically have two joined wall sections and roof sections.) Because a gallery is partially open, it does not provide the same cover as a normal building: a creature inside a gallery gains cover if it is the same size as the gallery, improved cover if it is one size smaller, and total cover if it is two or more sizes smaller. Galleries are sized like creatures—a Larger gallery protects the same space as a Large creature, and so on.

Wooden galleries can be moved on rollers at a speed of 10 feet with their full crew, or 5 feet with at least half the required crew. Galleries have a base speed of 15 feet (or 10 feet if protected with medium or heavy armor).

Galleries have a hardness of 5, and hit points based on their size. A Large gallery has 30 hit points, a Huge one has 120 hit points, a Gargantuan one has 320 hit points, and a colossal one has 625 hit points.

Ladder, Escalade: Escalade ladders have spiked bases for stability, and the upper 5 feet are metal-shod, with hardness 10 and 20 hit points. The remainder of the ladder is wooden and has hardness 5 and hit points based on its size. Large escalade ladders have 20 hit points, Huge ones have 30 hit points, Gargantuan ones have 80 hit points, and Colossal ones have 120 hit points. Escalade ladders cannot be armored.

Rams: The most basic close assault weapons are iron-shod logs carried by one or more creatures to combine their strength. A ram can be used to deal damage or to make a Strength check against the target's break DC.

Ramming Charge: Rams require momentum to be effective. All creatures using the ram must use the charge action to gain its full effect. Creatures not wishing to charge may make a ram attack as a full-round action, taking a –4 penalty on attack and damage rolls and Strength checks with the ram.

Breaking: The crew leader makes a Strength check with a +2 bonus, adding +2 for each member of the crew (or equivalent number of larger creatures; see page 158) assisting. The ram also provides a +4 bonus per size category above Medium.

Damage: The crew leader makes an attack roll with a –4 nonproficiency penalty. A hit deals the listed damage, plus the Strength modifiers of the crew leader and all members of the crew, regardless of their size.

Improvised Ram: Any tree, log, or timber can be used as a ram with a –4 penalty on attack and damage rolls and Strength checks.

Pick: A ram with a pick head grants a +2 circumstance bonus on Strength checks and attack and damage rolls made against stone structures.

Screw: A ram with a screw head grants a +2 circumstance bonus on Strength checks and attack and damage rolls made against earthen structures.

Gallery Ram: This is a ram suspended from chains or ropes within a gallery. A gallery ram does not require a charge action for full momentum. In addition, adding tethers to the back end of the ram allows four additional crew members to assist in using the ram.

Hit Points: Rams have a hardness of 5 and hit points based on their size. A Large ram has 30 hit points, a Huge one has 120 hit points, a Gargantuan one has 320 hit points, and a Colossal one has 625 hit points. Improvised rams have half the normal hit points.

Siege Tower: A wooden gallery of stout construction, a siege tower consists of a tall protective shell with a roof section. The lower story of the tower contains the crew members who propel the tower, and provides total cover to those within. A siege tower with the broken condition moves at half speed. If a siege tower is destroyed, the entire tower collapses. Treat this as a cave-in (*Core Rulebook* 415).

The upper section of a siege tower provides improved cover for a number of soldiers (see below) and may have pierced walls allowing creatures to fire ranged weapons out the sides. The roof section may have a battlement and may mount a siege engine of the siege tower's size or smaller and a corvus. Siege towers have a base speed of 15 (or 10 feet if protected with medium or heavy armor).

Siege towers have a hardness of 5, and hit points based on their size. A Large siege tower has 60 hit points, a Huge one has 240 hit points, a Gargantuan one has 640 hit points, and a Colossal one has 1,250 hit points.

Table 3-17: Siege Tower Complement

Size	Soldiers
Large	5
Huge	20
Gargantuan	50
Colossal	200

Structure Hardness and Hit Points

While armies can use siege weapons against troops, usually the goal of a siege engine is to demoralize foes and pound their structures to rubble. The following rules give the statistics for various buildings and barriers that are often the targets of siege engine attacks. They are split up into three different categories: buildings, gates, and walls.

Table 3–18: Buildings

Material	Hardness	Hit Points			
		Large	Huge	Colossal	Gargantuan
Wood	5	120	270	960	3,240
Stone	8	200	450	1,600	5400
Iron or steel	10	400	900	3,200	10,800
Adamantine	20	560	1,260	4,480	15,120

Table 3–19: Walls

Material	Hardness	Hit Points per 5-Foot Square
Wood	5	30
Stone	8	45
Iron or steel	10	90
Adamantine	20	120

Table 3–20: Gates

Material	Break DC[1]	Hardness	Hit Points			
			Large	Huge	Colossal	Gargantuan
Wood	35	5	60	135	240	540
Stone	38	8	100	225	400	900
Iron or steel	24	10	200	500	800	1,800
Adamantine	48	20	280	630	1,120	2,520

[1] The DC assumes the gate is size Large and is barred and locked. Huge doors increase the break DC by 5, Colossal doors increase the DC by 10, and Gargantuan doors increase the DC by 15. *Arcane lock* increases the DC by 10.

When any of these structures gain the broken condition, their hardness is halved, along with any other effects of the broken condition.

Buildings

Buildings are sizable structures with many hit points and very poor ACs (a Large building is AC 4, a Huge building is AC 3, and a Gargantuan or larger building is AC 0). When a building is reduced to half its hit points, it is broken—it still stands, but only partially. It can be easily entered, and for all intents and purposes it has been breached. Reducing a building to 0 hit points completely destroys that building. Creatures inside the building suffer the effects of a cave-in (*Core Rulebook* 415).

All these building statistics assume that the structure's inside is somewhat hollow but sturdily built, with enough space for its occupants to walk around inside. Flimsy buildings have half the hit points of the buildings detailed in Table 3–18. Buildings can be magically treated, like dungeon walls and doors can. Doing so doubles their hardness and hit points. Magically treating a building costs 5,000 gp for a Large building, 10,000 gp for a Huge building, 20,000 gp for a Gargantuan building, and 40,000 gp for a Colossal building. A spellcaster with the Craft Magic Arms and Armor feat can magically treat buildings.

For larger buildings, put together multiple buildings of these sizes and add the hit points together.

Gates

Gates serve as the entrances and exits to fortified structures, and are typically the weakest spots in any fortification's defenses. Gates are at least Large, but can be as large as Colossal. It typically takes three full-round actions to open or close a Large gate (up to three creatures can work together to close a Large gate as a full-round action), and larger gates typically take at least a minute to close or open. Gates have ACs based on their size (a Large gate is AC 4, a Huge gate is AC 3, and a Gargantuan or larger gate is AC 0).

Gates can be magically treated. Doing so doubles the hardness and hit points. Magically treating a gate costs 2,000 gp for a Large gate, 4,000 gp for a Huge gate, 8,000 gp for a Gargantuan gate, and 16,000 gp for a Colossal gate. A spellcaster with the Craft Magic Arms and Armor feat can magically treat gates.

Gates can be attacked and damaged, or they can become broken (as the condition) with a successful Strength check, usually as a result of ramming. When a gate gains the broken condition, it is effectively breached, and can be moved through as if it were an opening one size smaller.

Walls

The walls that guard castles and cities are sturdy fortifications, usually constructed in a series of 5-foot squares. A square of wall has an AC of 5, and hardness and hit points equal to its type.

Squares of walls can be magically treated. Doing so doubles the hardness and hit points. Magically treating wall squares costs 500 gp per wall square. A spellcaster with the Craft Magic Arms and Armor feat can magically treat walls.

When a wall gains the broken condition, its hardness is halved, but the wall is not breached. Only destroying a section of wall allows it to become breached. When a square of wall is breached, any sections directly above it fall onto the missing section of walls. Doing this reduces the falling wall section to half its current hit point total –1, which applies the broken condition to that square of wall.

4 Vehicles

The mast came down with a crash, ropes severed by the buccaneers' ballistae. Combined with the damage the attackers' spellcaster had already done to the rudder, the Augustana was dead in the water.

Across the rapidly shrinking gap, privateers raised crossbows. The Augustana's crew secured weapons, grimly preparing to be boarded.

"Pirate scum!" shouted the ship's captain. "You'll never take us alive!"

There was a momentary stir on the other ship's deck, and then a wild-bearded man that could only be the corsairs' leader spoke up.

"To be perfectly honest," the man called over, "that was never really a part of our plan."

Vehicles

In the Pathfinder Roleplaying Game, low-level characters do most of their traveling on their own two feet. At higher levels, magical travel becomes a common occurrence, as does travel by horseback, atop animal companions, or via more exotic mounts. Every so often, travel may involve a vehicle of some sort—the wagons of a caravan, a wind-tossed galley, some fantastic form of aerial transport, or even a planes-hopping device. If you like your games with a dose of weird, such vehicles may be as strange as a crashed space vessel. Whatever the case, vehicles in the Pathfinder RPG are often treated as either mobile terrain or adventure sites in their own right.

Many of the iconic motifs that inspire roleplaying games touch on vehicular adventures, from the voyages of Jason and the Argonauts to pirate tales, from charioteers in blood-soaked arenas under a drone of cheers to those who would chase and tame dragons. History and fiction are full of interesting vehicles performing death-defying actions. The rules in this chapter allow you to run combats with vehicles in the Pathfinder RPG, rather than just treating them as objects or terrain.

The following rules attempt to strike a balance between verisimilitude and ease and speed of play during combat. In areas where those two balancing points are conflicted, ease of use should always prevail.

Vehicle Basics

What follow are the basic rules for using vehicles in the Pathfinder Roleplaying Game. They give an overview of the rules that all vehicles use.

- **Drivers**: Drivers control vehicles. A driver is a creature with an Intelligence score of at least 3 who is physically able to manipulate a vehicle's driving device and who is both within the driving spaces of a vehicle and actively manipulating the driving device.
- **Occupants**: Any creature riding, driving, serving as crew on, or providing propulsion for a vehicle is considered its occupant.
- **Facing**: Unlike characters, vehicles have a forward facing. A vehicle moves best when it moves in the direction of its forward facing.
- **Acceleration/Deceleration**: Vehicles must accelerate to reach their maximum speed. Each round, with the proper driving action and a successful check, the driver can increase the vehicle's movement by its rate of acceleration, as long that value is no greater than the vehicle's maximum speed. Vehicles must decelerate to slow down and are hard to stop at an exact point.
- **Initiative**: A vehicle moves at the start of its driver's turn. If a vehicle has no driver, it moves on the turn of the last creature that was its driver, or on a turn determined by the GM.
- **Controlling a Vehicle**: If a vehicle has a driver, before the driver does anything else on her turn, she must determine what drive action she is taking, and take that action. If the driver takes no action, takes some other action instead of driving the vehicle, or delays or readies an action—or if there is no driver—the vehicle takes the "uncontrolled" action. A driver can only take one action each turn to control a vehicle. Once the driver has selected the action, or takes some other action forcing the vehicle to become uncontrolled, the vehicle moves.
- **Driving Check**: When a driver takes a driving action, she must make a driving check to determine the maneuverability and speed of the vehicle that round. The vehicle's propulsion determines what skill is used for the driving check. A driver can always make a Wisdom check in place of a driving check. The base DCs for all driving checks are DC 5 and DC 20. Use the lower DC when the driver is not in combat and the higher DC when the driver is in combat.
- **In Combat**: Vehicles, creatures used as propulsion, and crew members do not threaten any area around them, but their drivers and their non-crew occupants do. Vehicles can enter the spaces of objects and creatures smaller than themselves. Vehicles do not have attacks, but they can—and may be required to—make vehicular bull rush, vehicular overrun, and ramming combat maneuvers.

Full Vehicle Rules

The basic rules give a general idea of how vehicles act in the structure of the combat round, and how they are different than creatures. The following sections go into greater depth about running vehicles in combat.

Drivers

A vehicle is a special movable object that requires two things to keep it moving—a driver and a method of propulsion. A driver is a creature with an Intelligence score of 3 or more who is physically able to use the vehicle's driving mechanism. In other words, the creature needs to be the correct size and have the correct anatomy to use whatever tool is used to drive the vehicle. Sometimes a driving mechanism may have its own requirements for use. The driver uses that mechanism and her skill (or her Wisdom) to control the vehicle. Without a driver, a vehicle will not move or will continue moving in a straight line, depending on the vehicle's state when it becomes driverless.

A creature must be the size of a vehicle or smaller in order to drive it.

Occupants

Drivers, riders, any crew, and creatures that serve as propulsion for a vehicle are all considered occupants. All occupants except for crew members and creatures used for propulsion can take actions and threaten areas as regular creatures. Crew members can take no actions nor threaten areas—their actions and concentration are all consumed by the act of providing propulsion or upkeep for the vehicle.

Propulsion and Driving Checks

Every vehicle has a method of propulsion. Creatures pull chariots and wagons. Boats and ships are propelled by water currents, wind, muscle, or all three forces. Fantastical airships are held aloft by a variety of propulsion sources, both magical and mundane. The method of propulsion typically affects the speed and maneuverability of a vehicle, but more importantly, a vehicle's propulsion determines the required skill needed to control a vehicle. The following are the general methods of vehicle propulsion, along with what skills are typically needed to drive such vehicles.

Alchemical: Rarely, an alchemical engine may propel a vehicle. Powered by steam or more volatile gases and reagents, a vehicle with an alchemical engine requires either a Knowledge (arcana) or Craft (alchemy) check to be driven. The base DC to drive an alchemical vehicle is 10 higher than normal. Alchemical engines can be extremely powerful, with the ability to propel vehicles hundreds of times their size. They can also be very fickle when driven by creatures uninitiated in the secrets of alchemy.

When a driver makes a driving check to control an alchemically propelled vehicle with a Wisdom check or a skill she is not trained in and rolls a natural 1, the vehicle's alchemical engine gains the broken condition. When it gains the broken condition, the vehicle's maximum speed and acceleration are both halved, and if the vehicle is currently moving at a rate faster than its new maximum speed, it immediately slows to that speed.

Current: From canoes and large ships to winged gliders, vehicles propelled by currents typically manipulate an already existing power source within or outside of nature—an air current, a water current, or more exotic currents, like conduits of magical energy. Usually, manipulating a current-propelled vehicle requires a skill like Fly, Knowledge (nature), Profession (sailor), Survival, or even Acrobatics or Knowledge (arcana), depending on the nature or makeup of the vehicle and the current the vehicle is manipulating.

Water Current: Vehicles that only rely on currents of water for their propulsion are somewhat limited. These vehicles can only move in the direction and at the speed of a current unless they also employ some other means of propulsion or manipulation, and thus often have an additional form of propulsion, such as muscle in the case of a canoe, and wind in the case of a galley. A current-driven ship such as a river barge with a crew of two or more creatures requires either a Profession (sailor) or Knowledge (nature) check for the driving check, as ships require precision, discipline, and knowledge of the natural world. Smaller water-current vehicles, like canoes, use the Survival skill as the drive skill, as reading the terrain is a very important aspect of maintaining control over those types of vehicles.

If it moves with the current, a water-current vehicle's maximum speed depends on the speed of the current (often as high as 120 feet). The acceleration of a water-current vehicle is 30 feet.

Air Current: Air-current vehicles are rather diverse. They can be sailing ships, airships, land ships, or even gliders. A vehicle propelled by air with a crew of two or more creatures requires a Profession (sailor) or Knowledge (nature) check as its driving check. Because of their complexity, air-current vehicles always have their driving check DCs increased by 10. Smaller air-current vehicles, such as gliders and wind sleds, use Acrobatics or Fly instead. Much of their control depends on knowledge of flight or proper movements of the body to control the vehicle.

Smaller vehicles (size Large or smaller) can move at a speed of 60 feet, can move at twice that amount when they are moving with the air current, and have an acceleration of 30 feet. Larger vehicles can move at a speed of 90 feet, or twice that amount when they are moving with the air current, and have an acceleration of 30 feet.

Weird Current: Navigating currents of magical energy, burning magma, or the murky rivers of the Shadow Plane could use a number of skills, but likely use skills similar to those needed to operate water-current and air-current vehicles. Weird-current vehicles always have their driving check DCs increased by 10, and sometimes by 15 in more exotic locales and conditions.

Weird-current vehicles typically move at the speed of water or air currents, depending on their nature, but have been known to move twice or even triple those speeds.

Magic: Magic provides some of the most powerful and easy-to-use methods of propelling a vehicle, such as an elemental-powered juggernaut or an airship with an arcane device at its heart. Often simply identifying the properties of the magic item providing propulsion gives a creature the ability to use it, but sometimes more complicated magical devices require Spellcraft or Use Magic Device to drive properly.

Muscle: From a chariot to a slave ship filled with captive rowers, moving a vehicle powered by muscle is all about getting a creature or creatures to push, pull, or otherwise propel the vehicle. Based on the type and intelligence of the creatures moving the vehicle, checks for driving muscle-propelled vehicles can use a diverse number of skills, including, but not limited to, Diplomacy, Handle Animal, Intimidate, and Profession (driver).

Muscle-propelled vehicles come in two forms: pulled and pushed.

Pulled: This type of propulsion involves one or more creature pulling a vehicle. Unless the creature pulling the vehicle is intelligent (Intelligence score of 3 or higher), either Handle Animal or Profession (driver) is used for the driving check (driver's choice). Intelligent creatures must be convinced with a Diplomacy check (decrease the driving check by 5 if the creature or creatures have the helpful attitude), or forced with an Intimidate check. Forcing an intelligent creature to pull a vehicle increases the DC by 20.

A creature can pull a number of vehicle squares equal to the number of squares in the creature's space to a top speed equal to twice the creature's speed. It can accelerate its space in vehicle squares up to its speed. For instance, a single horse takes up 4 squares, and can pull a 4-square cart 100 feet each round with an acceleration of 50 feet.

Pushed: Pushed vehicles are the exact opposite of pulled vehicles—vehicles that are pushed by muscle, usually using some form of device manipulated by crew members. Aquatic vehicles are the most likely to be pushed. Lines of rowers use their oars to push the vehicle forward, or a pair of cloud giants may churn a propeller at the aft end of a dirigible. Driving checks for pushed vehicles tend to be Diplomacy, Intimidate, or Handle Animal, depending on the intelligence and attitude of the creatures supplying the muscle for the propulsion.

For intelligent creatures, use Diplomacy if the creatures providing the propulsion have an attitude of indifferent, friendly, or helpful (*Pathfinder RPG Core Rulebook* 94). Decrease the Diplomacy driving check by 5 if the creatures providing the propulsion are friendly. Intimidate is used for intelligent creatures with an attitude of unfriendly or hostile. Handle Animal is used if the creatures providing the propulsion are not intelligent.

A creature that is pushing a vehicle with the proper mechanical help can push between 5 times to 20 times its space in vehicle squares.

The maximum speed and acceleration of a muscle-propelled vehicle depends on the mechanism used to assist the pushing—see the sample vehicle statistics for examples.

Mixed Methods of Propulsion: Large and complicated vehicles, such as large sailing ships, often use multiple forms of propulsion. Sometimes multiple methods add flexibility, but often they work in concert to create faster movement. A vehicle with multiple methods of propulsion often requires a large crew to get it going and keep it moving. If a vehicle has two methods of propulsion, it uses its fastest speed and acceleration and then adds half the speed and acceleration of the second-fastest propulsion. Nothing is added for a third form of propulsion, except for the flexibility of having a back-up form of propulsion.

Vehicle Size and Space

Vehicles have sizes and spaces different from creature sizes and spaces. Many vehicles are long and thin rather than taking up a space of an equal number of squares per side like creatures do. A wagon, for instance, may take up a 10-by-10-foot square, or may be 10 feet wide and 15 feet or more long. Often one of the shorter sides of the vehicle serves as a vehicle's forward facing.

Size Conversion: Often it is important to know the size category of a vehicle. Use Table 4–1 to determine the size of a vehicle or its propulsion based on the number of squares it occupies.

Driving Space: At least one 5-foot-by-5-foot square on each vehicle must be designated as its driving space—often such an area encompasses multiple squares. In order to drive a vehicle, an intelligent creature must be within at least one square of the driving space and able to manipulate its driving device. The typical sizes and locations of driving spaces are detailed in the individual vehicle descriptions.

Table 4-1: Vehicle Size by Squares

Vehicle Squares	Vehicle Size
2–6 squares	Large vehicle
7–12 squares	Huge vehicle
13–20 squares	Gargantuan vehicle
21+	Colossal vehicle

Vehicle Facing and Movement

Vehicles do not move like creatures, even when they use creatures as propulsion. They tend to move in the direction of their forward facing, and do so quickly.

Facing: Unlike creatures, most vehicles have a forward facing. The facing of the vehicle determines its best path of propulsion. Vehicles are very good at moving in the direction of their forward facing, but it takes time and skill to move them in other directions. A horse-pulled wagon moves forward quickly and with ease, but turning a corner requires proper timing and a crack of the whip. A ship propelled by an air current can take a great deal of effort to stop, especially once it has reached top speed. Vehicle facing represents the effect of inertia on vehicles.

When driven correctly, vehicles can move straight ahead, diagonally, or a mix of both within the same movement. Skilled drivers can make a vehicle zigzag in a forward direction with ease.

Movement: Vehicles have a maximum speed and an acceleration listing. The speed is the fastest rate the vehicle can travel. When a creature or creatures pull a vehicle, the vehicle's maximum speed is equal to twice the speed of the creature providing the propulsion, and its acceleration is the creature's speed. (Teams of mixed creature types use the slowest creature's speed.) A vehicle cannot start at its maximum speed, unless it has some form of high-level

Maneuvering a Vehicle
The wagon in this diagram may move in the forward direction if it succeeds at or fails a driving check when the driver "accelerates," "decelerates," "keeps it going," or "turns" the vehicle. It must move in this direction if it is "uncontrolled." The wagon may move forward diagonally (either left or right) if the driver succeeds at an "accelerate" or "keep it going" driving check, or if the driver succeeds at or fails a "decelerate" or "turn" driving check. It cannot move forward diagonally if it fails an "accelerate" or "keep it going" driving check or if the vehicle is "uncontrolled."

If a vehicle can move forward diagonally, it can move directly forward and any direction forward diagonally, and can even mix its diagonal movement in any direction, allowing it to swerve and even zigzag if the driver so desires.

magic propulsion. Each round, the driver can attempt to accelerate the vehicle or decelerate it by a rate equal to its acceleration (see Driving Vehicles below). The rate at which a vehicle is currently moving is called its current speed.

Driving Vehicles

Controlling a vehicle takes common sense, awareness, intuition, and often some amount of skill in its method of propulsion. In the case of muscle propulsion, it is about guiding the creatures to move the vehicle. In the case of current propulsion, it is about using the current and tools like sails, oars, or a rudder to move the vehicle. With magic, it is typically about understanding the magic device that powers the propulsion and using the device properly.

Driving Actions: A driver can, at the start of her turn, before taking any other action, take any of the following actions (except the "uncontrolled" action) to control a vehicle. If the driver does not take an action, takes another action, or delays or readies an action, she loses control of the vehicle and the vehicle takes the "uncontrolled" action.

Accelerate (standard action): With a successful driving check, the vehicle's current speed increases up to its acceleration (in 5-foot increments; minimum 5 feet), but no higher than its maximum speed. The vehicle can move forward or forward diagonally. In other words, each time a vehicle enters a new 5-foot square, it can choose any of its forward-facing squares—the ones directly in front or either of the squares directly forward and diagonal. This allows the vehicle to swerve. A driver who fails her driving check can only move into squares directly in front of the vehicle's forward facing.

Decelerate (standard action): With a successful driving check, the vehicle's current speed decreases by a rate up to its acceleration (in 5-foot increments; minimum 5 feet). On a failed check, the vehicle does not decelerate. Either way, the vehicle can move forward diagonally. If deceleration reduces a vehicle's speed to 0, some amount of inertia will continue to move the vehicle forward. The vehicle moves forward (either directly forward or forward diagonally) 1d4 × 5 feet before coming to a complete stop. Having the Expert Driver feat (see page 100) reduces this distance by 10 feet (minimum 0 feet).

Keep It Going (move action): With a successful driving check, the driver can move the vehicle forward on its current facing at its current speed, and it can move forward diagonally. Failing the check keeps the speed constant, but you cannot move the vehicle forward diagonally.

Optional Rule: Wide Turns

The rules for turning a vehicle are a simple way of getting vehicles to turn on a grid, but when a vehicle turns, it doesn't do so sharply, even when powered by magic; vehicles rarely make turns evenly. If this simple system involves too much abstraction, you can have vehicles make wide turns.

Have the driver make a driving check as usual. If she succeeds at the check, she can turn the vehicle. When a vehicle makes a turn, it has a chance to make a vehicular overrun or ramming maneuver on any creature within the turning area, which is a square with sides equal to the vehicle's length, with one vertex touching the front facing of the vehicle on the side opposite to the direction of the turn. In other words, put the square with one side running along the vehicle's front, perpendicular to its forward facing, and another running the direction of its current forward facing. Place the square so its far corner is within the desired destination of the vehicle. If the turn is successful, the vehicle ends this movement in that area, facing toward the direction of the turn.

The vehicle then makes either vehicular overruns or vehicular bull rushes (if the driver makes the required swift action) on all creatures and objects within the square that are smaller than it, and makes ramming maneuvers on all creatures and objects that are larger than it, including solid objects. It takes a –10 penalty on the vehicular bull rush and vehicular overrun maneuvers. The driver can choose to make these in any order she likes. She makes them one at a time (even after the vehicle is wrecked or comes to a sudden stop), and all effects are cumulative. If the vehicle is wrecked or comes to a sudden stop, the GM decides the final resting location within the turning area, picking the most plausible location given the effects.

For instance, if the square has two objects larger than the vehicle and three creatures smaller than it, and the driver decides to make the ramming maneuver on the objects first, and then is wrecked during the ramming maneuver on the second object, the vehicle still makes the vehicular overruns on the other two creatures. It ends in a location of the GM's choosing.

Reverse (standard action): A vehicle may only be moved in reverse if it is at a full stop (movement of 0 feet). On a successful driving check, a vehicle can move backward at half its acceleration, moving either directly backward (the reverse of its forward facing) or backward diagonally. On a failed check, it does not move backward.

Turn (standard action): The driver takes this action to turn a vehicle's forward facing 90 degrees. The vehicle moves its current speed. If a vehicle's current speed is twice its acceleration, the driving check DC increases by 5. If a vehicle's movement is three times its acceleration, the driving check DC increases by 10. If it is four or more times its acceleration, the DC increases by 20. With a successful driving check, the vehicle changes its facing either left or right by 90 degrees at any point during its movement. Do this by pivoting the vehicle so that the left rear or right rear side of the vehicle takes the place of the vehicle's former forward facing side. On a failed check, the vehicle does not turn, but can be moved forward diagonally during its movement.

Uncontrolled (no action): When the driver does nothing or there is no driver, the vehicle is uncontrolled. An uncontrolled vehicle moves forward only (it cannot move forward diagonally). If a vehicle has muscle propulsion, it decelerates a rate equal to its acceleration. If a vehicle is powered by an air current, water current, or some form of weird current, it slows by 10 feet. These decelerations are cumulative. If a vehicle does nothing, it cannot perform vehicular bull rushes, but can still perform a vehicular overrun or a ramming maneuver (see Vehicle Combat Maneuvers on page 177).

Driving a Vehicle Outside of Combat: Since driving a vehicle outside of combat is easily accomplished by taking 10 on the skill check, driving checks are not normally needed. Almost every character can do it with relative ease; the DCs are given only to adjudicate special situations that may come up in your game.

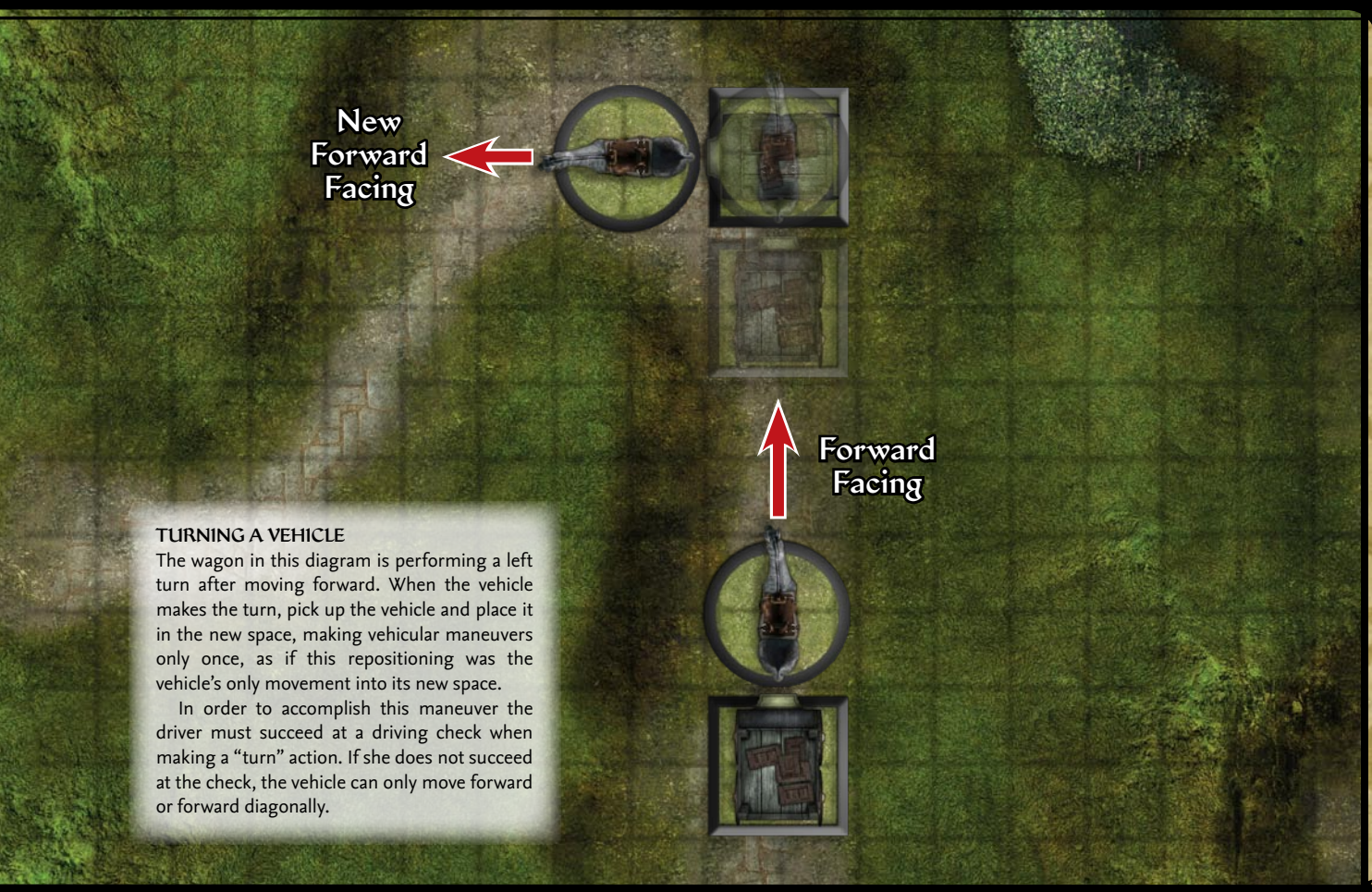
Driving a Vehicle with Magic Propulsion: Typically, a vehicle with magic propulsion requires actions but no driving checks in order to drive it. When driving a vehicle with magic propulsion, treat every action as though the driver succeeded at the driving check.

Driving a Vehicle without the Proper Skill: If a driver lacks the proper skill to drive a vehicle, the driver can always make a Wisdom ability check instead of the appropriate skill check. The driver can even take 10 or gain the benefits of aid another when using Wisdom instead of the vehicle's normal driving skill.

Vehicle Crews: Some vehicles require a crew. A vehicle with a full crew complement is as easy to control as any other vehicle. A vehicle without a full crew complement, but with at least half its crew, increases all driving check DCs by 10. A vehicle needs at least half its crew complement in order to be driven at all. Crew members can take no action while the vehicle is in motion except to aid in that vehicle's movement. A crew member does not threaten an area.

Vehicles in Combat

A vehicle in combat can become a target for attacks and can affect combatants with special vehicular maneuvers. The following are the rules for how a vehicle acts in the combat round.



TURNING A VEHICLE
The wagon in this diagram is performing a left turn after moving forward. When the vehicle makes the turn, pick up the vehicle and place it in the new space, making vehicular maneuvers only once, as if this repositioning was the vehicle's only movement into its new space.

In order to accomplish this maneuver the driver must succeed at a driving check when making a "turn" action. If she does not succeed at the check, the vehicle can only move forward or forward diagonally.

Initiative: A vehicle moves on its driver's initiative. If a driver delays or readies an action, the vehicle goes out of control, and does nothing except take the uncontrolled action until it stops or someone becomes its new driver.

Movement: At the start of the driver's turn, she makes a driving check to control the vehicle as detailed in the Driving Vehicles section. When doing so, she takes whatever action is required before doing anything else that turn.

Vehicles usually ignore difficult terrain due to rubble and foliage, but treat steep inclines as difficult terrain, and depending on the vehicle type and GM judgment, they may be affected by other difficult terrain types as well.

Vehicles and creatures that occupy vehicles can enter the spaces of other vehicles and creatures, though doing so usually provokes a vehicular overrun or ramming maneuver (see Vehicle Combat Maneuvers on page 177). A vehicle can even end its turn in the space of a creature or another vehicle.

Threatening: Vehicles cannot threaten areas, but their non-crew occupants can. A character driving a vehicle still threatens the squares around her, though she may have limited options for attack depending on the requirements of the device used to drive the vehicle. Creatures used as propulsion do not threaten areas, and are treated as part of the vehicle for purposes of vehicular combat maneuvers.

Line of Sight and Cover: Vehicles typically grant their occupants partial cover (+2 to AC and +1 on Reflex saving throws) against those outside the vehicle, and may grant partial cover against opponents within the vehicles as well. Vehicles with more protection or internal chambers can offer greater cover and can even block line of sight.

Jumping On or Off a Vehicle: Jumping on a vehicle is a normal jump of its distance assuming the vehicle has a deck or handholds within the character's height from the ground. Increase the DC of the Acrobatics check by 5 for every 30 feet of the vehicle's current speed. If the jumping creature is on a moving vehicle, calculate the increase in the Acrobatics skill check DC by calculating the difference between the current speeds of the two vehicles. For every difference of 30 feet (round up), the DC increases by 5.

For example, jumping onto a vehicle with a current speed of 90 feet increases the DC by 15 if the jumper is not also on a moving vehicle. If the jumper is on a moving vehicle, and that vehicle is moving at the same current speed as the vehicle the jumper wants to jump to, there is no increase to the DC. If the difference between their speeds is less than

Propulsion Devices

Squares of propulsion devices have their own statistics, separate from the vehicle's. Use the following rules to determine those statistics.

Alchemical Engine: Harvesting the power of steam or some other alchemical reaction, these engines are typically reinforced and difficult to destroy. They can be disabled, and are considered either difficult or extreme devices (*Core Rulebook* 94) based on the complexity of the device.

Creature: A creature used as propulsion uses its own statistics. During movement and the effects of any combat maneuver, pulling creatures' spaces are considered vehicle spaces to determine the effects of vehicle maneuvers. Creatures pulling a vehicle can be arranged in teams. This means two creatures of the same type and same size can occupy the same space to pull a vehicle.

Dirigible: Lighter-than-air alchemical gases can be harnessed to give a vehicle flight. Dirigibles are often easier to destroy than the vehicle they convey. Dirigibles have 5 hit points per square and no hardness. They take double the normal damage from acid, electricity, and fire attacks (multiply the damage roll by 2).

Magic Item: Like a creature, a magic item uses its own item statistics.

Sails: Used on magically or alchemically powered airships and on any fast-moving water vehicle, sails are often weaker than the vessels they propel, though they are relatively easy to repair. Taking out the sails is a good way to capture a vessel. Sails have 5 hit points per square and no hardness. They take double the normal damage from acid and fire attacks (multiply the damage roll by 2). While the sails have rigging, such rigging manipulated by the crew, and as such are not considered not driving devices.

Material	Hit Points per Square	Hardness
Sails	5	0
Dirigible	5	0
Alchemical Engine	20	8
Magically Treated	×2	×2

30 feet, the DC of the Acrobatics check increases by 5. If it's between 30 and 60, it increases by 10, and so on.

Jumping off a vehicle onto the ground is considered a fall, and treated as if the fall were an additional 10 feet farther for every 30 feet of the vehicle's movement for the purposes of determining damage. Acrobatics can be used to soften this fall, and magic abilities such as *feather fall* can be used to negate the effects of jumping off a vehicle.

Taking Control of a Vehicle: If a vehicle has no driver, any creature can take control of the vehicle as long as the creature is within the driving space of the vehicle and makes a driving check as a free action. The vehicle's driver can always give over control to another adjacent creature that is within the driving space of the vehicle as a free action. When a new creature becomes the driver, the vehicle moves on the new driver's turn, but not on the new driver's first turn after taking control of the vehicle.

If a creature wants to take control of a vehicle from another forcefully, it must pull the driver off the controls as part of a grapple and take over the driving device as part of a pin. When a creature successfully pins a vehicle's driver, it can choose to end the grapple immediately. When it does, the creature moves the current driver 5 feet to any unoccupied space within the vehicle (this movement does not provoke attacks of opportunity) and becomes the vehicle's new driver.

Attacks against Vehicles: A vehicle has a base Armor Class based on its size and other defenses the vehicle has. To calculate the vehicle's actual AC, add the current driver's driving skill modifier (or Wisdom modifier, if it is using that ability to drive the vehicle) to the vehicle's base AC. Touch attacks against a vehicle ignore its driver's driving skill or ability modifier; thus a vehicle's base AC is its touch AC. A vehicle is never considered flat-footed.

A vehicle has a base saving throw listed in its stat block. This determines its base Fortitude and Reflex saving throw. A vehicle is immune to effects that require a Will saving throw (though drivers, crew members, passengers, and creatures providing muscle propulsion typically are not). To determine the vehicle's actual Fortitude and Reflex saving throws, add half the driver's driving skill modifier (or half the driver's Wisdom modifier) to the vehicle's base saving throw.

Vehicles have hit points, but do not have ability scores, and are immune to ability score damage or drain. They are also immune to bleed damage. A vehicle that takes damage in excess of half its total hit points gains the broken condition. When a vehicle reaches 0 or fewer hit points, but has not yet reached negative hit points equal to the number of squares of its space, it is wrecked. When a vehicle reaches a negative number of hit points equal to the number of squares it takes up, it is destroyed (see Damaging a Vehicle on page 179).

Unlike other objects, vehicles do not take half damage from energy attacks, but do take half damage from all ranged weapons except siege weapons.

When attacking a vehicle, you can attack the vehicle's structure, occupant, propulsion, driving device, or conveyance (if any).

Attacking the Structure: This is an attack against the vehicle itself. If successful, the vehicle takes damage normally.

Attacking an Occupant: This is a normal attack against an occupant creature. Occupants get partial cover or greater if the attack is coming from outside of the vehicle. Grappling the driver is one method for taking control of the vehicle.

Attacking Propulsion: Propulsion often has its own set of statistics, while creatures propelling a vehicle use their own statistics. Other types of propulsion have hit points and hardness determined by multiplying the values listed in the Propulsion Devices sidebar by the vehicle's total number of squares of that type. Individual vehicle stat blocks also detail their propulsion.

If a vehicle is being pulled by creatures, and any of those creatures is killed, dazed, stunned, or becomes unconscious, the vehicle comes to a sudden stop (see Sudden Stops on page 180). If a vehicle has a crew, and half or more of that crew is killed, dazed, stunned, or rendered unconscious, the vehicle can no longer be controlled.

Attacking the Driving Device: A driving device is its own object with its own statistics. When a driving device gains the broken condition or is disabled, all driving checks are increased by 10. When a driving device is destroyed, the vehicle can no longer be driven. Driving devices are typically objects with object immunities and resistances.

Attacking Conveyance: An attack against wheels, rudders, or similar forms of conveyance takes a –10 penalty on the attack roll, but does maximum damage to the vehicle (no roll necessary). If the attack is a critical hit, multiply this maximum damage by the critical multiplier of the attack. Conveyances are typically objects with object immunities and resistances.

Vehicle Combat Maneuvers: Vehicles typically don't have attacks, though some can be fitted with siege weapons (see page 177). A vehicle can make, and is often required to make, a vehicular bull rush, vehicular overrun, or ramming maneuver as part of its movement. Unlike creatures, a vehicle can enter the space of creatures or objects smaller than it, and when it does, it makes either a vehicular overrun or vehicular bull rush. When a vehicle hits a creature or a vehicle that is its size or larger, or it hits a solid object (a wall or structure that is immobile and has a hardness of 5 or more), it makes a ramming maneuver.

Vehicular Overrun: Any time any part of a vehicle (including any creatures used as propulsion) enters the space of a creature or vehicle smaller than it, the driver must make a vehicular overrun combat maneuver against the creature or vehicle. This may require the driver to make vehicular overrun checks against the same creature numerous times as new parts of the vehicle enter its square.

When performing a vehicular overrun, the driver uses the base CMB of the vehicle plus her driving skill modifier (or Wisdom skill modifier if she is using that ability to drive the vehicle) as the CMB of the vehicular overrun. If the driver has feats that improve her CMB when overrunning, like the Improved Overrun feat, she may also add those modifiers and benefits to the vehicular overrun. Like a normal overrun, this action provokes an attack of opportunity from the creature being overrun, unless the driver has the Improved Overrun feat. The creature being overrun can make this attack of opportunity on any part of the vehicle that is within reach.

When a vehicular overrun is attempted, the target of the overrun may choose to avoid the vehicle, allowing the vehicle to pass through its space without requiring a vehicular overrun maneuver check. The creature or vehicle cannot avoid a maneuver check if the driver has the Improved Overrun feat, the vehicle is two or more size categories larger than the target, or the target creature is confused, dazed, entangled, flat-footed, helpless, paralyzed, prone, or stunned. If the target does not avoid the vehicle, make the combat maneuver check as normal. If the maneuver is successful, the vehicle moves through the target's space, and the target of the overrun takes the vehicle's ramming damage (see Table 4–3 for base ramming damage by size, and individual vehicle stat blocks for their own ramming damage). If the driver's combat maneuver check exceeds the target's CMD by 5 or more, the target takes twice the vehicle's ramming damage. If the target is a creature, it is also knocked prone. If the target has more than two legs, it gets a +2 bonus to its CMD for each additional leg it has. Vehicles that are overrun are knocked prone if the opposing driver's combat maneuver check result exceeds the vehicle's CMD by 10 or more. A vehicle that is knocked prone makes a sudden stop (see Sudden Stops on page 180).

It takes at least 5 full-round actions and a DC 25 Strength check from creatures adjacent to the vehicle to push a Large land or water vehicle up from being prone. For every size category that the vehicle is larger than size

Driving Devices

The following are some of the typical driving devices for vehicles, plus their usual Armor Class, hit points, and hardness. A broken driving device increases the driving check of the vehicle by 10. When a driving device is destroyed, a vehicle cannot be driven until the driving device is repaired.

Driving Device	AC	Hit Points	Hardness
Reins	14	10	0
Rigging	9	5 per square of sail	0
Steering Wheel	10	25	5
Throttle	12	15	5
Rudder	10	25	5
Magically Treated	—	×2	×2

Large, increase the number of full-round actions by three and the Strength check DC by 5.

The driver of a prone air vehicle must succeed at a DC 25 Fly check immediately to avoid falling.

A vehicle equipped with a ram deals +2d8 points of damage with a vehicular overrun.

Vehicular Bull Rush: As a swift action, taken when the driver takes all but the "uncontrolled" action while driving the vehicle, a driver can choose to substitute all or some of her vehicular overruns with vehicular bull rush maneuvers until the end of the vehicle's movement that turn. A vehicular bull rush pushes a creature or a vehicle away without doing harm. If the driver does not have the Improved Bull Rush feat or a similar ability, initiating a vehicular bull rush provokes an attack of opportunity from the creature being bull rushed with the vehicle.

If the bull rush is successful, the target of the bull rush is pushed 5 feet away from the vehicle. If you succeed at the check for the vehicular bull rush by 5 or more, you can deal the vehicle's ramming damage to the creature. For every 5 by which your attack exceeds your opponent's CMD, you push the target an additional 5 feet away. A creature being moved by a vehicular bull rush does not provoke attacks of opportunity, unless the driver possesses the Greater Bull Rush feat. You cannot bull rush a creature or vehicle into a square that is occupied by an object (including a vehicle). If there is another creature in the way of a bull rush, the driver must immediately make a combat maneuver check to bull rush that creature, taking a –4 penalty on this check for each creature being pushed beyond the first. If successful, the driver can continue to push the creature or vehicle a distance equal to the lesser result.

Ramming: Any time any part of a vehicle (including any creatures used as propulsion) enters the space of a creature or vehicle of its size or larger, or the space of a solid sturdy object (like a wall or a building) no matter the size of that object, it makes a ramming maneuver against that creature or object. There is no maneuver check for a ramming maneuver; its effects happen automatically. When a vehicle makes a ramming maneuver against a creature or an object, the vehicle deals its ramming damage to the creature or object, and the vehicle takes half that damage. The base amount of damage that a ramming vehicle does and takes is determined by its size (see Table 4–3).

When a vehicle makes a ramming maneuver against a solid object, to determine how much damage both the

solid object and the vehicle take, allow the vehicle to enter the solid object's space. The vehicle will only travel through that space if the damage is enough to destroy the solid object; in all other cases the vehicle takes the damage and then comes to a sudden stop directly in front of the solid object.

When a vehicle makes a ramming maneuver against a creature, a nonsolid object, or another vehicle, it can enter the space of the object or the creature, and even end its move within that space.

A vehicle can have a ram or similar ramming device on its forward facing. If it does, it ignores the damage for the first square it enters of a solid object, and all squares for other objects and creatures. A ram can be added to a Large vehicle for 50 gp, a Huge vehicle for 100 gp, a Gargantuan vehicle for 200 gp, and a Colossal vehicle for 400 gp. A vehicle cannot have a ram if it uses muscle propulsion (pulled).

If a vehicle is being pulled by a creature or creatures when the vehicle takes damage due to a ramming maneuver, the creatures that are pulling it are damaged as well, and are knocked prone. A successful Reflex saving throw (DC 10 + 1 for every 10 feet of the speed the vehicle was moving when it hit the vehicle, structure, or creature) halves the damage and the creatures pulling it are not knocked prone.

If the vehicle making the ramming maneuver is a muscle-propelled (pulled) vehicle, the creatures pulling the vehicle attempt to avoid making a ramming maneuver. If a ramming maneuver is imminent, those creatures decelerate at a rate of up to twice their acceleration as an immediate action or attempt to swerve out of the way (automatically moving diagonally to avoid the vehicle or structure even if they were not driven to do so), avoiding the vehicle or structure if possible. The driver chooses which of these options occurs. A skilled driver can attempt to force the creature to continue the ramming maneuver, but doing so requires a DC 30 Handle Animal, Diplomacy, or Intimidate check, depending on the type and intelligence of the creature. The driver makes this check as an immediate action when the creature tries to decelerate or swerve out of the way.

Table 4-3: Ramming Damage by Size

Vehicle Size	Damage
Large vehicle	1d8
Huge vehicle	2d8
Gargantuan vehicle	4d8
Colossal vehicle	8d8

Damaging a Vehicle: Vehicles have hit points and hardness based on their primary components. Most vehicles are made of wood. Heavier construction materials are possible, but they at least double the number of squares of propulsion a vehicle requires. Materials like stone or heavy metals quadruple the number of squares of propulsion needed.

A vehicle has a total number of hit points equal to its base material hit point value times its vehicle's number of squares (see Table 4–4). When it is reduced to below half hit points, it becomes broken. When it reaches 0 hit points, it becomes wrecked. When it reaches negative hit points equal to its number of squares, it is destroyed—it is so damaged it cannot even be used for scrap material.

Table 4-4: Vehicle Hit Points by Material

Material	Hit Points per Square	Hardness
Leather	10	0
Wood	15	5
Stone	20	8
Metal	20	10
Magically treated	×2	×2

Broken Condition: Vehicles, and sometimes their methods of propulsion, are objects, and like any other object, when they take damage in excess of half their hit points, they gain the broken condition. When a vehicle gains the broken condition, it takes a –2 penalty to AC, on saving throws, and on combat maneuver checks, and the DC to drive the vehicle increases by 2. If a vehicle or its means of propulsion becomes broken, both the maximum speed and the acceleration of the vehicle are halved until repaired. If the vehicle is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

Wrecked Condition: A vehicle gains the wrecked condition if its hit points are reduced to 0 or fewer. A wrecked vehicle cannot be driven and gains the sinking condition (if in the water) or falls (if in the air). An air vehicle that begins to fall does so at a rate of half its maximum speed each round.

If a means of propulsion is reduced to 0 or fewer hit points, it does not gain the wrecked condition. It is instead destroyed.

Sinking: A water vehicle that is reduced to 0 or fewer hit points or a vehicle that is not seaworthy that is plunged into water gains the sinking condition. For a water vehicle, this condition ends when a vehicle is brought to 1 or more hit points, but other vehicles must be removed from the water. A sinking ship fully sinks and is destroyed 10 rounds after gaining the sinking condition. Each additional hit on a sinking ship reduces the remaining time for it to sink by 1 round. Alternatively, when a water vehicle is reduced to a negative number of hit points equal to its number of squares, it sinks immediately.

Destroyed: A vehicle is destroyed when it is reduced to a number of negative hit points equal to its number of

Table 4-5: Vehicle AC and CMB Modifier by Size

Number of Vehicle Squares	AC	CMB Modifier
Large vehicle	9	+1
Huge vehicle	8	+2
Gargantuan vehicle	6	+4
Colossal vehicle	2	+8

squares. A destroyed vehicle cannot be repaired, and is nothing more than junk.

If a vehicle's means of propulsion is an object, it is destroyed when it reaches 0 hit points.

If either the means of propulsion or the vehicle is destroyed, it comes to a sudden stop if it is not stopped already. Water vehicles sink and drop to the bottom of the body of water. Air vehicles fall.

Sudden Stops: When a vehicle comes to a sudden stop—its movement is reduced to 0 in some way other than the driver using a drive action to slow the vehicle—both creatures and items on the vehicle are violently pushed toward the vehicle's forward facing a number of squares equal to 1/2 the vehicle's current speed before it came to the sudden stop. This movement does not provoke attacks of opportunity. At the end of this movement, creatures and objects take 1d6 points of damage, and creatures must succeed at a DC 20 Reflex saving throw or be knocked prone. If the movement pushes creatures or objects into solid objects, that creature or object takes an additional 1d6 points of damage for each 5-foot square the push was reduced by the solid object.

For instance, if a vehicle with a movement of 60 feet makes a sudden stop due to hitting a brick wall, its driver is thrown 30 feet toward the brick wall. If the brick wall was only 5 feet away from the driver at the point of impact, the driver moves forward 5 feet, hits the wall, and takes 5d6 points of damage. She then takes the original 1d6 points of damage, after which she makes a Reflex saving throw to see if she falls prone for the sudden stop.

Repairing a Vehicle: The fastest and easiest way to repair a vehicle is with the *mending* and *make whole* spells, but more mundane methods can also be used. Craft (carpentry) can be used to repair most vehicles made of wood; because of their specialized construction, water vehicles require Craft (ships) to repair. Depending on the nature of the damage, such skills like Craft (cloth), Craft (alchemy), Knowledge (engineering), and even various professions can be used to repair vehicles, if the GM approves. In general, a day's worth of work by a single person using the appropriate skill to repair a vehicle requires 10 gp of raw material and a DC 10 skill check, and repairs 10 points of damage on a success, or 5 hit points on a failure.

Vehicle Statistics

Below are explanations of some of the traits noted in vehicle statistics. If information for a given category is not listed in a given stat block, it is not applicable.

Name: The name of the vehicle.

Size and Type: Divided into land, sea, and air.

Squares: The typical size of the vehicle is measured in a number of squares, followed by the standard configuration of those squares.

Cost: The vehicle's cost in gp. Sometimes the description or the weapons section provides possible modifications for the vehicles. These are not included in the cost of the vehicle, nor are additions like rams or siege engines.

AC and Hardness: This is the AC and harness of the vehicle. The AC assumes the vehicle is in motion and the driver has not modified the AC with his driving skill. If the vehicle is not in motion, it has an effective Dexterity of 0 (–5 penalty to AC), and an additional –2 penalty to its AC.

hp: While a vehicle can be attacked in combat, it is often hard to significantly damage large vehicles. When a vehicle reaches the hit point total in the parentheses, it is broken. A vehicle's hit points not factor in its method of propulsion or the driving device. They have their own statistics.

Base Save: Each vehicle has a base save modifier. All of the vehicle's saving throws (Fortitude, Reflex, and Will) have the same value. This is the vehicle's save before the driver modifies it with his driving check.

Maximum Speed: This is the fastest that a vehicle can move. When a vehicle has more than one method of propulsion, it may also have more than one maximum speed.

CMB and CMD: The CMB an CMD before the driver modifies it with his driving check modifier.

Acceleration: This is how fast a vehicle can increase its speed each round. It also determines the maximum amount a vehicle can safely decelerate each round.

Propulsion: The type and amount of propulsion required.

Driving Check: The skills typically used to make a vehicle driving check with this vehicle.

Forward Facing: The direction of the vehicle's forward facing.

Driving Device: The typical driving device the driver manipulates when driving the vehicle.

Driving Space: The size and the location of the vehicle's driving space.

Crew: This is the number of crew members, in addition to the driver, needed to move the vehicle.

Decks: The number of decks and any important information about those decks is given in this section.

Weapons: Some vehicles can be equipped with siege weapons. This is the number of siege or vehicle weapons that a vehicle can have.

Land Vehicles

Land vehicles carry occupants and cargo over hard earth or similar terrain. They are typically propelled by muscle, but can be moved by a variety of propulsion methods. The following are the most common types of land vehicles, including all land vehicles that characters can purchase in the *Core Rulebook*.

Carriage

Large land vehicle

Squares 6 (10 ft. by 15 ft.; 6 feet high); **Cost** 100 gp

Defense

AC 9; **Hardness** 5

hp 90 (44)

Base Save +1

Offense

Maximum Speed twice the speed of the pulling creature(s); **Acceleration** the speed of the pulling creature(s)

CMB +1; **CMD** 11

Ramming Damage 1d8

Description

This four-wheeled vehicle can transport as many as four people within an enclosed cab, in addition to one driver and one other person seated next to the driver (often armed). The carriage's roof can carry 200 pounds of cargo.

Propulsion muscle (pulled; 6 Medium creatures or 2 Large creatures)

Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

Forward Facing toward the creatures pulling the vehicle

Driving Device reins

Driving Space the most forward squares if the carriage's upper deck.

Decks 2; a lower cab with enough room for four passengers, and an upper deck with room for a driver and another passenger.

Cart

Large land vehicle

Squares 2 (5 ft. by 10 ft.; 4 feet high); **Cost** 15 gp

Defense

AC 9; **Hardness** 5

hp 30 (14)

Base Save +0

Offense

Maximum Speed twice the speed of the pulling creature(s) –10 ft.; **Acceleration** the speed of the pulling creature(s) –5 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

Description

This two-wheeled vehicle is often used to transport small loads of up to 300 pounds of cargo from one settlement to another.

Propulsion muscle (pulled; 2 Medium creatures or 1 Large creature)

Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

Forward Facing toward the creatures pulling the vehicle

Driving Device reins

Driving Space the most forward square of the cart

Decks 1

Chariot, Light

Large land vehicle

Squares 2 (5 ft. by 10 ft.; 5 feet high); **Cost** 50 gp

Defense

AC 9; **Hardness** 5

hp 30 (14)

Base Save +0

Offense

Maximum Speed twice the speed of the pulling creature(s); **Acceleration** the speed of the pulling creature(s)

CMB +1; **CMD** 11

Ramming Damage 1d8

Description

These two-wheeled vehicles are often used for racing or as the platform for a single archer racing though the battlefield at high speeds.

Propulsion Muscle (pulled; 2 Medium creatures or 1 Large creature)

Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

Forward Facing toward the creatures pulling the vehicle

Driving Device reins

Driving Space the most forward square of the chariot

Decks 1

Chariot, Medium

Large land vehicle

Squares 4 (10 ft. by 10 ft.; 5 feet high); **Cost** 100 gp

Defense

AC 9; **Hardness** 5

hp 60 (29)

Base Save +1

Offense

Maximum Speed twice the speed of the pulling creature(s); **Acceleration** half the speed of the pulling creature(s)

CMB +1; **CMD** 11

Ramming Damage 1d8

Description

This two-wheeled vehicle is often used on the battlefield to break

apart infantry formations or as a fast-moving fighting platform.
Propulsion muscle (pulled; 4 Medium creatures or 1 Large creature)
Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)
Forward Facing toward the creatures pulling the vehicle
Driving Device reins
Driving Space the two most forward squares of the chariot
Decks 1

Chariot, Heavy

Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 feet high); **Cost** 200 gp

DEFENSE

AC 8; **Hardness** 5
hp 80 (44)
Base Save +1

OFFENSE

Maximum Speed twice the speed of the pulling creature(s); **Acceleration** half the speed of the pulling creature(s)
CMB +2; **CMD** 12
Ramming Damage 1d8

DESCRIPTION

This two-wheeled vehicle is sometimes used as a fighting platform or for transporting a light ballista onto the battlefield.
Propulsion muscle (pulled; 6 Medium creatures or 2 Large creatures)
Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures)
Forward Facing toward the creatures pulling the vehicle
Driving Device reins
Driving Space the two most forward squares of the chariot
Decks 1
Weapons light ballista

Sleigh

Large land vehicle
Squares 4 (10 ft. by 10 ft.; 3 feet high or 13 feet high with sail); **Cost** 100 gp

DEFENSE

AC 9; **Hardness** 5

hp 60 (29)
Base Save +1

OFFENSE

Maximum Speed twice the speed of the pulling creature(s) (muscle), or 100 ft. (current); **Acceleration** half the speed of the pulling creature(s) (muscle), or 30 ft. (current)
CMB +1; **CMD** 11
Ramming Damage 1d8

DESCRIPTION

This open carriage uses a pair of runners instead of wheels. It is used to travel across snow and ice, and only moves at half speed when used on other surfaces. Sleighs are usually pulled by horses or other suitable creatures, but some are propelled by Huge (8-square) sail mechanisms. If the sleigh uses wind propulsion, it has no space for passengers or cargo.
Propulsion muscle (pulled; 4 Medium creatures or 1 Large creature; on ice, the creatures must be clawed rather than hoofed) or current (air; 8-square sail; hp 40)
Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle), or Acrobatics (in the case of air current; +10 to the DC)
Forward Facing toward the creatures pulling the vehicle or the front of the sleigh in the case of air current propulsion
Driving Device reins (muscle propulsion) or rigging (air current propulsion)
Driving Space the two most forward squares of the sleigh
Decks 1

Steam Giant

Gargantuan land vehicle
Squares 16 (20 ft. by 20 ft.; 26 feet high); **Cost** 80,000 gp

DEFENSE

AC 6; **Hardness** 10
hp 320 (159)
Base Save +3

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 30 ft.
CMB +4; **CMD** 14
Ramming Damage 4d8

DESCRIPTION

This thankfully rare and expensive walking monstrosity is one of the more bizarre land vehicles in existence. A giant cauldron of iron atop stubby but effective legs, it hobbles its way across the battlefield at a grinding pace. It costs 100 gp in alchemical reagents to fuel 1 hour of activity. Creatures inside the steam giant gain either total cover (in the lower decks) or improved cover (in the upper viewing and control deck). Only the upper deck has view ports, allowing those inside the steam giant to look out.
Propulsion alchemical (10 squares of alchemical engines; hardness 8, hp 200)
Driving Check Knowledge (arcana) or Craft (alchemy) +10 to the DC
Forward Facing one side of the square vehicle space
Driving Device two levers used to move the legs
Driving Space a single 5-ft.-by-5-ft. square that contains the two levers that serve as the steam giant's driving device; these levers are located on the third (top) deck of the vehicle
Crew 4
Passengers 6
Decks 3; The two lower decks give access to the alchemical engine that powers the steam giant. These lower decks have no windows or other way to see outside of the vehicle. The upper deck is an observation deck that contains the alchemical giant's driving device and driving square.
Weapons 2 Large direct-fire ranged siege engines on the arms

Wagon, Light

Large land vehicle
Squares 4 (10 ft. by 10 ft.; 5 feet high); **Cost** 50 gp

DEFENSE

AC 9; **Hardness** 5
hp 60 (29)
Base Save +1

OFFENSE

Maximum Speed twice the speed of the pulling creature(s); **Acceleration** half the speed of the pulling creature(s)
CMB +1; **CMD** 11
Ramming Damage 1d8

DESCRIPTION

This four-wheeled vehicle is ideal for transporting decent quantities of goods between communities. It can carry up to 1,000 pounds of cargo.
Propulsion muscle (pulled; 4 Medium creatures or 1 Large creature)
Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)
Forward Facing toward the creatures pulling the vehicle
Driving Device reins
Driving Space the two most forward squares of the wagon
Decks 1

Wagon, Medium

Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 feet high); **Cost** 75 gp

DEFENSE

AC 9; **Hardness** 5
hp 90 (44)
Base Save +1

OFFENSE

Maximum Speed twice the speed of the pulling creature(s); **Acceleration** half the speed of the pulling creature(s)
CMB +1; **CMD** 11
Ramming Damage 1d8

DESCRIPTION

This four-wheeled vehicle is used to transport large amounts of goods between communities, and is sometimes used by caravans. It can carry up to 2,000 pounds of cargo.

Propulsion muscle (pulled; 4 Medium creatures or 1 Large creature)

Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

Forward Facing toward the creatures pulling the vehicle

Driving Device reins

Driving Space the most forward square of the wagon

Deck 1

Wagon, Heavy

Huge land vehicle

Squares 8 (10 ft. by 20 ft.; 5 feet high); **Cost** 100 gp

DEFENSE

AC 9; **Hardness** 5

hp 120 (59)

Base Save +2

OFFENSE

Maximum Speed twice the speed of the pulling creature(s); **Acceleration** half the speed of the pulling creature(s)

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

This large, four-wheeled vehicle is primarily used in caravans to transport goods over long stretches of territory. These wagons can carry up to 4,000 pounds of cargo.

Propulsion muscle (pulled; 4 Medium creatures or 1 Large creature)

Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

Forward Facing toward the creatures pulling the vehicle

Driving Device reins

Driving Space the most forward square of the wagon

Decks 1

Water Vehicles

Water vehicles move across bodies of water, whether as small as a river or as large as an ocean. They are typically propelled by muscle or sail, but can be moved by a variety of propulsion methods. The following are the most common types of water vehicles, including all water vehicles that characters can purchase in the *Core Rulebook*.

Galley

Colossal water vehicle

Squares 104 (20 ft. by 130 ft.); **Cost** 10,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 1,560 (779)

Base Save +0

OFFENSE

Maximum Speed 180 ft. (current) or 60 ft. (muscle); **Acceleration** 30 ft. (current) or 15 ft. (muscle)

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

One of the largest sailing ships on the sea, this massive vessel cannot make ocean voyages, and typically sticks to the coast. It can carry 150 tons of cargo or 250 soldiers.

Propulsion current (air; three masts, 60 squares of sails, hp 300), current (water), or muscle (pushed; 140 Medium rowers)

Driving Check Profession (sailor) or Knowledge (nature) +10 to the DC

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space the nine squares around the steering wheel, typically located in the aft of the ship

Crew 20 or 160 (if the boat is rowed)

Decks 3

Weapons Up to 40 Large direct-fire siege engines in banks of 20 positioned on the port and starboard sides of the galley, or up to 12 Huge direct-fire siege engines in banks of six on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship that they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship. These siege engines cannot be used while the galley is being rowed. For 8,000 gp more, the galley can be fitted with a battering ram and castles with firing platforms fore, aft, and amidships. Each of these firing platforms can hold a single Large direct-fire siege engine that can fire either out the sides of the ship or in the direction of its location. An amidships platform can fire out either the port or starboard sides of the galley.

Keelboat

Colossal water vehicle

Squares 40 (20 ft. by 50 ft.); **Cost** 13,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 600 (299)

Base Save +4

OFFENSE

Maximum Speed 60 ft. (current) or 30 ft. (muscle); **Acceleration** 15 ft. (muscle) or 30 ft. (current)

CMB +8; **CMD** 18

Ramming Damage 8d8

Description

This long, flat-bottomed ship has a few oars to supplement its single mast with a square sail. It can make both sea and river voyages. The keelboat can carry 50 tons of cargo or 100 soldiers.

Propulsion current (air; 20 squares of sails, hp 100), current (water), or muscle (pushed; 8 Medium rowers)

Driving Check Diplomacy or Intimidate while rowed, or Profession (sailor) or Knowledge (nature) +10 to the DC when sail is used

Forward Facing ship's forward

Driving Device rudder

Driving Space the two middle rear squares of the keelboat

Crew 8

Decks 1

Longship

Colossal water vehicle

Squares 45 (15 ft. by 75 ft.); **Cost** 10,000 gp

Defense

AC 2; **Hardness** 5

hp 675 (337)

Base Save +5

Offense

Maximum Speed 120 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 30 ft. (current and muscle) or 15 ft. (muscle only)

CMB +8; **CMD** 18

Ramming Damage 8d8

Description

This long and relatively thin boat has a single mast with a square sail. It can traverse lakes, oceans, and deep rivers. It can carry 50 tons of cargo or 100 soldiers.

Propulsion current (air; 10 squares of sails, hp 50), current (water), or muscle (pushed; 40 Medium rowers)

Driving Check Diplomacy or Intimidate while rowed, or Profession (sailor) or Knowledge (nature) +10 to the DC when sail is used

Forward Facing the ship's forward

Driving Device rudder

Driving Space the two middle rear squares of the longship

Crew 40

Decks 1 (with small cargo area under the deck)

Rowboat

Large water vehicle

Squares 3 (5 ft. by 15 ft.); **Cost** 50 gp

Defense

AC 9; **Hardness** 5

hp 60 (29)

Base Save +0

Offense

Maximum Speed 30 ft.; **Acceleration** 10 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

Description

This small water vehicle is primarily used to disembark from larger ships or to traverse small areas of water—perhaps ferrying a few passengers across a stream or small lake. A rowboat can carry 1,000 pounds of cargo or 2 passengers.

Propulsion current (water) or muscle (pushed; 1 or 2 Medium rowers; one is the driver)

Driving Check Survival

Forward Facing boat's forward

Driving Device oars

Driving Space the center square of the rowboat

Decks 1

Sailing Ship

Colossal water vehicle

Squares 60 (20 ft. by 75 ft.); **Cost** 10,000 gp

Defense

AC 2; **Hardness** 5

hp 900 (449)

Base Save +0

Offense

Maximum Speed 180 ft. (current) or 60 ft. (muscle); **Acceleration** 30 ft. (current) or 15 ft. (muscle)

CMB +8; **CMD** 18

Ramming Damage 8d8

Description

This massive sailing ship is used for ocean travel. It can carry 150 tons of cargo on top of a full crew and passenger complement. A sailing ship can carry 150 tons of cargo or 200 passengers.

Propulsion current (air; two masts, 30 squares of sails, hp 150) or current (water)

Driving Check Profession (sailor) or Knowledge (nature) +10 to the DC

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space the nine squares around the steering wheel, typically located in the aft of the ship

Crew 20

Decks 2

Weapons Up to 20 Large direct-fire siege engines in banks of 10 positioned on the port and starboard sides of the ship, or up to 6 Huge direct-fire siege engines in banks of 3 on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.

Warship

Colossal water vehicle

Squares 80 (20 ft. by 100 ft.); **Cost** 25,000 gp

DEFENSE

AC 2; **Hardness** 10

hp 1,200 (599)

Base Save +0

OFFENSE

Maximum Speed 150 ft. (current) or 60 ft. (muscle); **Acceleration** 30 ft. (current) or 15 ft. (muscle)

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

This ship is treated with reinforced wood, and is used for short-distance forays and troop deployment. A warship can carry 50 tons of cargo or 160 soldiers.

Propulsion current (air and water; one mast, 160 squares of sails, hp 800) or muscle (pushed; 80 Medium rowers)

Driving Check Profession (sailor) or Knowledge (nature) +10 to the DC

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space the nine squares around the steering wheel, typically located in the aft of the ship

Crew 60

Decks 2

Weapons Up to 20 Large direct-fire siege engines in banks of 10 positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship. These weapons cannot be used while the warship is being rowed.

AIR VEHICLES

Air vehicles fly through the air. They are usually propelled by air currents, alchemical engines, magic, or in the case of larger air vehicles, a mix of air currents and alchemical engines or magic. Airships, because of their nature, travel though all three dimensions instead of two. When they

ascend, they must do so at half their current speed. When air vehicles descend, they can (but do not have to) move at double their current speed. After the ascent or descent, treat the vehicle's current speed as it was before making the ascent or descent.

Airship

Colossal air vehicle

Squares 48 (20 ft. by 60 ft.); **Cost** 50,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 720 (359)

Base Save +0

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

This exotic and expensive vehicle is held aloft by a massive balloon connected by chain to a ship that hangs below. This ship is similar to a sailing ship, complete with an open top, and is propelled by an easily controlled magical engine. Passengers and cargo are carried in the ship. An airship can carry 30 tons of cargo or 100 passengers.

Propulsion current (air; 90 squares of dirigible, hp 450) and magic

Driving Check none (magic)

Forward Facing the ship's forward

Driving Device magic item

Driving Space the nine squares around the controlling magic item that sits at the front of the ship

Crew 0

Decks 2

Weapons Up to 6 Large direct-fire siege engines in banks of 3 positioned on the port and starboard sides of the airship, or up to 4 Huge direct-fire siege engines in banks of two on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.

Alchemical Dragon

Colossal air vehicle

Squares 60 (20 ft. by 75 ft.); **Cost** 100,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 900 (449)

Base Save +0

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

This ship is made of wood and is usually crafted in the shape of a dragon. It is held aloft purely by its alchemical engine, a complicated and dangerous device that has a tendency to explode when the vehicle becomes wrecked. When this happens, if the alchemical dragon has a driver, that driver can make a DC 30 driving check as an immediate action. If the check fails, the alchemical engine explodes, dealing 10d10 points of fire damage to all objects and creatures within a 60-foot radius of the alchemical engine. A DC 20 Reflex save halves the damage. An alchemical dragon can carry up to 20 tons of cargo or 70 passengers.

Propulsion alchemical (6 squares of alchemical engines in the middle of the ship; hardness 8, hp 120)

Driving Check Craft (alchemy) or Knowledge (arcana) +10 to the DC

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space the nine squares around the steering wheel that sits at the front of the ship

Crew 10

Decks 1

Weapons Up to 6 Large direct-fire siege engines in banks of 3 positioned on the port and starboard sides of the alchemical dragon, or up to 4 Huge direct-fire siege engines in banks of two on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.

Glider

Large air vehicle

Squares 4 (10 ft. by 10 ft.); **Cost** 500 gp

DEFENSE

AC 9; **Hardness** 0 (takes double damage from acid and fire attacks)

hp 20 (9)

Base Save +0

OFFENSE

Maximum Speed 80 ft.; **Acceleration** 10 ft. (30 ft. when it first pushes off)

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

A glider is basically a large piece of sail stretched out with a frame and connected to a handhold and straps. The only way to get a glider flying is to jump off a steep incline, allowing the glider to pick up the air current.

Propulsion current (air; four squares of sail, which serve as the majority of the vehicle, hp 20)

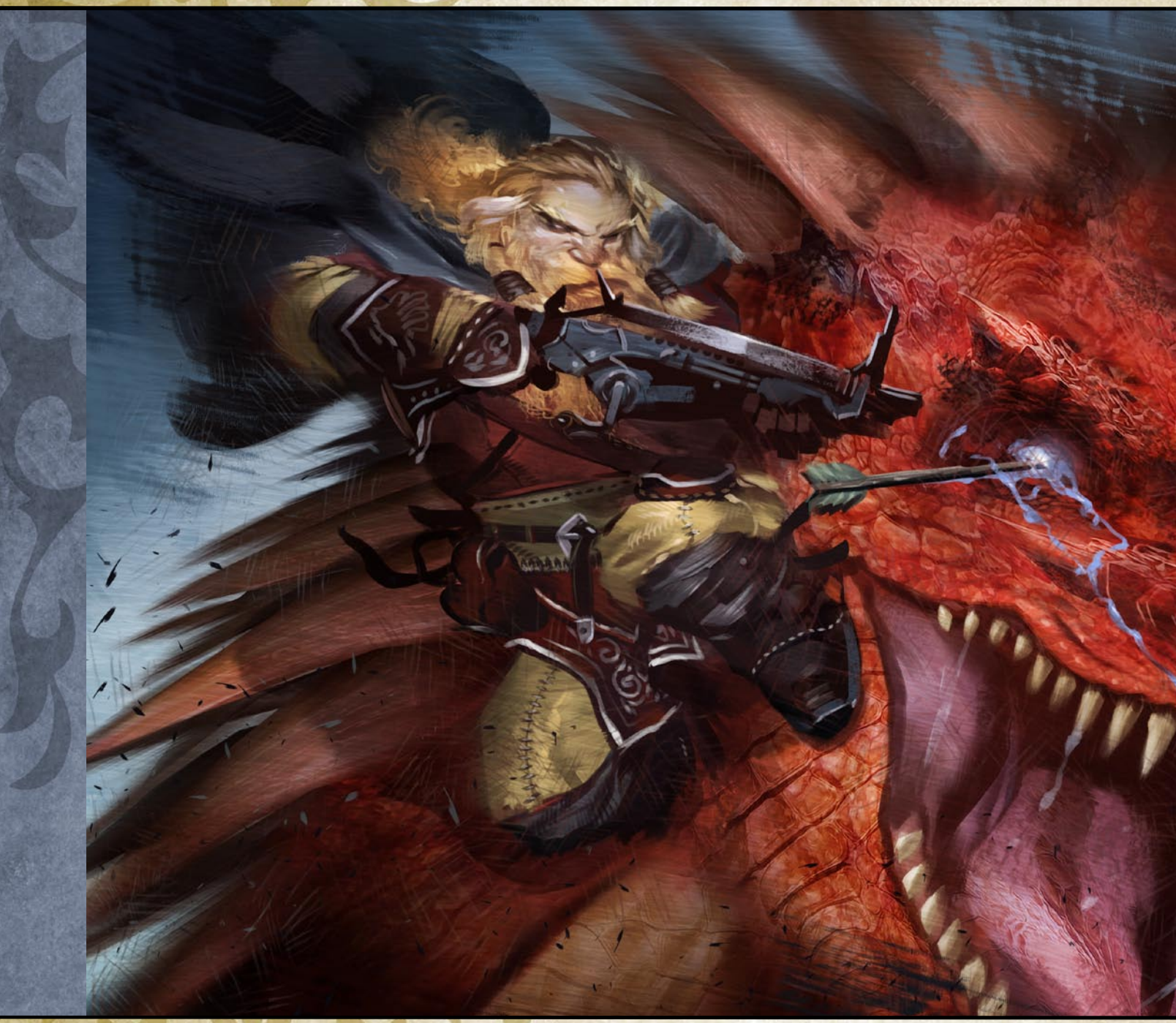
Driving Check Fly or Acrobatics +10 to the DC

Forward Facing the point of the glider's wings

Driving Device rigging

Driving Space any single square directly below the sail part of the glider

Decks 1



5 Variant Rules

"Do any of you see another option?" Harsk growled. "Because last I checked, dragon scales are tough. Your swords are going to be about as useful as butter against that armor."

The others looked at each other. No one spoke.

"That's what I thought," said Harsk, stepping into the basket of the straining catapult. "Be sure to wait until it comes in close for another pass—and whatever you do, don't miss."

Kyra touched the dwarf's shoulder. "Either way, you'll fall."

Harsk smiled. "I expect Ezren to be waiting beneath me with a spell. And if that doesn't work—I hope you can catch."

Introduction

Most of this book is designed to offer new options to players and GMs using the normal combat system of the Pathfinder Roleplaying Game, as presented in the *Pathfinder RPG Core Rulebook* and expanded upon in such subsequent books as the *Pathfinder RPG Advanced Player's Guide*. With years of field testing and design work, the system is intended to be as robust and all-encompassing as possible, with the additional rules subsystems presented in Chapter 3: Mastering Combat helping adjudicate some corner cases and add to the fun in specific types of games.

Some players and Game Masters, however, may wish to replace whole sections of the traditional Pathfinder RPG combat system with something new—either as a change of pace, or out of an attempt to better simulate the actual blow-by-blow action of physical combat. Presented in this chapter are several optional rules variants for combat that may be swapped out with the existing rules. As these options significantly revise how the game works, players and GMs should be extremely careful when deciding whether or not to incorporate these optional rules into an existing campaign, and should be prepared for an additional layer of complexity and potential slowdowns in gameplay as everyone at the table works on getting up to speed.

Armor as Damage Reduction

For years, gamers have debated what exactly the approximation known as Armor Class represents—whether it's how difficult a given character is to hit, how much physical punishment he can take, and so on. This alternate system presents a way to view armor more like damage reduction—not as something that makes a character hard to hit, but as protection that makes him harder to damage, as the armor soaks up most of the punishment and negates it before it can impact the wearer.

Called Shots

The normal combat rules for the Pathfinder RPG deal with attacks and hits in an abstract way, subtracting hit points and leaving the details of where the sword strikes up to the GM's description. This system places more control in the individual's hands, allowing characters to target specific areas of an opponent, with corresponding results.

Piecemeal Armor

Sometimes armor doesn't come in nicely matched sets, purchased straight from the armorer. Warriors may be forced to make do with tattered, hand-me-down sets cobbled together from various pieces, or else taken from the dead and defeated on the field of battle. Perhaps your character is a castaway forced to scavenge for what bits of armor she can find, or a resident of a post-apocalyptic setting in which everyone must scrounge through junk heaps and burned-out storefronts to acquire their equipment. Though such patchwork suits are almost always less effective than complete suits with pieces made to work together, the rules in this section provide everything you need to know about mixing and matching armor types.

Wounds and Vigor

Just as Armor Class is an abstraction, so are hit points—after all, just because a dagger does 1d4 points of damage doesn't mean a high-level fighter is somehow immune to having his throat slit. This alternate system attempts to better represent the differences between injuries and impeded performance.

Armor as Damage Reduction

While the armor and Armor Class system presented in the Pathfinder Roleplaying Game is tried and tested, some players may yet have a sense that it feels slightly off. That is to say, if a suit of armor is actually protecting the wearer from attacks that strike but simply fail to cause the wearer harm, why then do we say that armor reduces the chance of a hit? The abstraction has been clarified in the rules by defining what it means to be "hit" in combat as actually being "hit in such a way as to effectively cause harm," but this explanation is still not enough for some players.

The following is an alternative system that allows armor to absorb the damage of attacks, rather than a system that provides an abstract way of determining when a hit does actual harm. Like all the rules presented in this chapter, it is a variant to the base system of the Pathfinder RPG. It is for GMs who want armor to reduce damage rather than increase Armor Class, and replaces the normal rules for armor.

In this system, a creatures no longer has an Armor Class. Instead it has a Defense score that a foe's attack roll must meet or exceed to hit the creature. Then any damage is reduced by damage reduction based on the creature's armor worn and any natural armor bonus the creature has. Furthermore, armor has a chance of reducing all critical hits to normal hits, by replacing the confirmation roll for critical hits with a critical defense check made by the creature threatened by the critical hit.

Defense

In this alternative system, a creature does not have an Armor Class (AC); it instead has a Defense score. Defense is similar to touch AC in the standard Pathfinder Roleplaying Game rules, but it also adds the shield bonus (including any enhancement bonus to the shield), and any enhancement bonus to armor.

Defense = 10 + shield bonus + Dexterity modifier + other modifiers (including armor's enhancement bonus, but not armor bonus or natural armor bonus)

Defense represents how easy or difficult it is to hit a creature. The shield bonus is added because a creature is considered to be actively blocking attacks with its shield whenever it can, which is whenever it would gain its Dexterity bonus to AC and not be flat-footed.

Losing Dexterity Bonus to Defense: Situations or effects that would cause you to lose your Dexterity bonus to AC instead cause you to lose your Dexterity bonus to Defense. Also, whenever you lose your Dexterity bonus to Defense, you also lose any shield bonus to Defense, since when you lose your Dexterity bonus to AC, you also lose the ability to properly respond to attacks with your shield.

Flat-Footed Defense: You do not gain your Dexterity or shield bonus to your Defense if you are flat-footed or lose your Dexterity bonus to Defense; thus, your Flat-Footed Defense is equal to your Defense minus your Dexterity bonus and shield bonus.

Defense and Using a Shield without Proficiency: When a creature uses a shield it is not proficient with, it takes that shield's armor check penalty as a penalty to the shield bonus, along with the other penalties for using a shield without proficiency. Furthermore, it also takes this penalty to its Flat-Footed Defense, as the shield actually gets in the way instead of defending against incoming attacks.

Armor as Damage Reduction

Armor in this system keeps all of its normal statistics and qualities, but its armor bonus (including any enhancement bonus added to armor bonus and natural armor bonus) is converted to DR/armor. The DR an armor provides is equal to its total armor bonus with a +1 bonus at 5th level or at 5 Hit Dice, with an increase to that bonus of +1 for every five levels above 5th level, or every 5 Hit Dice over 5 Hit Dice (to a maximum of +4 to DR at 20th level or at 20 or more Hit Dice), provided that the creature wearing the armor is also proficient with the armor.

Using Armor without Proficiency: Creatures using armor they are not proficient with do not gain the bonus per level or Hit Dice to the DR, on top of any of the other normal penalties for using armor without proficiency.

DR/Armor: This type of DR blocks the damage of all attacks that would normally be affected by DR, based on the composition of the armor (see Table 5–1). Unlike most forms of damage reduction, DR/armor stacks with other types of DR. For instances, when fighting a skeleton with DR 5/bludgeoning and DR 4/armor (+2 for armor, +2 for natural armor), the skeleton's DR/armor reduces 9 points of damage from non-bludgeoning attacks, and 4 damage from bludgeoning weapon attacks. Magic weapons and attacks from Large or larger creatures bypass the DR 4/armor, but not the DR 5/bludgeoning.

Natural Armor Bonus and DR: Like a creature's armor bonus, a natural armor bonus is also converted into damage reduction. If a creature is wearing armor and has a natural armor bonus, the creature adds its armor bonus to its natural armor bonus to determine the amount of DR/armor that it has (see Table 5–2).

For instance, if a creature wearing a +2 *chain shirt* has DR 6/armor is then subject to a *barkskin* spell cast by a 6th-level druid (gaining a +3 natural armor bonus), its DR becomes DR 9/armor for the duration of the spell. This DR is bypassed by adamantine, or the attacks of Huge or larger creatures.

A creature that has both DR from a source other than armor and a natural armor bonus gains the effects of an enhanced form of DR, similar to how the composition of the armor grants special DR/armor defenses (see Table 5–1). If a creature has magical armor, natural armor, and DR, it takes the best form of the special protection provided by both its armor and its mix of DR and natural armor to its DR/armor.

For instance, if a creature has natural armor and DR/magic and is wearing adamantine armor, that creature's DR/armor functions as DR/—, and can be bypassed by Gargantuan or larger creatures, since the adamantine armor provides the best of the two damage reductions.

Unusual Creatures and Armor DR: Amorphous or incorporeal creatures have an easier time bypassing DR/armor. When they attack a creature with DR/armor, they typically treat that DR as a fraction of the DR/armor. Attacks by incorporeal creatures entirely ignore the DR unless that DR comes from a force effect or from armor with the *ghost touch* special armor quality. These traits are detailed in Table 5–3.

Critical Hits and Defense

In this alternative system, when a creature threatens a critical hit, it does not make a critical hit confirmation roll. Instead, the target of that critical hit makes a critical defense check instead. A critical defense check is 1d20 + a bonus equal to the creature's DR + the creature's Dexterity modifier (up to the maximum Dexterity bonus allowed by any armor worn) + the sum of any deflection and shield bonus to Defense.

Critical defense check bonus = creature's DR + Dexterity modifier + shield bonus to Defense + deflection bonus

The DC of the check is based on the die roll for the critical threat. It is further modified by the base attack bonus of the attacking creature, how many critical feats the attacking creature has (if any; 10 maximum), and a bonus relationship between the size of the attacking creature and the target of the critical hit, if the attacking creature is larger than the creature it attacked.

Critical defense DC = critical hit roll + 1/2 attacker's base attack bonus + 1 for each critical feat + 1 for each size category larger attacker is than target

For instance, if a Medium creature is hit with a crossbow fired by a Medium 6th-level fighter with two critical feats, and the critical threat attack roll is a 19, the target of the potential critical hit makes a critical defense check with a DC of 24 to reduce the critical hit to a normal hit. If the target is wearing *+1 leather armor*, has a Dexterity of 18, and is using a *+1 buckler*, that target would have a +9 bonus on the critical defense check to reduce the critical hit to a normal hit. On a roll of 15 or higher, the critical hit is reduced to a normal hit, and the target takes normal damage for the hit (which is reduced by its DR). If the creature firing the crossbow had rolled a 20, the target of the critical hit would need to roll a 16 or higher on its critical defense check to reduce the impact of the critical hit, making it a normal hit.

On a failed critical defense check, the target of the critical hit takes the damage for the critical hit. That damage is still reduced by the target of the critical hit's DR.

Fortification Special Armor Quality: The *fortification* special armor quality acts in concert with the check, coming into play if the armor check fails.

Table 5-1: Armor Composition and DR

Material	DR Provided	Attacker Size to Bypass DR
Nonmagical armor[1]	DR/magic	Large
Magical armor[1]	DR/adamantine	Huge
Adamantine armor[1]	DR/—	Gargantuan

[1] Brilliant energy weapons bypass any DR provided by armor. In addition, DR from armor is halved if a creature is grappled or entangled, and does not apply when a creature is helpless or pinned.

Table 5-2: Natural Armor Conversion to DR

Natural Armor/DR	DR Provided	Attacker Size to Bypass DR
Natural armor	DR/magic	Large
Natural armor with DR/magic	DR/adamantine	Huge
Natural armor with DR/adamantine	DR/—	Gargantuan
Natural armor with DR/—	DR/—[1]	Colossal
Natural armor with DR/epic	DR/epic[1]	n/a

[1] A creature that already has DR/— or DR/epic increases its DR by an amount equal to its natural armor bonus.

Table 5-3: Unusual Creatures and Armor DR

Attacking Creature Type	DR Modifier
Amorphous[1]	×1/2
Incorporeal	×0 (×1 if DR is from a force effect or *ghost touch* armor)
Swarm of Tiny creatures	×1/2
Swarm of Diminutive creatures	×1/4
Swarm of Fine creatures	×0

[1] Elementals, oozes, oozelike creatures, and any creature with the amorphous defensive ability (*Pathfinder RPG Bestiary 2* 294).

Called Shots

The Pathfinder Roleplaying Game deals with hits and damage in a rather abstract way, treating almost all hits the same except for the amount and type of damage dealt. With these optional called shot rules, PCs, monsters, and villains alike can aim their attacks more precisely, potentially to devastating effect.

These rules are an optional addition to any campaign, and should be approached with care by the Game Master.

Making Called Shots

A called shot is an attack aimed at a particular part of the body, in the hope of gaining some extra effect from the attack. The smaller or better guarded the area, the more difficult the called shot. A called shot is a single attack made as a full-round action, and thus can't be combined with a charge, feats like Vital Shot, or multiple attacks with a full-attack action.

Called shots are divided into three basic difficulty groups: easy, tricky, and challenging. Easy called shots represent large areas of the body, and are made at a –2 penalty. They have relatively minor effects unless a critical hit is scored or massive damage is dealt. Tricky called shots represent either smaller areas, like a hand, or areas a creature protects well, like its head. Tricky shots receive a –5 penalty, and inflict more serious consequences. Challenging called shots represent very small areas like eyes, fingers, or creatures' necks. They receive a –10 penalty, and successful hits cause significant short-term impairment. Beyond these challenging ratings lie almost impossible called shots that receive a –20 penalty. For called shots against non-humanoid creatures, use common sense and the categories above as guidelines. For example, a flying creature's wings are treated as arms.

Range and Reach: Called shots work best at close range. Melee called shots are at a –2 penalty if the target isn't adjacent to its attacker. For called shots made at range, all range penalties due to range increment are doubled, with a minimum penalty of –2 for any called shot against a target that's not within 30 feet.

Critical Hits and Critical Threats: A called shot has the normal chance for a critical hit, and inflicts an extra effect if one is confirmed. The exact effects of a successful critical hit depend on where the target was hit, and are described under Called Shot Effects.

Additional Rules

Automatic Hits: Some effects in the game, like *true strike* or the flash of insight ability of cyclopes, provide automatic or nearly automatic hits. Using such an ability on a called shot turns it into a normal attack, with none of the benefits or penalties associated with called shots. From a story perspective, this is because the effect cannot distinguish between a hit in general and a hit in a particular area, but it's also necessary to keep the power of such abilities in line with their original intended effects. Some Game Masters may prefer a more theatrical or dangerous game in which magic can make a shot through the eye nearly certain, in which case this rule can be ignored.

Cover: Cover other than soft cover interferes with a called shot even more than with a normal shot. Double any AC bonuses provided by cover that isn't soft cover. In addition, cover may make certain called shots impossible.

Concealment: The miss chance for a called shot against a creature with concealment increases to 50%. It's not possible to make a called shot against a creature with total concealment. For effects that function like concealment, such as *blink* and *displacement*, a miss chance of 50% or more prevents called shots, a miss chance of 20% increases to 50%, and miss chances of other values are doubled.

Damage Reduction: If damage reduction completely negates the damage from a called shot, the called shot has no effect. If hit point damage does get through, the called shot has normal effects. Damage reduction does not reduce any ability damage, ability drain, penalties, or bleed damage caused by the called shot.

Immunity: Immunity to critical hits protects against the extra effects of called shots. Partial protection, such as that provided by the *fortification* special ability of some magical armors, protects the creature as though the called shot were a critical hit.

Regeneration: Regeneration provides no special protection against called shots, but it might negate or undo some of the effects, such as bleeding or limb loss.

Saving Throws: If a saving throw is allowed on a called shot, the DC is equal to the Armor Class hit by the attack. In the case of an attack roll of a natural 20, the DC is the AC the attack would have hit if 20s did not automatically hit.

Stacking: Unless otherwise stated, penalties for multiple called shots do not stack, even if they are to different areas of the body. Ability damage and drain caused by called shots always stacks.

Touch Attacks: Touch attacks and ranged touch attacks made as called shots must target AC rather than touch AC. This represents the care it takes to target such strikes.

Called Shot Effects

The consequences of a successful called shot vary depending on whether the hit is a normal hit, a critical hit, or a debilitating blow (a hit for 50 points of damage or more). When more than one limb or organ can be affected by a called shot, the attacker can choose the target if desired; otherwise, it should be determined randomly.

Called Shot: An attack aimed at a body part that deals fewer than 50 points of damage results in a normal called shot. Called shots inflict either minor penalties or temporary inconveniences.

Critical Called Shot: When a called shot is confirmed as a critical hit but deals fewer than half the creature's hit points of damage (minimum 50), a critical called shot results. Critical called shots can cause ability damage, bleeding, and other serious effects.

Debilitating Blow: A called shot that deals half the creature's hit points of damage (minimum 50) or more (whether a critical hit or not) results in a debilitating blow that has extra effects. A debilitating blow inflicts major consequences and potentially permanent consequences.

Concentration Checks: Concentration checks forced by called shots to parts of the body involved in spellcasting (generally the head for spells with verbal components, and the casting arm and hand for spells with somatic components) are made at a –5 penalty.

Healing Called Shot Effects: Some called shot effects render a given location useless until healed. Remedying this condition requires the victim be healed (naturally or magically, and by one or more sources of healing) for as many hit points of damage as the called shot caused. If the victim is suffering from multiple wounds of this sort, divide healing equally between them. The *regenerate* spell repairs any and all effects of called shots except for ability damage and ability drain.

Arm

Arms are the manipulating limbs of a creature, including tentacles. Wings are also considered to be arms for purposes of a called shot. Called shots to the arm are easy (–2 penalty).

Called Shot: A called shot to an arm deals no additional damage, but for 1d4 rounds, any attack rolls, ability checks, or skill checks made using the wounded arm take a –2 penalty. A flying creature shot in the wing must make a Fly check to avoid descending involuntarily (*Core Rulebook* 96).

Critical Called Shot: A critical hit to the arm deals 1d4 points of Dexterity damage and 1d4 points of Strength damage. A successful Fortitude saving throw halves the ability damage (minimum 1 point to each attribute). The target also suffers the effects of a called shot to the arm for 1d4 minutes.

Debilitating Blow: A debilitating blow deals 1d6 points of Dexterity damage and 1d6 points of Strength damage. The blow renders the arm useless until healed unless the target succeeds at a Fortitude saving throw. If the saving throw fails by 5 or more, the arm is severed or otherwise mangled such that only *regeneration* or similar effects can repair it. The target also suffers the effects of a called shot to the arm (if the arm remains usable) for 2d6 minutes.

Table 5-4: Called Shot Locations

Location	Type	Penalty
Head	Tricky	–5
Ear	Challenging	–10
Eye	Challenging	–10
Neck	Challenging	–10
Chest	Easy	–2
Heart	Challenging	–10
Vitals	Tricky	–5
Arm	Easy	–2
Hand	Tricky	–5
Leg	Easy	–2

Chest

Called shots to the chest are aimed at the well-protected center of mass of a creature. Called shots to the chest are easy (–2 penalty).

Called Shot: A called shot to the chest deals no additional damage, but any skill checks caused by the hit (such as an Acrobatics check while balancing or a Climb check while climbing) take a –2 penalty.

Critical Called Shot: A critical hit to the chest deals 1d4 points of Constitution damage and fatigues the target. A successful Fortitude saving throw (made after the Constitution damage is applied) negates the fatigue. The creature also suffers the effects of a called shot to the chest.

Debilitating Blow: A debilitating blow to the chest deals 2d4 points of Constitution damage and exhausts the target. A successful Fortitude saving throw (made after the Constitution damage is applied) reduces the exhaustion to fatigue. If the saving throw fails by 5 or more, the creature's internal injuries deal 1 point of Constitution damage in any round the creature takes a standard action. The internal injuries can be healed by either a DC 25 Heal check or by healing as many hit points as the debilitating blow dealt, whether by magical or natural means. The creature also suffers the effects of a called shot to the chest.

Ear

Ears are the organs used to hear. Creatures without visible ears generally aren't susceptible to called shots to that location. Called shots to the ear are challenging (–10 penalty).

Called Shot: A called shot to the ear deafens that ear for 1 round, and imposes a –2 penalty on Perception checks. A creature that loses hearing in all ears is deafened until hearing is returned by way of the *remove blindness/deafness* spell or a similar effect.

Critical Called Shot: A critical hit to the ear deafens that ear for 2d6 minutes and leaves the target staggered for 1

round. The target also suffers the effects of a called shot to the ear for that duration.

Debilitating Blow: A debilitating blow to the ear destroys that ear and stuns the target for 1 round, then leaves it staggered for 1d4 rounds, and deafened until removed with the remove *blindness/deafness spell* or a similar effect. A successful Fortitude saving throw deafens the creature until it is restored by the *remove blindness/deafness* spell or a similar effect.

Eye

Eyes include whatever organs a creature uses to see. At the Game Master's discretion, a called shot to the eye can also target sensory organs such as antennae, potentially negating abilities like blindsense. Generally, a creature can't be blinded until it has lost all vision in all of its eyes. Creatures with five or more eyes take no penalties from called shots to their eyes until they're blinded in enough eyes to bring them down a single functional eye, but can still be blinded in that eye by a critical hit or debilitating blow. Called shots to the eye are challenging (–10 penalty).

Called Shot: A called shot to the eye gives all of the target's foes concealment against its attacks for 1 round and gives it a –2 penalty on Perception checks. If the creature only has one functional eye prior to the called shot, it is blinded for 1 round instead.

Critical Called Shot: A critical hit to the eye costs the target sight in that eye for 1d4 minutes. The target also suffers the effects of a called shot to the eye for that duration.

Debilitating Blow: A debilitating blow to the eye destroys that eye, causes blindness until the condition is removed with a *remove blindness/deafness* spell or similar effect, and deals 1d6 points of bleed damage. A successful Reflex saving throw reduces this to 1d4 hours of loss of sight in that eye and eliminates the bleeding. The target also suffers the effects of a called shot to the eye for 2d6 minutes.

Hand

Hands include most extremities used for fine manipulation. Called shots to the hand are tricky (–5 penalty).

Called Shot: For 1d4 rounds, any attack rolls, damage rolls, ability checks, or skill checks made using the wounded hand take a –2 penalty, including attack and damage rolls with two-handed weapons. In addition, the target takes a –4 penalty to its CMD to resist disarm attempts, and drops its weapon (if any) on an attack roll result of a natural 1.

Critical Called Shot: A critical hit to the hand deals 1d4 points of Dexterity damage. In addition, the target drops anything it is holding in that hand unless it succeeds at a Reflex saving throw. Items held in two hands aren't dropped, but the target still loses its grip with the injured hand. The target also suffers the effects of a called shot to the hand for 1d4 minutes.

Called Shot Feats

Improved Called Shot

You are skilled at landing blows right where you want to.

Prerequisites: Int 13, Combat Expertise.

Benefit: You receive a +2 bonus on attack rolls when making a called shot. When taking a full-round or standard action that gives you multiple attacks, you can replace a single attack with a called shot. You may only attempt one called shot per round.

Normal: You can make one called shot per round as a standard action.

Greater Called Shot

You can make multiple called shots where others could land but one.

Prerequisites: Int 13, Combat Expertise, Improved Called Shot, base attack bonus +6.

Benefit: Whenever you make an attack, you can choose to replace that attack with a called shot. You can make multiple called shots in a single round. Each additional called shot after the first made in the same round takes a –5 penalty. In addition, a called shot that deals half the creature's hit points of damage (minimum 40) is a debilitating blow.

Normal: You can make only one called shot in a round as a standard action. A called shot that deals 50 points of damage is a debilitating blow.

Debilitating Blow: A debilitating blow deals 1d6 points of Dexterity damage. The blow renders the hand useless until healed unless the target succeeds at a Reflex saving throw. If the saving throw fails by 5 or more, the hand is severed or otherwise mangled such that only *regeneration* or similar effects can repair it. Regardless of the result of the saving throw, anything held in the wounded hand is automatically dropped, even items held in two or more hands. The target also suffers the effects of a called shot to the hand (if the hand remains usable) for 2d6 minutes.

Head

Called shots to the head are tricky (–5 penalty), as most creatures show some skill at dodging attacks aimed at their faces. Some creatures, such as otyughs and purple worms, lack a proper head altogether. Creatures with multiple heads must be hit by called shots to all their heads in a single round to suffer ill effects, and even then, only suffer the least effect that is inflicted on any single head (so for example, an ettin would need to take critical

hits to both heads to receive the effects of a critical called shot to the head).

Called Shot: A called shot to the head leaves the target sickened for 1d4 rounds.

Critical Called Shot: A critical hit to the head deals 1d6 points of Intelligence, Wisdom, or Charisma damage (randomly determine which) and staggers the target for 1d4 rounds. A successful Fortitude saving throw prevents the target from being staggered. The target also suffers the effects of a called shot to the head for 1d4 minutes.

Debilitating Blow: A debilitating blow to the head deals 1d6 points of Intelligence, Wisdom, and Charisma damage (roll separately for each), and knocks the target unconscious for 1d10 rounds. A successful Fortitude saving throw prevents the target from being knocked unconscious, but leaves it staggered for 1d10 rounds instead. If the saving throw fails by 5 or more, the target is rendered senseless by severe brain trauma (as the *feeblemind* spell) until it receives a *heal*, *greater restoration*, or similar effect. The target also suffers the effects of a called shot to the head for 2d6 minutes.

Heart

A called shot to the heart represents an attempt at a killing blow. If the hit isn't either a critical hit or a debilitating blow, the attempt fails and is just a normal hit. A called shot to the heart can be used for any small, likely fatal location on a creature, such as the only weakness on an unimaginably ancient red dragon. Called shots to the heart are challenging (–10 penalty).

Called Shot: A called shot to the heart is just a normal hit with no extra effect.

Critical Called Shot: A critical hit to the heart pierces the organ, causing exhaustion and 1d4 points of Constitution bleed damage. A successful Fortitude save reduces this to fatigue and 1 point of Constitution bleed damage. In either case, stopping the bleeding requires either *regeneration* (spell or special ability), magic healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a successful DC 20 heal check that takes 1d4 rounds to complete.

A critical hit to the heart against a vampire made with a piercing weapon composed entirely of wood leaves the vampire impaled through the heart by the weapon if it fails its Fortitude save, with effects as described in the *Pathfinder RPG Bestiary*.

Debilitating Blow: A debilitating blow to the heart destroys it, instantly killing any creature that relies on its heart to survive. Creatures that succeed at a Fortitude save suffer exhaustion and take 1d6 points of Constitution damage and 1d4 points of Constitution bleed damage, as do creatures that can survive without a heart.

A debilitating blow to the heart against a vampire made with a piercing weapon made entirely of wood affects the vampire as a critical hit to the heart; for example, it still receives a Fortitude save to avoid the consequences.

Leg

Legs are the ambulatory limbs of a creature, including feet. Called shots to the leg have no special effect on creatures with five or more legs. Called shots to the leg are easy (–2 penalty).

Called Shot: A called shot to a leg lowers the target creature's speed by 10 feet for 1d4 rounds if it has two or fewer legs, and by 5 feet if it has three or four legs. In either case, the creature's speed cannot be reduced below 5 feet per round. Called shots to the leg have no effect on creatures with five or more legs. Hitting the same leg more than once has no extra effect, but the speed penalty for hits on different legs stack. Additionally, any skill or ability checks involving movement (such as Acrobatics or Swim checks) take a –2 penalty for 1d4 rounds.

Critical Called Shot: A critical hit to the leg deals 1d4 points of Dexterity damage and knocks the target prone. A successful Fortitude save keeps the creature from falling prone. The creature also suffers the effects of a called shot to the leg for 1d4 minutes.

Debilitating Blow: A debilitating blow to the leg knocks the creature prone. The blow renders the leg entirely useless until healed unless the target succeeds at a Fortitude saving throw. If the saving throw fails by 5 or more, the leg is severed or otherwise mangled such that only *regeneration* or similar effects can repair it. If the save succeeds, the target is instead lamed and moves at half speed until the leg is healed, or until it receives a successful DC 20 Heal check. A creature with a useless or severed leg moves at half speed if it still has more than half of its legs usable; otherwise, it cannot stand up and must crawl to move. The target also suffers the effects of a called shot to the leg (if the leg remains usable) for 2d6 minutes.

Neck

The neck makes for a difficult but rewarding target. Injuries to the neck keep a creature from speaking easily, and if blood vessels or the windpipe are damaged, such injuries rapidly lead to death. Creatures that lack vulnerable heads generally can't be attacked in the neck either. Called shots to the neck are challenging (–10 penalty).

Called Shot: A called shot to the neck makes speaking above a hoarse whisper impossible for 1 round. Spells with verbal components have a 20% chance of failing outright, as do attempts to activate command-word items (although for magic items, the use of the item is not wasted).

Critical Called Shot: A critical hit to the neck deals 1d6 points of bleed damage. In addition, the target must succeed at a Fortitude saving throw or suffer a crushed windpipe and be unable to breathe or speak, possibly suffocating (*Core Rulebook* 445). A crushed windpipe can be repaired by magical healing (from one or more sources) that heals as many hit points of damage as the original hit dealt, or by a DC 25 Heal check to open up a hole into the windpipe. The latter check deals 2d6 hit points of damage, and leaves the creature still unable to speak. If target makes its saving throw, it still suffers the effects of a called shot to the neck for 1d4 minutes.

Debilitating Blow: A debilitating blow to the neck leaves the target unable to speak or breathe and deals 1d4 points of Constitution bleed damage. A successful Fortitude saving throw reduces this to 2d6 points of regular (hit point) bleed damage, and the target is only unable to speak and breathe for 1d4 minutes. The Constitution bleed damage caused by a debilitating blow to the neck can only be stopped by *regeneration* (spell or special ability), magical healing (from one or more sources) that heals as many points of damage as the original blow dealt, or a DC 20 Heal check that takes 1d4 rounds to complete.

Vitals

The vitals correspond to the abdomen on a humanoid: critical organs not well-protected by bone. Attacks on the vitals can also include dastardly "low blows." Vitals for non-humanoid creatures can include nearly any location that is relatively hard to hit, poorly protected, and debilitating if struck. Called shots to the vitals are tricky (–5 penalty).

Called Shot: A called shot to the vitals leaves the target sickened for 1d4 rounds. A successful Fortitude save reduces this duration to 1 round. While sickened from the blow, the target cannot run or charge.

Critical Called Shot: A critical hit deals 1d4 points of Constitution damage. In addition, the target is nauseated for 1d4 rounds and sickened for 1d6 minutes. A successful Fortitude saving throw negates the nauseated condition. While the target is sickened from the blow, it cannot run or charge.

Debilitating Blow: A debilitating blow to the vitals deals 1d6 points of Constitution drain, nauseates the target for 1d4 rounds, and sickens it for 2d6 minutes. A successful Fortitude save reduces the drain to damage and the nausea to 1 round. If the save fails by 5 or more, the target is disemboweled or otherwise horrifically wounded, and takes 1 point of Constitution bleed damage. The Constitution bleed damage caused by a debilitating blow to the vitals can only be stopped by *regeneration* (spell or special ability), magical healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a DC 20 Heal check that takes 1d4 rounds to complete.

Piecemeal Armor

All armor in the Pathfinder Roleplaying Game is constructed of pieces and parts that are carefully (or hastily) donned each time the armor is used. While a full suit of armor is always more protective than wearing pieces of armor, sometimes a character does not have time to don an entire suit of armor before jumping into the fray. Other times characters may not have access to an entire suit of armor; in dire situations, they may need to find pieces or parts of armor among lower-level treasure hoards, or they have to scavenge from the bodies of fallen foes in order to protect themselves.

The following rules allow you to introduce piecemeal armor into your campaign. All of the armors presented in this book, the *Core Rulebook,* and the *Advanced Player's Guide* are separated into three different and distinct sections or pieces: arms, legs, and torso.

Armor Pieces and Armor Suits

The piecemeal armor system splits up armor into three general types of armor pieces. An armor piece is a small group of armor parts, rather than simply being any discrete part of the armor. A single armor piece comprises the armor parts one needs to protect its corresponding area—either the arms, the legs, or the torso (including the head); a single arm or leg armor piece provides armor for both arms or both legs, respectively. A plate arm armor piece typically consists of pairs of pauldrons, gardbraces, rerebraces, vambraces, and gauntlets along with bits of chainmail and padded armor, while a chain lamellar arm armor piece consists of two chain sleeves, gauntlets, and perhaps pairs of pauldrons and couters. Both protect the arms, though they have a different number of specific parts and types of overall components.

The protective qualities of each individual piece of armor are listed in Table 5–7: Arm Armor Pieces, Table 5–8: Leg Armor Pieces, and Table 5–9: Torso Armor Pieces. If a character has only one armor piece, that piece is considered the totality of her armor, and she uses the statistics of that piece as her armor. If a character is wearing more than one armor piece, she add the armor costs, armor bonuses, and weights of the armor pieces, and takes the worst maximum Dexterity bonus, arcane spell failure chance, and speed limitations from among the various armor pieces to determine the full statistics and qualities of the armor she is wearing. As long as she is wearing a single armor piece, she is considered to be wearing armor for any effects that rely on wearing armor (such as the fighter class's armor training and armor mastery).

If a character is wearing all three categories of armor pieces, she is wearing a suit of armor. Suits of armor can have all armor pieces of the same type (all three plate pieces make a suit of full plate), or a mixture of armor pieces (a plate arm armor piece and torso armor piece combined with a chainmail leg armor piece creates a suit of half-plate). Wearing an entire suit, whether its pieces are mixed or the same type, grants a +1 armor bonus on top of the protection the combination of pieces already grants the wearer. Wearing a mixed suit of armor increases the arcane spell failure chance by 5% because of the awkwardness of the design. Wearing less than a full suit of mixed armor does not increase the wearer's arcane spell failure chance.

For example, if you wear a breastplate with a plate arm armor piece and a chain leg armor piece, you should consult Table 5–5: Half-Plate Suit Pieces for your armor's statistics. The top line lists the cost, bonuses, penalties, and so on for the half-plate suit as a whole, and the lines below list the statistics for the component pieces, as well as the benefits that result from the pieces constituting a suit.

Armor Pieces and Proficiency

If you are proficient with an armor category, you are also proficient with the armor pieces of that category. For example, if you are proficient with light armor, you are proficient with all light armor pieces. Some torso armor pieces (such as chain, plate, and agile plate torso armor pieces) are a category lighter if worn alone (treat as a chain shirt, breastplate, and agile breastplate, respectively).

When a character is wearing at least one armor piece of a type with which he is not proficient, he takes the armor check penalty of that piece on attack rolls and on all skill checks that involve moving. If he is wearing more than one armor piece of a type with which he is not proficient, he takes the worst armor check penalty from among the pieces he is not proficient with on attack rolls and on all skill checks that involve moving.

Table 5-5: Half-Plate Suit Pieces

Armor Type	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight
Half-plate	600 gp	+8	+0	–7	40%	20 ft.	15 ft.	50 lbs.
(plate arm armor piece)	375 gp	+1	+0	–7	35%	30 ft.	20 ft.	10 lbs.
(chain leg armor piece)	25 gp	+0	+2	–2	15%	30 ft.	20 ft.	10 lbs.
(plate torso armor piece)	200 gp	+6	+3	–4	35%	20 ft.	15 ft.	30 lbs.
(suit)	—	+1	—	—	+5%	—	—	—

Masterwork, Special Material, and Magic Armor

Any individual armor piece can be of masterwork construction or constructed of special materials, or, if it is of masterwork construction, it can be magically enchanted at the standard cost listed in the *Core Rulebook*. In this manner, each armor piece is treated as its own type of armor, but most armorers and magic item crafters know that this is an inefficient way of making and enchanting armor.

The most efficient way to create masterwork armor or to enchant magical armor is to create or enchant the same suit. In order to do this, the suit's pieces need not all be of the same type, but they must be constructed and then enchanted together. The drawback is that none of the individual pieces are considered masterwork or magical on their own (though if magic, they do detect as magic, and can be identified as part of an armor suit). When used as piecemeal armor, they function like normal pieces of nonmagical and non-masterwork pieces of armor of their type.

If a character is wearing pieces of separately created or enchanted armor, the armor only takes the benefits provided by the masterwork quality and the magic of the most protective piece—typically the torso armor piece. If a character does not wear a torso armor piece, the most protective piece is the leg armor piece (the second most protective category of armor pieces), followed by the arm armor piece (the third most protective category).

For instance, if a character does not wear a torso or leg armor piece, but wears a *+1 chain arm armor piece*, she gains the benefit of wearing magic armor (the piece acts as masterwork and has a +1 enhancement bonus due to the enchantment). If that character then puts on a normal chain torso armor piece, she loses the +1 bonus due to magic and the reduction of armor check penalties for being masterwork, as the most protective armor piece no longer has either of these qualities.

In order for the armor to gain the benefits of a special material, all armor pieces worn must be made of the same special material. Because of this, armor pieces constructed of special materials can be constructed at a decreased cost based on which pieces are made of the special material. Constructing a whole suit of armor with the same special materials uses the standard costs detailed in the *Core Rulebook*.

In the case of chain shirts, breastplates, agile breastplates, and any other armor pieces that are treated as a category lighter when worn alone, to determine the cost of creating that piece of armor from a special material, use the base armor category (medium in the case of a chain torso armor piece, and heavy in the case of a plate torso armor piece) when pricing the item, but in the case of adamantine and similar armors, the item gains the material benefit of the lighter category (damage reduction 1/— in the case of the chain torso armor piece worn as a chain shirt, or damage reduction 2/— in the case of plate torso armor piece worn as a breastplate).

Adamantine

Armor pieces made of adamantine grant their wearers damage reduction of 1/— if they are light armor, 2/— if they are medium armor, and 3/— if they are heavy armor. Adamantine armor pieces are always masterwork in quality. Armor pieces normally made of steel that are made of adamantine have one-third more hit points than normal.

Type of Adamantine Item	Item Cost Modifier
Medium arm armor piece	2,500 gp
Medium leg armor piece	2,500 gp
Medium torso armor piece	5,000 gp
Heavy arm armor piece	2,500 gp
Heavy leg armor piece	2,500 gp
Heavy torso armor piece	10,000 gp

Dragonhide

If the dragonhide used to construct this armor comes from a dragon that had immunity to an energy type, the armor pieces also have immunity to that energy type, but only confer the immunity on the wearer if he is wearing a suit of armor made entirely of dragonhide from the same type of dragon. A piece of dragonhide armor costs double the armor piece cost + 100 gp. Alternatively, a plate torso armor piece can be constructed from dragonhide for 700 gp, and an agile plate torso armor piece can be constructed from dragonhide for 1,100 gp; if either is worn alone, it bestows any energy damage immunity possessed by the dragon to the wearer.

Mithral

Armor pieces made of mithral are lighter than steel, but are just as hard. Mithral armor pieces are less cumbersome

to move in. Medium armor pieces that feature a reduced movement do not have a reduced movement when they are made from mithral. Heavy armor pieces that reduce the wearer's run speed to triple her speed instead of quadruple her speed do not do so when they are made from mithral or are part of a mithral armor suit.

As long as all the armor pieces a character wears are made of mithral, the spell failure chance decreases by 10%, the maximum Dexterity bonus increases by 2, and the armor check penalty decreases by 3 (to a minimum of 0).

An item made of mithral weighs half as much as the same item made from other metals. Armor pieces made of mithral are also considered masterwork.

Type of Mithral Item	Item Cost Modifier
Medium arm armor piece	1,500 gp
Medium leg armor piece	1,500 gp
Medium torso armor piece	1,000 gp
Heavy arm armor piece	2,500 gp
Heavy leg armor piece	2,500 gp
Heavy torso armor piece	4,000 gp

Getting Into and Out of Armor Pieces

The time required to don an armor piece is based on its type and the area it protects; see Table 5–6.

Don: This column tells how long it takes a character to put on the armor piece. (One minute is 10 rounds.)

Don Hastily: This column tells how long it takes a character to put on the armor piece in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal (minimum 0 in the case of armor bonus).

Remove: This column tells how long it takes a character to remove the armor piece.

Table 5–6: Donning Armor Pieces

Armor Piece Type and Protective Area	Don	Don Hastily	Remove
Light arm armor piece	2 rounds	1 round	2 rounds[1]
Light leg armor piece	3 rounds	2 rounds	2 rounds[1]
Light torso armor piece	5 rounds	2 rounds	5 rounds[1]
Medium arm armor piece	1 minute[1]	2 rounds	2 rounds[1]
Medium leg armor piece	1 minute[1]	3 rounds	2 rounds[1]
Medium torso armor piece	1 minute[1]	5 rounds	3 rounds[1]
Heavy arm armor piece	1 minute[2]	1 minute[1]	1 minute[1]
Heavy leg armor piece	1 minute[2]	1 minute[1]	1 minute[1]
Heavy torso armor piece	2 minutes[2]	1 minute[1]	2 minute[1]

[1] If the character has some help, this time is halved. A single character doing nothing else can help one or two adjacent creatures. Two characters can't help each other don or remove armor pieces at the same time.

[2] The wearer must have help to don this armor piece. Without help, it can only be donned hastily.

Armor Pieces for Unusual Creatures

Armor pieces for unusually big creatures, unusually little creatures, and non-humanoid creatures (such as horses) have different costs and weights from those given in Tables 5–7, 5–8, and 5–9. Refer to the appropriate line in Table 6–8 on page 153 of the *Core Rulebook* and apply the multipliers to cost and weight. For animals with four or more legs, the armor for half of the legs counts as the leg armor piece, and the armor for the other half counts as the arm armor piece.

Armor and Armor Piece Hit Points and Hardness

To determine the hit points and hardness of your armor, use the hardness for the weakest material, and to determine hit points, add the total armor bonus (including the +1 for wearing a complete suit of armor) and multiply that value by 5. If you need to determine the hardness and hit points for a single armor piece, it has the hardness of its main material and hit points equal to its armor bonus (treat as +1 for armor pieces with a +0 armor bonus) × 5. Hardness for substances can be found in Table 7–13 on page 175 of the *Core Rulebook*.

Armor Piece Descriptions

The following pieces of armor make up the piecemeal armor system, and are split into three armor groups.

Arms

With the smallest area to protect, arm armor pieces tend to have the lowest armor value of all the piecemeal armor types, with light armor pieces offering little to no protection unless they are part of a complete suit. Because arm armor pieces tend to interfere with hand movements needed for somatic components, they offer the highest spell failure chance.

Agile Plate Arm Armor Piece: This armor piece consists of pauldrons, gardbraces, rerebraces, vambraces, and gauntlets all cunningly designed to increase the maneuverability of the wearer. When worn alone, with an agile plate torso armor piece, or with an agile plate torso armor piece and a chain leg armor piece (or lighter armor), the armor check penalty for Climb skill and jump checks is only –4 (masterwork and mithral versions of this armor and the above armor piece combination reduce this penalty as well as the normal penalty).

Banded Arm Armor Piece: These overlapping strips of metal on leather usually take the form of long sleeves connected to pauldrons of the same material at the top of the sleeves and a pair of metal gauntlets at the hands of the armor piece.

Chain Arm Armor Piece: This arm armor piece typically takes the form of sleeves of loose-fitting chain fitted to the shoulder, or separate lengths of chain attached to

Table 5-7: Arm Armor Pieces

Armor Type	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight[1]
Light Armor								
Lamellar, leather	15 gp	+0	+3	–1	20%	30 ft.	20 ft.	5 lbs.
Leather	2 gp	+0	+6	0	10%	30 ft.	20 ft.	2 lbs.
Padded	1 gp	+0	+8	0	5%	30 ft.	20 ft.	2 lbs.
Quilted cloth	25 gp	+0	+8	0	10%	30 ft.	20 ft.	2 lbs.
Studded leather	5 gp	+0	+5	0	15%	30 ft.	20 ft.	2 lbs.
Wooden	5 gp	+0	+3	–1	15%	30 ft.	20 ft.	3 lbs.
Medium Armor								
Hide	2 gp	+0	+4	–2	20%	30 ft.	20 ft.	3 lbs.
Kikko	5 gp	+0	+5	–1	20%	30 ft.	20 ft.	5 lbs.
Chain	25 gp	+1	+2	–3	30%	30 ft.	20 ft.	5 lbs.
Lamellar, horn	25 gp	+1	+5	–2	25%	30 ft.	20 ft.	5 lbs.
Lamellar, steel	25 gp	+1	+3	–2	25%	30 ft.	20 ft.	5 lbs.
Mountain pattern	50 gp	+1	+3	–2	30%	30 ft.	20 ft.	10 lbs.
Scale	10 gp	+1	+3	–2	25%	30 ft.	20 ft.	5 lbs.
Heavy Armor								
Agile plate	425 gp	+1	+0	–7	40%	30 ft.	20 ft.	5 lbs.
Banded	50 gp	+1	+1	–3	35%	30 ft.	20 ft.	5 lbs.
Kusari gusoku	50 gp	+1	+1	–3	35%	30 ft.	20 ft.	5 lbs.
Lamellar, iron	50 gp	+1	+0	–4	40%	30 ft.	20 ft.	10 lbs.
O-yoroi	250 gp	+1	+2	–5	35%	30 ft.	20 ft.	5 lbs.
Plate	375 gp	+1	+1	–7	35%	30 ft.	20 ft.	10 lbs.
Splint	50 gp	+1	+0	–4	40%	30 ft.	20 ft.	5 lbs.
Tatami-do	100 gp	+1	+3	–5	35%	30 ft.	20 ft.	5 lbs.

[1] Weight figures are for armor pieces sized to fit Medium characters. Armor pieces fitted for Small characters weigh half as much, and armor pieces fitted for Large characters weigh twice as much.

pauldrons and couters, and ending in a pair of gauntlets at the hands.

Hide Arm Armor Piece: This arm armor piece consists of sleeves crafted from the tanned and preserved skin of a thick-skinned beast.

Horn Lamellar Arm Armor Piece: This arm armor piece is constructed of a number of horn plates laced together in parallel rows and reinforced with leather.

Iron Lamellar Arm Armor Piece: This arm armor piece is constructed of a number of iron plates laced together in parallel rows and reinforced with pieces of chainmail.

Kikko Arm Armor Piece: This arm armor piece consists of sleeves of leather reinforced by hexagonal plates made from iron.

Kusari Gusoku Arm Armor Piece: This arm armor piece is constructed of light lamellar shoulder guards and lacquered sleeves.

Leather Arm Armor Piece: This arm armor piece consists of sleeves of hard-boiled leather that are carefully sewn together.

Leather Lamellar Arm Armor Piece: Similar to a leather arm armor piece, a leather lamellar arm armor piece is constructed of a number of discrete hard-boiled leather plates laced together in parallel rows.

Mountain Pattern Arm Armor Piece: These sleeves are made from many interlocking pieces of steel shaped to resemble a symbol for the word "mountain" and riveted onto cloth.

O-Yoroi Arm Armor Piece: This armor piece consists of steel lamellar shoulder guards, and sleeves made of metal reinforced with leather. O-yoroi arms end in gauntlets.

Padded Arm Armor Piece: These sleeves are made of heavy or quilted cloth.

Plate Arm Armor Piece: A plate lamellar is composed of pauldrons, gardbraces, rerebraces, vambraces, and gauntlets, along with bits of chainmail and padded armor.

Quilted Cloth Arm Armor Piece: These sleeves are made of heavy quilted cloth specially designed to trap arrows and other ranged piercing weapons. When worn alone, or with only other quilted cloth pieces, you gain DR 3/— against ranged piercing weapons.

Table 5-8: Leg Armor Pieces

Armor Type	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight[1]
Light Armor								
Leather	3 gp	+0	+6	0	0%	30 ft.	20 ft.	3 lbs.
Padded	1 gp	+0	+8	0	0%	30 ft.	20 ft.	3 lbs.
Quilted cloth	25 gp	+0	+8	0	5%	30 ft.	20 ft.	3 lbs.
Lamellar, leather	15 gp	+1	+2	–1	10%	30 ft.	20 ft.	10 lbs.
Studded leather	5 gp	+1	+5	0	10%	30 ft.	20 ft.	3 lbs.
Wooden	5 gp	+1	+3	–1	5%	30 ft.	20 ft.	7 lbs.
Medium Armor								
Chain	25 gp	+0	+2	–2	15%	30 ft.	20 ft.	10 lbs.
Hide	3 gp	+1	+4	–2	10%	30 ft.	20 ft.	7 lbs.
Kikko	10 gp	+1	+3	–1	10%	20 ft.	15 ft.	5 lbs.
Lamellar, horn	25 gp	+1	+3	–2	10%	20 ft.	15 ft.	5 lbs.
Lamellar, steel	25 gp	+1	+3	–2	15%	30 ft.	20 ft.	5 lbs.
Mountain pattern	50 gp	+1	+3	–2	15%	20 ft.	15 ft.	10 lbs.
Scale	10 gp	+1	+3	–2	15%	30 ft.	20 ft.	10 lbs.
Heavy Armor								
Banded	50 gp	+1	+1	–3	15%	20 ft.[2]	15 ft.[2]	10 lbs.
Kusari gusoku	100 gp	+1	+1	–3	20%	20 ft.[2]	15 ft.[2]	10 lbs.
Lamellar, iron	50 gp	+1	+1	–4	20%	20 ft.[2]	15 ft.[2]	10 lbs.
Plate	925 gp	+1	+1	–3	20%	20 ft.[2]	15 ft.[2]	10 lbs.
Splint	50 gp	+1	+0	–4	20%	20 ft.[2]	15 ft.[2]	15 lbs.
Tatami-do	150 gp	+1	+3	–3	15%	20 ft.[2]	15 ft.[2]	5 lbs.
O-yoroi	300 gp	+2	+2	–3	20%	20 ft.[2]	15 ft.[2]	5 lbs.

[1] Weight figures are for armor pieces sized to fit Medium characters. Armor pieces fitted for Small characters weigh half as much, and armor pieces fitted for Large characters weigh twice as much.

[2] When running while wearing this armor piece, you move at only triple your speed, not quadruple.

Scale Arm Armor Piece: These sleeves are made up of dozens of small overlapping metal plates. A scale arm armor piece includes a pair of gauntlets.

Splint Arm Armor Piece: These sleeves are constructed of metal strips reinforced with chain mail. A splint arm armor piece includes a pair of gauntlets.

Steel Lamellar Arm Armor Piece: These sleeves are constructed of a number of steel plates laced together in parallel rows. A steel lamellar arm armor piece includes a pair of gauntlets.

Studded Leather Arm Armor Piece: These sleeves are constructed of hard-boiled leather carefully sewn together and reinforced with metal studs.

Tatami-Do Arm Armor Piece: A lighter version of o-yoroi armor, a tatami-do arm armor piece is composed of a lighter lamellar shoulder guard and a lacquered sleeve. A set of tatami-do arm armor pieces includes a pair of gauntlets.

Wooden Arm Armor Piece: These sleeves are constructed of fire-treated wood sewn over leather.

Legs

Heavier leg armor pieces slow down their wearers and provide higher armor check penalties, but are less restrictive to spellcasters than heavier arm armor pieces.

Banded Leg Armor Piece: These overlapping strips of metal on leather usually take the form of leggings or a skirt.

Chain Leg Armor Piece: A chain leg piece takes the form of a long skirt made of chainmail that is further protected by steel greaves, or individual leggings of tighter-fitting chain reinforced by padding, steel kneeplates, and leather straps.

Hide Leg Armor Piece: This armor piece consists of leggings or a skirt made of the tanned and preserved skin of a thick-skinned beast.

Horn Lamellar Leg Armor Piece: These leggings are constructed of a number of horn plates laced together in parallel rows and reinforced with leather. Sometimes they take the form of a skirt made of such material. When in skirt form, the legs are further protected by leather greaves reinforced by horn.

Iron Lamellar Leg Armor Piece: These leggings are constructed of a number of iron plates laced together in parallel rows and reinforced with chainmail. Sometimes they take the form of a skirt. The legs are further protected by leather greaves reinforced with iron.

Kikko Leg Armor Piece: This leg armor piece is usually constructed of a leather skirt reinforced by hexagonal plates made from iron, and the legs are further protected by leather greaves reinforced with steel. Some versions of this leg armor piece consist of individual leather leggings reinforced by hexagonal plates.

Kusari Gusoku Leg Armor Piece: This armor piece is constructed of light lamellar thigh guards and quilted cloth or leather leggings.

Leather Lamellar Leg Armor Piece: This leg armor piece is constructed of a number of discrete hard-boiled leather plates laced together in parallel rows. They can take the form of a skirt or leggings.

Leather Leg Armor Piece: This armor piece consists of leggings or a skirt constructed of hard-boiled leather carefully sewn together.

Mountain Pattern Leg Armor Piece: The protection of this leg armor piece usually takes the form of a long skirt constructed of many interlocking pieces of steel riveted onto cloth, along with heavy cloth or leather greaves reinforced with steel plates. Some versions are made into individual leggings.

O-Yoroi Leg Armor Piece: This armor piece consists of steel lamellar thigh guards and leggings made of metal reinforced with leather and cloth.

Padded Leg Armor Piece: This armor piece consists of leggings or a skirt made of heavy or quilted cloth.

Plate Leg Armor Piece: A plate leg armor piece is composed of faulds, tassets, cuisses, poleyns, and greaves along with bits of chainmail and padded armor for extra support and protection.

Quilted Cloth Leg Armor Piece: These are leggings made of heavy quilted cloth. When worn alone, or with only other quilted cloth pieces, you gain DR 3/— against ranged piercing weapons.

Scale Leg Armor Piece: Typically a scale leg piece is a skirt of overlapping metal plates and leather greaves reinforced with steel plates. Some suits feature long leggings of overlapping metal plates instead.

Splint Leg Armor Piece: These thigh guards and leggings are constructed of metal strips and chainmail.

Steel Lamellar Leg Armor Piece: This armor piece consists of thigh guards and leggings or a skirt constructed of steel plates laced together in parallel rows.

Studded Leather Leg Armor Piece: These leggings are constructed of hard-boiled leather carefully sewn together and reinforced with metal studs.

Tatami-Do Leg Armor Piece: This armor piece is constructed of light lamellar thigh guards and leggings.

Wooden Leg Armor Piece: This armor piece consists of a pair of leggings or a skirt constructed of fire-treated wood sewn over leather.

Torso

The torso armor piece provides the most protection, but also usually provides the most hindrances to the wearer.

Agile Plate Torso Armor Piece: This breastplate is designed to allow its wearer extra flexibility. When worn alone, the wearer's armor check penalty for the Climb and jump checks is only –1 (masterwork and mithral versions of this armor reduce this penalty as well as the normal penalty).

Alternatively, when worn with an agile lamellar arm armor piece and a chain leg armor piece (or lighter armor), the armor check penalty for Climb and jump checks is only –4 (masterwork and mithral versions of this armor and the above armor piece combination reduce this penalty as well as the normal penalty).

Furthermore, when an agile plate torso armor piece is worn alone, it is considered to be medium armor instead of heavy armor except when creating special material versions of this armor.

Armored Coat: This sturdy leather coat is reinforced with metal plates sewn into the lining. While more cumbersome than other torso armor pieces, and less effective, it can be donned or removed with a move action (there is no "don hastily" option for the armored coat). This torso armor piece can be worn with other armors, but the wearer takes the best armor bonus instead of adding up all the armor bonuses.

Table 5-9: Torso Armor Pieces

Armor Type	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight[1]
Light Armor								
Padded	3 gp	+0	+8	0	5%	30 ft.	20 ft.	5 lbs.
Quilted cloth	50 gp	+0	+8	0	10%	30 ft.	20 ft.	10 lbs.
Haramaki	3 gp	+1	+10	0	0%	30 ft.	20 ft.	1 lb.
Leather	5 gp	+1	+6	0	10%	30 ft.	20 ft.	10 lbs.
Silken ceremonial armor	30 gp	+1	+10	0	0%	30 ft.	20 ft.	4 lbs.
Studded leather	15 gp	+1	+5	0	15%	30 ft.	20 ft.	15 lbs.
Wooden	10 gp	+1	+3	–1	15%	30 ft.	20 ft.	15 lbs.
Lamellar cuirass	15 gp	+2	+4	0	5%	30 ft.	20 ft.	8 lbs.
Lamellar, leather	30 gp	+2	+3	–2	20%	30 ft.	20 ft.	10 lbs.
Medium Armor								
Lamellar, steel	100 gp	+1	+3	–5	25%	20 ft.	15 ft.	25 lbs.
Hide	10 gp	+2	+4	–2	20%	30 ft.	20 ft.	15 lbs.
Kikko	15 gp	+2	+4	–3	20%	20 ft.	15 ft.	15 lbs.
Lamellar, horn	50 gp	+2	+3	–4	25%	20 ft.	15 ft.	20 lbs.
Scale	30 gp	+2	+3	–2	25%	30 ft.	20 ft.	15 lbs.
Mountain pattern	150 gp	+3	+3	–4	30%	20 ft.	15 ft.	20 lbs.
Armored coat	50 gp	+4	+3	–2	20%	20 ft.	15 ft.	20 lbs.
Chain[3]	100 gp	+4	+4	–2	30%	30 ft.	20 ft.	25 lbs.
Do-maru	200 gp	+5	+4	–4	25%	15 ft.	20 ft.	30 lbs.
Four-mirror armor	20 gp	+5	+4	–5	30%	20 ft.	15 ft.	40 lbs.
Heavy Armor								
Banded	150 gp	+4	+1	–2	35%	20 ft.[2]	15 ft.[2]	20 lbs.
Kusari gusoku	200 gp	+4	+1	–7	35%	20 ft.[2]	15 ft.[2]	20 lbs
Lamellar, iron	100 gp	+4	0	–7	40%	20 ft.[2]	15 ft.[2]	15 lbs.
Splint	100 gp	+4	+0	–3	40%	20 ft.[2]	15 ft.[2]	25 lbs.
Tatami-do	500 gp	+4	+4	–6	35%	20 ft.[2]	15 ft.[2]	30 lbs.
O-yoroi	750 gp	+5	+2	–6	35%	20 ft.[2]	15 ft.[2]	30 lbs.
Agile plate[3]	400 gp	+6	+3	–4	25%	20 ft.	15 ft.	25 lbs.
Plate[3]	200 gp	+6	+3	–4	35%	20 ft.[2]	15 ft.[2]	30 lbs.
Stone coat	500 gp	+8	0	–7	40%	20 ft.[2]	15 ft.[2]	45 lbs.

[1] Weight figures are for armor pieces sized to fit Medium characters. Armor pieces fitted for Small characters weigh half as much, and armor pieces fitted for Large characters weigh twice as much.

[2] When running while wearing this armor piece, you move only triple your speed, not quadruple.

[3] These armor pieces are considered to be one weight category lower when worn with no other armor pieces. A chain torso armor piece worn alone is a chain shirt (light armor), and a plate or agile plate torso armor piece is a breastplate (medium armor).

Banded Torso Armor Piece: This armor piece is a shirt of overlapping metal plates reinforcing leather.

Chain Torso Armor Piece: This armor piece is a shirt of chain mail. When worn alone, it is counted as light armor and acts as a chain shirt.

Do-Maru: This light-weight armor piece wraps around the body like a short armored coat made of lamellar.

Four-Mirror Armor: This cuirass consists of four plates harnessed together with leather shoulder straps. It includes a helmet.

Haramaki: Also called a belly-warmer, a haramaki is a simple silken sash lined with chainmail or articulated metal plates and tied about the stomach to protect it.

Hide Torso Armor Piece: This armor piece is a shirt, wrap, or jacket constructed of the tanned and preserved skin of a thick-skinned beast.

Horn Lamellar Torso Armor Piece: This armor piece consists of a shirt constructed of a number of horn plates that are laced together in parallel rows and reinforced with leather.

Iron Lamellar Torso Armor Piece: This armor piece is a shirt constructed of a number of iron plates that are laced together in parallel rows and reinforced with bits of chainmail.

Kikko Torso Armor Piece: This armor piece is a shirt of hexagonal iron plates sewn into cloth or leather.

Kusari Gusoku Torso Armor Piece: This chain jacket is worn in place of heavier chest armor.

Lamellar Cuirass: This cuirass is made of lacquered leather plates bound together and fitted over a silk shirt. It is sometimes worn alone, especially during ceremonial occasions when wearing other armor is frowned upon.

Leather Lamellar Torso Armor Piece: This shirt or cuirass is constructed of a number of discrete hard-boiled leather plates laced together in parallel rows.

Leather Torso Armor Piece: This armor piece is a shirt or jacket constructed of hard-boiled leather carefully sewn together into one piece.

Mountain Pattern Torso Armor Piece: This armor piece is a shirt of a number of interlocking steel pieces riveted onto cloth or leather.

O-Yoroi Torso Armor Piece: This complicated and multipart cuirass also includes a kabuto helmet and a ho-ate mask for further protection (see pages 128–129 of Eastern Armor and Weapons in Chapter 3).

Padded Torso Armor Piece: This shirt or jacket is made of heavy or quilted cloth.

Plate Torso Armor Piece: This is a breastplate made of steel. When worn in conjunction with other armors, it also includes a helmet. When worn alone, it counts medium armor, acts as a breastplate, and does not include a helmet.

Quilted Cloth Torso Armor Piece: This shirt or jacket is made of heavy quilted cloth specially designed to trap arrows and other ranged piercing weapons. When worn alone, or with only other quilted cloth pieces, you gain DR 3/— against ranged piercing weapons.

Scale Torso Armor Piece: This shirt or cuirass is made up of dozens of small overlapping metal plates.

Silken Ceremonial Armor: Used primarily for ceremonial displays and sometimes worn over heavy armor, these robes consist of several layers of cloth over an outer layer of embroidered silk further reinforced with leather studs. It can be worn over other torso armor pieces, but does not grant any extra armor bonus, and increases the weight and cost of such armor.

Splint Torso Armor Piece: This shirt or cuirass is constructed of metal strips reinforced with chain mail.

Steel Lamellar Torso Armor Piece: This armor piece consists of a shirt or cuirass of steel plates laced together in parallel rows. A steel lamellar torso armor piece includes a helmet.

Stone Coat: This weighty cuirass consists of lamellar crafted from alchemically treated stone. If worn with other armor pieces, this torso armor piece gains no armor bonus from the other armor pieces, and all of the added hindrances.

Studded Leather Torso Armor Piece: This shirt or jacket is constructed of hard-boiled leather carefully sewn together and reinforced with metal studs.

Tatami-Do Torso Armor Piece: A lighter version of a o-yoroi torso armor piece, this piece is constructed of a lighter lamellar shirt. It includes a collapsible kabuto helmet and an armored hood (see pages 128–129 of Chapter 3).

Wooden Torso Armor Piece: This shirt or cuirass is constructed of fire-treated wood sewn over leather.

Wounds and Vigor

Hit points are an abstraction. When a fighter gains a level, his body does not suddenly become more resistant to damage. A sword's strike does not suddenly do proportionately less damage. Rather, hit points suggest that the fighter has undergone more training, and while he may have improved his ability to deal with wounds to a small degree, the hit points gained at higher levels reflect less his capacity for physical punishment and more his skill at avoiding hits, his ability to dodge and twist and turn. Each loss of hit points, in this case, suggests that he is becoming progressively less nimble over the course of combat—in other words, that the decreasing hit points are a marker for his *overall* endurance and condition. It's not quite as satisfying, however, to roll a critical hit and then tell a player that his opponent ducked out of the way, but that the sword's slash made the enemy a little less lucky.

This variant system for tracking wounds and vigor should help to remedy that. As with the other systems in this chapter, this system is entirely optional.

Determining Wound Points and Vigor Points

Instead of hit points, creatures using this system have a number of wound points and vigor points. These two replacement scores are kept track of separately, and represent different ways a character handles the damage inflicted on him. The following are descriptions of these scores and how they work within the variant system of damage tracking.

Wound Points

Typically a creature has a number of wound points equal to twice its Constitution score. It also has a wound threshold equal to its Constitution score.

Wound points represent the amount of physical punishment a creature can take before it dies. When a creature's wound points drop to or below its wound threshold, that creature becomes wounded. When a creature is wounded, it gains the staggered condition until it is no longer wounded. Furthermore, when a creature is wounded, if that creature takes any standard or move action on its turn, its remaining wound points are reduced by 1 and it must make a DC 10 Constitution check. If the creature fails that check, it falls unconscious.

When a creature reaches 0 or fewer wound points, it is dead.

Wound Points and Constitution Damage, Drain, and Penalties: A creature's wound points and Constitution score are intrinsically linked. For each point of Constitution damage a creature takes, it loses 2 wound points, but this damage does not affect the creature's wound threshold. When a creature takes a penalty to its Constitution score or its Constitution is drained, it loses 1 wound point per point of drain or per penalty for the duration of the penalty or drain. A penalty to Constitution or Constitution drain has no effect on the creature's wound threshold.

Vigor Points

Vigor represents a creature's ability to avoid the majority of actual physical damage it might take from an attack. When a creature takes damage, the damage typically reduces its vigor points first. Some special attacks either deal wound point damage directly or deal both vigor and wound point damage (see Critical Hits).

Creatures with one or more full Hit Dice or levels gain vigor points. With each level gained or each Hit Die a creature has, it gains a number of vigor points based on its Hit Die type. Use the creature's Hit Dice to generate its vigor points, just like you would hit points, but without adding the creature's Constitution modifier. A creature gains maximum vigor points on its first Hit Die if it comes from a character class level. Creatures whose first full Hit Die comes from an NPC class or from their race roll their Hit Dice to determine their starting vigor points. A creature with less than one Hit Die has no vigor points; it only has wound points.

When a creature no longer has any vigor points, any additional damage it takes reduces its wound point total.

Regaining Wound Points and Vigor Points

A creature can regain wound and vigor points in a number of ways, but in general it is easier to regain vigor points.

Healing Spells and Effects: When casting healing spells or using an ability with a healing effect (such as channeling holy energy on living creatures or the paladin's lay on hands ability), the creature casting the spell or using the effect must choose whether it wants to heal wound points or vigor points. The creature decides this before casting the spell or using the ability. When that creature decides to heal vigor points, the healing spell or effect acts normally, replenishing a number of vigor points equal to the number of hit points the spell or effect would normally heal. If the creature decides to heal wound points, it heals a number of wound points equal to the number of dice it would normally roll for the healing spell or effect. In the case of effects like the *heal* spell, where a spell or effect heals 10 hit points per caster level, the creature heals its caster level in wound points.

For instance, if a 12th-level cleric uses her channel positive energy power to replenish wound points to living creatures, she would typically heal 6 wound points for all living creatures with her channel energy burst. If she casts

the *heal* spell, she would restore 12 wound points to the creature touched.

Rest: When a creature has a full night's rest (8 hours of sleep or more), that creature regains all its vigor points and 1 wound point. If there is a significant interruption during a rest, the creature regains neither wound points nor vigor points. If a creature undergoes complete bed rest for an entire day, it regains half its level in wound points and all its vigor points.

Restoration and Similar Effects: When a creature regains Constitution points by way of the *restoration* spell or a similar effect, that creature regains 2 wound points for every Constitution point regained. Relieving a Constitution penalty or Constitution drain regains any wound points that were lost from that penalty or drain.

Attacks That Deal Wound Point Damage

Some attacks can be used to deal wound points damage directly.

Critical Hits: When a creature is subject to a critical hit, the critical hit deals the damage normally, reducing vigor points first, and then reducing wound points when vigor points are gone. It also deals an amount of wound point damage equal to its critical multiplier (for example, 3 wound points for a weapon with a ×3 modifier), on top of any wound point damage the creature might take from the critical hit.

Negative Energy Damage: When a creature deals negative energy damage to a creature with a spell or effect, it can choose to deal wound point or vigor point damage (but not both) with the spell or effect. If that creature chooses to deal vigor point damage, the spell or effect deals negative energy damage normally, and that damage reduces vigor points only, even if it deals more damage than the target has vigor points. If the spell or effect deals negative energy damage to wound points directly, it deals an amount of wound point damage equal to the number of dice the creature would roll for that effect; if the effect deals a number of points per caster level (such as the *harm* spell), it deals a number of wound points equal to the caster level of the spell.

Other Considerations

The following are a few other considerations to take into account when using the wounds and vigor system.

Temporary Hit Points: When a creature would normally gain temporary hit points, it gains temporary vigor points instead. When that creature takes damage, it loses these temporary vigor points first. If an attack deals damage to wound points only, these temporary vigor points are not lost.

Nonlethal Damage: When a creature takes nonlethal damage, it takes that damage in vigor points only, even if the attack deals more damage than the creature has vigor points. If the creature has no vigor points (and no temporary vigor points), each time that creature takes damage from an attack that deals nonlethal damage, it takes either 1 wound point of damage, or a number of wound points in damage equal to the attack's critical hit modifier if the attack is a critical hit.

Spells or Effects with Hit Point Triggers: When using this system, if a spell or an ability has an effect that occurs when you reduce a creature to 0 or fewer hit points (such as the *disintegrate* spell), that effect is instead triggered when a creature is wounded. In the case of the *harm* spell or a similar effect where a creature cannot be reduced below 1 hit point by the spell or effect, a creature's wound points cannot be reduced to or below that creature's wound threshold.

Wounds and Vigor Variant Feats

The following feats are either new for the wounds and vigor system or work differently in that system.

Deathless Initiate (Combat)

For you, impending death is a call to wrath.

Prerequisites: Str 13, Con 13, Diehard, Endurance, base attack bonus +6, orc or half-orc.

Benefit: You are not staggered when your wound points reach your wound threshold, but you lose 1 wound point if you take any action during your turn. You only take 1 wound point each round when you take actions. Furthermore, you gain a +2 bonus on melee attacks and damage rolls when your wound points are at or below your wound threshold.

Deathless Master (Combat)

Even if you suffer a grievous wound, you can shrug off the damage and continue your relentless assault.

Prerequisites: Str 13, Con 15, Deathless Initiate, Diehard, Endurance, Ironhide, base attack bonus +9, orc or half-orc.

Benefit: When your wound points reach your wound threshold, you do not take 1 wound point when you take an action.

Diehard

You keep on going, even when your wound points are lower than your wound threshold.

Benefit: When your current wound point total is below your wound threshold, you do not need to succeed at the DC 10 Constitution check to stay conscious.

Toughness

You have enhanced physical stamina.

Benefit: You gain 1 wound point for every level or Hit Die your character has.

6 Spells

The chief engineer's face was haggard. "They're dug in hard, my lord. The ballistae only pick them off in ones and twos, and they shore up the walls as quickly as our catapults take them down."

The lord-general rubbed his eyes. How many days since any of them had slept? "Keep on it, Tabril. If we're not inside those walls by sundown, the whole northern front could be compromised."

At that moment, the white-haired emissary finally spoke. "I believe I might be of assistance in that regard." He gestured, and blue lightning crackled along his staff.

"With all due respect, my lord, don't you think it's time this war moved beyond sticks and stones?"

Spells

Blasts of explosive energies, eldritch enhancements, and allies summoned from other realities often prove just as vital to success in battle as skill with a blade and precision with a bow. The lists presented here summarize all of the new spells presented in this book, except for spells that interact with the optional wounds and vitality subsystem presented in Chapter 5. The spells for this subsystem are presented in that chapter.

An [M] or [F] appearing at the end of a spell's name in the spell list denotes a material or focus component not normally included in a spell component pouch.

Order of Presentation: The first spell lists presented are the lists of spells separated by class and level. These include the spell name and a brief and incomplete description of the spell. Immediately after those lists is a complete list of all spells with full descriptions of those spells listed. Spells in all lists are presented in alphabetical order, except when a spell's name begins with "communal," "greater," "lesser," or "mass," in which case it is alphabetized under the base spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purposes of casting a particular spell. The word "level" in the short spell descriptions that follow always refers to caster level.

Creatures and Characters: The words "Creature" and "character" are used synonymously in the short descriptions.

Communal Spells: Communal spells function like other spells, except they allow you to divide the duration among multiple targets, treating each target as a subject of the spell. When you divide the duration, you must divide it as evenly as possible among the targets. Furthermore, unless the communal spell's description indicates otherwise, no target can receive a duration increment smaller than the smallest increment of duration listed in the spell description. For example, if you are 5th level, your communal spell's duration is 10 minutes per level, and you have four targets, each target must receive 10 minutes of duration. The extra 10 minute duration can go to one of the four targets or it is wasted.

A Note on Alchemists: Dispensing communal formulae to creatures requires that the alchemist have the infusion discovery. Without it, the alchemist cannot use communal spells as formulae.

Alchemist Spells

1st-Level Alchemist Spells

Adjuring Step: You can move slowly and safely and still cast spells, until you move quickly, make an attack, or cast a harmful spell.

Illusion of Calm: You appear to be standing still, even when you take some actions.

Longshot: Grants a +10-foot bonus to the range increment for any ranged weapon fired.

See Alignment: Pick an alignment; in your sight, creatures and items with that alignment emit a ghostly radiance.

Shock Shield: A shield of force protects you until you dismiss it in an explosion of electricity.

Targeted Bomb Admixture: Empowers bombs you throw to deal more damage to a single creature.

2nd-Level Alchemist Spells

Ablative Barrier: Surrounds the target with layers of force.

Animal Aspect: You gain some of the beneficial qualities of an animal.

Ant Haul, Communal: As *ant haul*, but you may divide the duration among creatures touched.

Bestow Weapon Proficiency: Grants a creature proficiency in a single weapon for short period of time.

Blistering Invective: Make an Intimidate check against all foes within 30 feet; those demoralized also take fire damage.

Bullet Shield: You gain a +4 deflection bonus to AC against firearm attacks.

Certain Grip: You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.

Kinetic Reverberation: Channels the force of an enemy's attack back into its weapon.

Shadow Bomb Admixture: Empowers bombs you throw to cover the target with a shadowy substance that grants it concealment and limits its vision.

Touch Injection: You can deliver an infusion, elixir, poison, or potion as a touch attack.

3rd-Level Alchemist Spells

Absorb Toxicity: You become immune to diseases and toxins, absorb one, and then spread it to others.

Animal Aspect, Greater: As *animal aspect*, but you gain two animal qualities.

Burst of Speed: You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.

Darkvision, Communal: As *darkvision*, but you may divide the duration among creatures touched.

Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.
Endure Elements, Communal: As *endure elements*, but you may divide the duration among creatures touched.
Lightning Lash Bomb Admixture: Empowers bombs you throw with a ward that deals lightning damage each time those damaged by the bomb move more than 5 feet.
Protection from Arrows, Communal: As *protection from arrows*, but you may divide the duration among creatures touched.
Resinous Skin: You gain DR 5/piercing and +4 to CMD against disarm attempts.
Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.
Spider Climb, Communal: As *spider climb*, but you may divide the duration among creatures touched.

4th-Level Alchemist Spells

Air Walk, Communal: As *air walk*, but you may divide the duration among creatures touched.
Mutagenic Touch: You can pass a weaker version of your mutagen to another creature.
Tongues, Communal: As *tongues*, but you may divide the duration among creatures touched.
Viper Bomb Admixture: Empowers bombs you throw to summon poisonous biting vipers that bite those hit or splashed by the bomb.

5th-Level Alchemist Spells

Dust Form: You become an incorporeal creature of dust for a short period of time.
Languid Bomb Admixture: Empowers bombs you throw to cause fatigue in those directly hit or splashed by the bomb.
Stoneskin, Communal[M]: As *stoneskin*, but you may divide the duration among creatures touched.

6th-Level Alchemist Spells

Caging Bomb Admixture: Your bombs create a cage of force that traps creatures inside the bomb's splash radius.
Walk through Space: You can spend a move action to teleport 30 feet or to stand while prone without provoking attacks of opportunity.

Antipaladin Spells

1st-Level Antipaladin Spells

Litany of Sloth: Single target cannot make attacks of opportunity for 1 round.
Litany of Weakness: Single target is fatigued for 1 round.
Longshot: Grants a +10 foot bonus to the range increment for any ranged weapon fired.

2nd-Level Antipaladin Spells

Bestow Weapon Proficiency: Grant a creature proficiency in a single weapon for short period of time.
Litany of Defense: Doubles armor's enhancement bonus.
Litany of Eloquence: Fascinates a single creature for 1 round.
Litany of Entanglement: Entangles a creature for 1 round.
Litany of Warding: You gain two additional attacks of opportunity for 1 round.
Magic Siege Engine: Siege engine gains +1 on targeting and damage rolls.
Protection from Good, Communal: As *protection from good*, but you may divide the duration among creatures touched.
Protection from Law, Communal: As *protection from law*, but you may divide the duration among creatures touched.

3rd-Level Antipaladin Spells

Burst of Speed: You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.
Darkvision, Communal: As *darkvision*, but you may divide the duration among creatures touched.
Deadly Juggernaut: Your might increases with every kill you make.
Litany of Escape: Teleports a friend out of a grapple.
Litany of Sight: You can see invisible creatures and objects within 30 feet of you.

4th-Level Antipaladin Spells

Litany of Madness: A single target is confused for at least 1 round.
Litany of Thunder: A single target is deafened until the condition is removed, and is confused for 1 round.
Litany of Vengeance: Allies attacking the target of the spell gain a +5 bonus on damage rolls for 1 round.
Magic Siege Engine, Greater: Siege engine gains +1 on targeting and damage rolls for every four caster levels.
Nondetection, Communal[M]: As *nondetection*, but you may divide the duration among creatures touched.

Bard Spells

0-Level Bard Spells

Haunted Fey Aspect: You surround yourself with disturbing illusions.

1st-Level Bard Spells

Adjuring Step: You can move slowly and safely and still cast spells, until you move quickly, make an attack, or cast a harmful spell.
Abundant Ammunition: Replaces nonmagical ammunition every round.

Adoration: You gain a bonus on Diplomacy checks and performance combat checks.
Compel Hostility: Compels opponents to attack you instead of your allies.
Deadeye's Lore: Gain a +4 bonus on Survival and move full speed while tracking.
Jury-Rig: Removes the broken condition from the targeted object.
Liberating Command: Target makes an Escape Artist check as an immediate action and gains a bonus on it.
Lock Gaze: Compels the target to look only at you for the duration of the spell.
Moment of Greatness: Doubles a morale bonus.
Negative Reaction: Targeted creature may not positively influence anyone.
See Alignment: Pick an alignment; in your sight, creatures and items with that alignment emit a ghostly radiance.

2nd-Level Bard Spells

Blistering Invective: Make an Intimidate check against all foes within 30 feet; those demoralized also take fire damage.
Discovery Torch: Touched object emanates bright light, granting Perception and Sense Motive bonuses.
Pilfering Hand: You may seize an object or manipulate it from afar.
Qualm: Target gains penalties on ability checks, skill checks, and concentration checks until it spends an entire round doing nothing.
Returning Weapon: Grants a weapon the *returning* special weapon quality.
Share Language, Communal: As *share language*, but you may divide the duration among creatures touched.
Tactical Acumen: You gain an additional +1 on attack rolls or to AC due to battlefield positioning.
Thunder Fire: Ammunition in the targeted firearm deafens opponents.

3rd-Level Bard Spells

Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.
Phantom Driver: Conjures a phantom to drive vehicles.
Returning Weapon, Communal: As *returning weapon*, but you may divide the duration among weapons touched.
Tongues, Communal: As *tongues*, but you may divide the duration among creatures touched.

4th-Level Bard Spells

Phantom Steed, Communal: As *phantom steed*, but you may divide the duration among creatures touched.
Shocking Image: As *mirror image*, but the duplicates emit electrical damage when destroyed.

Cleric Spells

1st-Level Cleric Spells

Abundant Ammunition: Replaces nonmagical ammunition every round.
Air Bubble: Creates a small pocket of air around your head or an object.
Compel Hostility: Compels opponents to attack you instead of your allies.
Deadeye's Lore: Gain a +4 bonus on Survival and move full speed while tracking.
Liberating Command: Target makes an Escape Artist check as an immediate action and gains a bonus on it.
Moment of Greatness: Doubles a morale bonus.
Reinforce Armaments: Temporarily mitigates the fragile quality in targeted weapon or armor.
Sun Metal: Weapon touched bursts into flames.

2nd-Level Cleric Spells

Ant Haul, Communal: As *ant haul*, but you may divide the duration among creatures touched.
Bestow Weapon Proficiency: Grant a creature proficiency in a single weapon for short period of time.
Effortless Armor: Armor you wear no longer slows your speed.
Endure Elements, Communal: As *endure elements*, but you may divide the duration among creatures touched.
Instrument of Agony: Weapon exudes divine fury, granting a bonus on Intimidate checks.
Magic Siege Engine: Siege engine gains +1 on targeting and damage rolls.
Pilfering Hand: You may seize an object or manipulate it from afar.
Protection from Chaos, Communal: As *protection from chaos*, but you may divide the duration among creatures touched.
Protection from Evil, Communal: As *protection from evil*, but you may divide the duration among creatures touched.
Protection from Good, Communal: As *protection from good*, but you may divide the duration among creatures touched.
Protection from Law, Communal: As *protection from law*, but you may divide the duration among creatures touched.
Reinforce Armaments, Communal: As *reinforce armaments*, but you may divide the duration among objects touched.
Returning Weapon: Grants a weapon the *returning* special weapon quality.

3rd-Level Cleric Spells

Chain of Perdition: Creates a floating chain of force.
Daybreak Arrow: Targeted ammunition exudes radiant energy.
Deadly Juggernaut: Your might increases with every kill you make.

Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.
Discovery Torch: Touched object emanates bright light, granting Perception and Sense Motive bonuses.
Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.
Returning Weapon, Communal: As *returning weapon*, but you may divide the duration among weapons touched.
Share Language, Communal: As *share language*, but you may divide the duration among creatures touched.

4th-Level Cleric Spells

Debilitating Portent: Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell.
Protection from Energy, Communal: As *protection from energy*, but you may divide the duration among creatures touched.
Summoner Conduit: The target takes damage whenever its summoned creature does.
Water Walk, Communal: As *water walk*, but you may divide the duration among creatures touched.

5th-Level Cleric Spells

Air Walk, Communal: As *air walk*, but you may divide the duration among creatures touched.
Magic Siege Engine, Greater: Siege engine gains +1 on targeting and damage rolls for every four caster levels.
Spell Immunity, Communal: As *spell immunity*, but you may divide the duration among creatures touched.
Symbol of Striking[M]: As *symbol of death*, but fills a 5-foot square.
Tongues, Communal: As *tongues*, but you may divide the duration among creatures touched.

6th-Level Cleric Spells

Dust Form: You become an incorporeal creature of dust for a short period of time.

7th-Level Cleric Spells

Jolting Portent: You inflict a vengeful fate on a creature, dealing electricity damage each time it attacks or casts a spell.

8th-Level Cleric Spells

Frightful Aspect: You take on a terrifying, Large-sized form of yourself and emit an aura that causes creatures to become shaken or frightened.

9th-Level Cleric Spells

Spell Immunity, Greater Communal: As *greater spell immunity*, but you may divide the duration among creatures touched.

Druid Spells

1st-Level Druid Spells

Air Bubble: Creates a small pocket of air around your head or an object.
Damp Powder: Ruins ammunition loaded in the targeted firearm.
Deadeye's Lore: Gain a +4 bonus on Survival and move full speed while tracking.
Liberating Command: Target makes an Escape Artist check as an immediate action and gains a bonus on it.
Weaken Powder: Targeted firearm's ammunition halves the firearm's range and imposes a –2 penalty on damage rolls.

2nd-Level Druid Spells

Animal Aspect: You gain some of the beneficial qualities of an animal.
Ant Haul, Communal: As *ant haul*, but you may divide the duration among creatures touched.
Certain Grip: You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.
Endure Elements, Communal: As *endure elements*, but you may divide the duration among creatures touched.
Forest Friend: Plants in a forested area become helpful instead of hindering you and your allies.
Frost Fall: The area is covered in a chilling frost.
Wilderness Soldiers: Nearby plants aid you in combat.

3rd-Level Druid Spells

Animal Aspect, Greater: As *animal aspect*, but you gain two animal qualities.
Companion Mind Link: You can talk with your animal companion, and can handle it with supernatural ease.
Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.
Pup Shape: Transforms a single animal or magical beast into a younger and cuter version of itself for a short time.
Resinous Skin: You gain DR 5/piercing and +4 to CMD against disarm attempts.
Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.
Share Language, Communal: As *share language*, but you may divide the duration among creatures touched.
Spider Climb, Communal: As *spider climb*, but you may divide the duration among creatures touched.

4th-Level Druid Spells

Absorb Toxicity: You become immune to diseases and toxins, absorb one, and then spread it to others.
Obsidian Flow: Converts the surface of the ground into molten glass.

Protection from Energy, Communal: As *protection from energy*, but you may divide the duration among creatures touched.

5th-Level Druid Spells

Air Walk, Communal: As *air walk*, but you may divide the duration among creatures touched.

6th-Level Druid Spells

Dust Form: You become an incorporeal creature of dust for a short period of time.

Stoneskin, Communal[M]: As *stoneskin*, but you may divide the duration among creatures touched.

Tar Pool: Converts the top layer of the ground into hot tar.

7th-Level Druid Spells

Siege of Trees: Transforms Large trees into arboreal catapults of the same size.

8th-Level Druid Spells

Frightful Aspect: You take on a terrifying, Large-sized form of yourself and emit an aura that causes creatures to become shaken or frightened.

9th-Level Druid Spells

Siege of Trees, Greater: As *siege of trees*, but can transform Huge and Gargantuan trees into arboreal catapults of the same size.

Inquisitor Spells

1st-Level Inquisitor Spells

Bowstaff: A shortbow may double as a club, or a longbow as a quarterstaff.

Compel Hostility: Compels opponents to attack you instead of your allies.

Deadeye's Lore: Gain a +4 bonus on Survival and move full speed while tracking.

Litany of Sloth: Single target cannot make attacks of opportunity for 1 round.

Litany of Weakness: Single target is fatigued for 1 round.

Lock Gaze: Compels the target to look only at you for the duration of the spell.

Longshot: Grants a +10-foot bonus to the range increment for any ranged weapon fired.

Peacebond: Locks a weapon in place on the target's body.

Returning Weapon: Grants a weapon the *returning* special weapon quality.

Unerring Weapon: Grants a +2 bonus, +1 per four caster levels, on attack rolls to confirm a critical hit.

2nd-Level Inquisitor Spells

Bestow Weapon Proficiency: Grant a creature proficiency in a single weapon for short period of time.

Blistering Invective: Make an Intimidate check against all foes within 30 feet; those demoralized also take fire damage.

Brow Gasher: Slashing weapon deals bleed damage to an opponent's head.

Discovery Torch: Object touched emanates bright light, granting Perception and Sense Motive bonuses.

Effortless Armor: Armor you wear no longer slows your speed.

Instrument of Agony: Weapon exudes divine fury, granting a bonus on Intimidate checks.

Litany of Defense: Doubles armor's enhancement bonus.

Magic Siege Engine: Siege engine gains +1 on targeting and damage rolls.

Protection from Chaos, Communal: As *protection from chaos*, but you may divide the duration among creatures touched.

Protection from Evil, Communal: As *protection from evil*, but you may divide the duration among creatures touched.

Protection from Good, Communal: As *protection from good*, but you may divide the duration among creatures touched.

Protection from Law, Communal: As *protection from law*, but you may divide the duration among creatures touched.

Qualm: Target gains penalties on ability checks, skill checks, and concentration checks until it spends an entire round doing nothing.

Returning Weapon, Communal: As *returning weapon*, but you may divide the duration among weapons touched.

Tactical Acumen: You gain an additional +1 on attack rolls or to AC due to battlefield positioning.

3rd-Level Inquisitor Spells

Burst of Speed: You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.

Daybreak Arrow: Targeted ammunition exudes radiant energy.

Deadly Juggernaut: Your might increases with every kill you make.

Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.

Litany of Eloquence: Fascinates a single creature for 1 round.

Litany of Entanglement: Entangles a creature for 1 round.

Litany of Righteousness: A single evil creature takes more damage from creatures with a good aura.

Litany of Warding: You gain two additional attacks of opportunity for 1 round.

Locate Weakness: You roll damage twice when you roll damage for a critical hit and take the best damage.

Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.

4th-Level Inquisitor Spells

Find Quarry: You can sense whether a particular creature is within 20 miles of your location.

Judgment Light: You gain an additional effect while a judgment is active.

Litany of Escape: Teleports a friend out of a grapple.

Litany of Sight: You can see invisible creatures and objects within 30 feet of you.

Magic Siege Engine, Greater: Siege engine gains +1 on targeting and damage rolls for every four caster levels.

Named Bullet: Imbues ammunition with accuracy against a specific creature type.

Protection from Energy, Communal: As *protection from energy*, but you may divide the duration among creatures touched.

5th-Level Inquisitor Spells

Litany of Thunder: A single target is deafened until the condition is removed, and is confused for 1 round.

Litany of Vengeance: Allies attacking the target of the spell gain a +5 bonus on damage rolls for 1 round.

Spell Immunity, Communal: As *spell immunity*, but you may divide the duration among creatures touched.

Stoneskin, Communal[M]: As *stoneskin*, but you may divide the duration among creatures touched.

6th-Level Inquisitor Spells

Litany of Madness: A single target is confused for at least 1 round.

Named Bullet, Greater: As *named bullet*, but deals 2 points of damage per caster level.

Magus Spells

1st-Level Magus Spells

Adjuring Step: You can move slowly and safely and still cast spells, until you move quickly, make an attack, or cast a harmful spell.

Illusion of Calm: You appear to be standing still, even when you take some actions.

Jury-Rig: Removes the broken condition from the targeted object.

Lock Gaze: Compels the target to look only at you for the duration of the spell.

Longshot: Grants a +10-foot bonus to the range increment for any ranged weapon fired.

Mirror Strike: You may strike multiple opponents with a single attack.

Negative Reaction: Targeted creature may not positively influence anyone.

Reinforce Armaments: Temporarily mitigates the fragile quality in targeted weapon or armor.

Returning Weapon: Grants a weapon the *returning* special weapon quality.

Shock Shield: A shield of force protects you until you dismiss it in an explosion of electricity.

Unerring Weapon: Grants a +2 bonus, +1 per four caster levels, on attack rolls to confirm a critical hit.

Warding Weapon[F]: The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity.

2nd-Level Magus Spells

Ablative Barrier[F]: Surrounds the target with layers of force.

Animal Aspect: You gain some of the beneficial qualities of an animal.

Bestow Weapon Proficiency: Grants a creature proficiency in a single weapon for short period of time.

Brow Gasher: Slashing weapon deals bleed damage to an opponent's head.

Effortless Armor: Armor you wear no longer slows your speed.

Mount, Communal: As *mount*, but you may divide the duration among creatures touched.

Pilfering Hand: You may seize an object or manipulate it from afar.

Reloading Hands: Loads a single shot into your weapon every round.

Reinforce Armaments, Communal: As *reinforce armaments*, but you may divide the duration among objects touched.

Returning Weapon, Communal: As *returning weapon*, but you may divide the duration among weapons touched.

Tactical Acumen: You gain an additional +1 on attack rolls or to AC due to battlefield positioning.

Telekinetic Assembly[F]: Assembles a siege engine using 1 fewer worker for every two caster levels.

Twisted Space: Targeted creature's attacks target a random square instead of the intended target.

3rd-Level Magus Spells

Animal Aspect, Greater: As *animal aspect*, but you gain two animal qualities.

Burst of Speed: You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.

Locate Weakness: You roll damage twice when you roll damage for a critical hit and take the best damage.

4th-Level Magus Spells

Pellet Blast[M]: Creates an explosion of conjured metal pellets.

Wreath of Blades[F]: Four mithral daggers speed around you, attacking nearby creatures and protecting your spellcasting from attacks of opportunity.

5th-Level Magus Spells

Symbol of Striking[M]: As *symbol of death*, but fills a 5-foot square.

6th-Level Magus Spells

Walk through Space: You can spend a move action to teleport 30 feet or to stand while prone without provoking attacks of opportunity.

Paladin Spells

1st-Level Paladin Spells

Bowstaff: A shortbow may double as a club, or a longbow as a quarterstaff.

Compel Hostility: Compels opponents to attack you instead of your allies.

Liberating Command: Target makes an Escape Artist check as an immediate action and gains a bonus on it.

Litany of Sloth: Single target cannot make attacks of opportunity for 1 round.

Longshot: Grants a +10-foot bonus to the range increment for any ranged weapon fired.

Sun Metal: Weapon touched bursts into flames.

Tactical Acumen: You gain an additional +1 on attack rolls or to AC due to battlefield positioning.

2nd-Level Paladin Spells

Bestow Weapon Proficiency: Grants a creature proficiency in a single weapon for short period of time.

Divine Arrow: Imbues a projectile with holy energy.

Effortless Armor: Armor you wear no longer slows your speed.

Endure Elements, Communal: As *endure elements*, but you may divide the duration among creatures touched.

Litany of Defense: Doubles armor's enhancement bonus.

Litany of Eloquence: Fascinates a single creature for 1 round.

Litany of Entanglement: Entangles a creature for 1 round.

Litany of Righteousness: A single evil creature takes more damage from creatures with a good aura.

Litany of Warding: You gain two additional attacks of opportunity for 1 round.

Magic Siege Engine: Siege engine gains +1 on targeting and damage rolls.

Protection from Chaos, Communal: As *protection from chaos*, but you may divide the duration among creatures touched.

Protection from Evil, Communal: As *protection from evil*, but you may divide the duration among creatures touched.

Protection from Good, Communal: As *protection from good*, but you may divide the duration among creatures touched.

Protection from Law, Communal: As *protection from law*, but you may divide the duration among creatures touched.

3rd-Level Paladin Spells

Burst of Speed: You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.

Daybreak Arrow: Targeted ammunition exudes radiant energy.

Deadly Juggernaut: Your might increases with every kill you make.

Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.

Litany of Escape: Teleports a friend out of a grapple.

Litany of Sight: You can see invisible creatures and objects within 30 feet of you.

Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.

4th-Level Paladin Spells

Litany of Thunder: A single target is deafened until the condition is removed, and is confused for 1 round.

Litany of Vengeance: Allies attacking the target of the spell gain a +5 bonus on damage rolls for 1 round.

Magic Siege Engine, Greater: Siege engine gains +1 on targeting and damage rolls for every four caster levels.

Ranger Spells

1st-Level Ranger Spells

Abundant Ammunition: Replaces nonmagical ammunition every round.

Air Bubble: Creates a small pocket of air around your head or an object.

Bowstaff: A shortbow may double as a club, or a longbow as a quarterstaff.

Compel Hostility: Compels opponents to attack you instead of your allies.

Deadeye's Lore: Gain a +4 bonus on Survival and move full speed while tracking.

Liberating Command: Target makes an Escape Artist check as an immediate action and gains a bonus on it.

Longshot: Grants a +10-foot bonus to the range increment for any ranged weapon fired.

Returning Weapon: Grants a weapon the *returning* special weapon quality.

Sun Metal: Weapon touched bursts into flames.

2nd-Level Ranger Spells

Animal Aspect: You gain some of the beneficial qualities of an animal.

Ant Haul, Communal: As *ant haul*, but you may divide the duration among creatures touched.

Brow Gasher: Slashing weapon deals bleed damage to an opponent's head.

Effortless Armor: Armor you wear no longer slows your speed.

Endure Elements, Communal: As *endure elements*, but you may divide the duration among creatures touched.

Forest Friend: Plants in a forested area become helpful instead of hindering you and your allies.

Locate Weakness: You roll damage twice when you roll damage for a critical hit and take the best damage.

Reloading Hands: Loads a single shot into your weapon every round.

Returning Weapon, Communal: As *returning weapon*, but you may divide the duration among weapons touched.

Ricochet Shot: Imbues a projectile weapon to give its ammunition the ability to ricochet.

Wilderness Soldiers: Nearby plants aid you in combat.

3rd-Level Ranger Spells

Animal Aspect, Greater: As *animal aspect*, but you gain two animal qualities.

Burst of Speed: You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.

Companion Mind Link: You can talk with your animal companion, and can handle it with supernatural ease.

Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.

Named Bullet: Imbues ammunition with accuracy against a specific creature type.

Protection from Energy, Communal: As *protection from energy*, but you may divide the duration among creatures touched.

Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.

4th-Level Ranger Spells

Darkvision, Communal: As *darkvision*, but you may divide the duration among creatures touched.

Find Quarry: You can sense whether a particular creature is within 20 miles of your location.

Named Bullet, Greater: As *named bullet*, but deals 2 points of damage per caster level.

Terrain Bond: Treat the terrain you are in as a favored terrain for the spell's duration.

Water Walk, Communal: As *water walk*, but you may divide the duration among creatures touched.

Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells

Haunted Fey Aspect: You surround yourself with disturbing illusions.

1st-Level Sorcerer/Wizard Spells

Adjuring Step: You can move slowly and safely and still cast spells, until you move quickly, make an attack, or cast a harmful spell.

Abundant Ammunition: Replaces nonmagical ammunition every round.

Air Bubble: Creates a small pocket of air around your head or an object.

Damp Powder: Ruins ammunition loaded in the targeted firearm.

Fabricate Bullets[M]: Converts 1 pound of metal into ammunition.

Illusion of Calm: You appear to be standing still, even when you take some actions.

Jury-Rig: Removes the broken condition from the targeted object.

Liberating Command: Target makes an Escape Artist check as an immediate action and gains a bonus on it.

Lock Gaze: You compel the target to only look at you for the duration of the spell.

Longshot: Grants a +10-foot bonus to the range increment for any ranged weapon fired.

Mirror Strike: You may strike multiple opponents with a single attack.

Moment of Greatness: Doubles a morale bonus.

Negative Reaction: Targeted creature may not positively influence anyone.

Peacebond: Locks a weapon in place on the target's body.

Reinforce Armaments: Temporarily mitigates the fragile quality in targeted weapon or armor.

See Alignment: Pick an alignment; in your sight, creatures and items with that alignment emit a ghostly radiance.

Shock Shield: A shield of force protects you until you dismiss it in an explosion of electricity.

Unerring Weapon: Grants a +2 bonus, +1 per four caster levels, on attack rolls to confirm a critical hit.

Weaken Powder: Targeted firearm's ammunition halves the firearm's range and imposes a –2 penalty on damage rolls.

2nd-Level Sorcerer/Wizards Spells

Adoration: You gain a bonus on Diplomacy checks and performance combat checks.

Animal Aspect: You gain some of the beneficial qualities of an animal.

Ant Haul, Communal: As *ant haul*, but you may divide the duration among creatures touched.
Bestow Weapon Proficiency: Grants a creature proficiency in a single weapon for short period of time.
Brow Gasher: Slashing weapon deals bleed damage to an opponent's head.
Bullet Shield: You gain a +4 deflection bonus to AC against firearm attacks.
Certain Grip: You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.
Destabilize Powder: Ammunition in the targeted firearm is prone to misfire.
Endure Elements, Communal: As *endure elements*, but you may divide the duration among creatures touched.
Fiery Shuriken[M]: Calls forth several fiery projectiles ready to be flung at opponents.
Frost Fall: The area is covered in a chilling frost.
Kinetic Reverberation: Channels the force of an enemy's attack back into its weapon.
Magic Siege Engine: Siege gains +1 on targeting and damage rolls.
Mount, Communal: As *mount*, but you may divide the duration among creatures touched.
Pilfering Hand: You may seize an object or manipulate it from afar.
Reloading Hands: Loads a single shot into your weapon every round.
Protection from Chaos, Communal: As *protection from chaos*, but you may divide the duration among creatures touched.
Protection from Evil, Communal: As *protection from evil*, but you may divide the duration among creatures touched.
Protection from Good, Communal: As *protection from good*, but you may divide the duration among creatures touched.
Protection from Law, Communal: As *protection from law*, but you may divide the duration among creatures touched.
Qualm: Target gains penalties on ability checks, skill checks, and concentration checks until it spends an entire round doing nothing.
Recoil Fire: Ammunition in the targeted firearm generates excessive recoil.
Reinforce Armaments, Communal: As *reinforce armaments*, but you may divide the duration among objects touched.
Returning Weapon: Grants a weapon the *returning* special weapon quality.
Ricochet Shot: Imbues a projectile weapon to give its ammunition the ability to ricochet.
Spontaneous Immolation: Target takes 3d6 points of fire damage and catches on fire.
Stabilize Powder: Ammunition in the targeted firearm is less likely to misfire.
Tactical Acumen: You gain an additional +1 on attack rolls or to AC due to battlefield positioning.
Telekinetic Assembly[F]: Assembles a siege engine using 1 fewer worker for every two caster levels.
Thunder Fire: Ammunition in the targeted firearm deafens opponents.
Twisted Space: Targeted creature's attacks target a random square instead of the intended target.
Warding Weapon[F]: The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity.

3rd-Level Sorcerer/Wizard Spells

Ablative Barrier[F]: Surrounds the target with layers of force.
Chain of Perdition: Creates a floating chain of force.
Darkvision, Communal: As *darkvision*, but you may divide the duration among creatures touched.
Flash Fire: Ammunition in the targeted firearm creates a tremendous flash capable of blinding the weapon's bearer and those around him.
Healing Thief: You siphon half of all magical healing that the targeted creature receives.
Hostile Levitation: Levitates the targeted creature up off the ground.
Locate Weakness: You roll damage twice when you roll damage for a critical hit and take the best damage.
Pellet Blast[M]: Creates an explosion of conjured metal pellets.
Phantom Driver: Conjures a phantom to drive vehicles.
Protection from Arrows, Communal: As *protection from arrows*, but you may divide the duration among creatures touched.
Pup Shape: Transforms a single animal or magical beast into a younger and cuter version of itself for a short period of time.
Resinous Skin: You gain DR 5/piercing and +4 to CMD against disarm attempts.
Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.
Returning Weapon, Communal: As *returning weapon*, but you may divide the duration among weapons touched.
Share Language, Communal: As *share language*, but you may divide the duration among creatures touched.
Spider Climb, Communal: As *spider climb*, but you may divide the duration among creatures touched.
Touch Injection: You can deliver an infusion, elixir, poison, or potion as a touch attack.

4th-Level Sorcerer/Wizard Spells

Animal Aspect, Greater: As *animal aspect*, but you gain two animal qualities.
Magic Siege Engine, Greater: Siege engine gains +1 on targeting and damage rolls for every four caster levels.
Named Bullet: Imbues ammunition with accuracy against a specific creature type.
Nondetection, Communal[M]: As *nondetection*, but you may divide the duration among creatures touched.

Obsidian Flow: Converts the surface of the ground into molten glass.

Phantom Chariot: Conjures a quasi-real heavy chariot pulled by four horses.

Phantom Steed, Communal: As *phantom steed*, but you may divide the duration among creatures touched.

Protection from Energy, Communal: As *protection from energy*, but you may divide the duration among creatures touched.

Shocking Image: As *mirror image*, but the duplicates emit electrical damage when destroyed.

Telekinetic Charge: Launches an ally through the air.

Tongues, Communal: As *tongues*, but you may divide the duration among creatures touched.

5th-Level Sorcerer/Wizard Spells

Absorb Toxicity: You become immune to diseases and toxins, absorb one, and then spread it to others.

Energy Siege Shot: A Large siege engine deals energy damage that you designate with other effects depending on the type of energy you choose.

Hostile Juxtaposition: You create a dimensional link with a targeted creature, and switch spots with it.

Stoneskin, Communal[M]: As *stoneskin*, but you may divide the duration among creatures touched.

Summoner Conduit: The target eidolon's summoner takes damage whenever the eidolon does.

Symbol of Striking[M]: As *symbol of death*, but fills a 5-foot square.

Wreath of Blades[F]: Four mithral daggers speed around you, attacking nearby creatures and protecting your spellcasting from attacks of opportunity.

6th-Level Sorcerer/Wizard Spells

Energy Siege Shot, Greater: As *energy siege shot*, but you can affect any size siege engine.

Named Bullet, Greater: As *named bullet*, but deals 2 points of damage for every caster level.

Tar Pool: Converts the top layer of the ground into hot tar.

7th-Level Sorcerer/Wizard Spells

Arcane Cannon[F]: Your focus becomes a magical cannon that fires on its own.

Hostile Juxtaposition, Greater: You may target one creature for every four of your caster levels.

Walk through Space: You can spend a move action to teleport 30 feet or to stand while prone without provoking attacks of opportunity.

8th-Level Sorcerer/Wizard Spells

Frightful Aspect: You take on a terrifying, Large-sized form of yourself and emit an aura that causes creatures to become shaken or frightened.

9th-Level Sorcerer/Wizard Spells

Heroic Invocation: Grants a number of creatures bonuses on attacks and damage, temporary hit points, and immunity to fear and charm effects.

Mind Blank, Communal: As *mind blank*, but you may divide the duration among creatures touched.

Summoner Spells

1st-Level Summoner Spells

Compel Hostility: Compels opponents to attack you instead of your allies.

Jury-Rig: Removes the broken condition from the targeted object.

Life Conduit: You are bound even tighter to your eidolon than normal, and may share hit points with it through your life link ability.

2nd-Level Summoner Spells

Ablative Barrier: Surrounds the target with layers of force.

Ant Haul, Communal: As *ant haul*, but you may divide the duration among creatures touched.

Mount, Communal: As *mount*, but you may divide the duration among creatures touched.

Protection from Chaos, Communal: As *protection from chaos*, but you may divide the duration among creatures touched.

Protection from Evil, Communal: As *protection from evil*, but you may divide the duration among creatures touched.

Protection from Good, Communal: As *protection from good*, but you may divide the duration among creatures touched.

Protection from Law, Communal: As *protection from law*, but you may divide the duration among creatures touched.

Twisted Space: Targeted creature's attacks target a random square instead of the intended target.

Warding Weapon[F]: The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity.

3rd-Level Summoner Spells

Pellet Blast[M]: Creates an explosion of conjured metal pellets.

Life Conduit, Improved: Transfers 2d6 hit points to your eidolon as a swift action.

Obsidian Flow: Converts the surface of the ground into molten glass.

Phantom Chariot: Conjures a quasi-real heavy chariot pulled by four horses.

Phantom Steed, Communal: As *phantom steed*, but you may divide the duration among creatures touched.

Protection from Arrows, Communal: As *protection from arrows*, but you may divide the duration among creatures touched.

Resist Energy, Communal: As *resist energy*, but you may divide the duration among creatures touched.

Spider Climb, Communal: As *spider climb*, but you may divide the duration among creatures touched.

4th-Level Summoner Spells

Hostile Juxtaposition: You create a dimensional link with a targeted creature, and switch spots with it.

Protection from Energy, Communal: As *protection from energy*, but you may divide the duration among creatures touched.

Stoneskin, Communal[M]: As *stoneskin*, but you may divide the duration among creatures touched.

Summoner Conduit: The target takes damage whenever its summoned creature does.

Tongues, Communal: As *tongues*, but you may divide the duration among creatures touched.

5th-Level Summoner Spells

Energy Siege Shot: A Large siege engine deals energy damage that you designate with other effects depending on the type of energy you choose.

Life Conduit, Greater: You transfer 3d6 hit points to your eidolon as a swift action.

Tar Pool: Converts the top layer of the ground into hot tar.

Wreath of Blades[F]: Four mithral daggers speed around you, attacking nearby creatures and protecting your spellcasting from attacks of opportunity.

6th-Level Summoner Spells

Energy Siege Shot, Greater: As *energy siege shot*, but you can affect any size siege engine.

Hostile Juxtaposition, Greater: You may target one creature for every four of your caster levels.

Walk through Space: You can spend a move action to teleport 30 feet or to stand while prone without provoking attacks of opportunity.

Witch Spells

1st-Level Witch Spells

Air Bubble: Creates a small pocket of air around your head or an object.

Compel Hostility: Compels opponents to attack you instead of your allies.

Damp Powder: Ruins ammunition loaded in the targeted firearm.

Jury-Rig: Removes the broken condition from the targeted object.

Lock Gaze: Compels the target to look only at you for the duration of the spell.

Negative Reaction: Targeted creature may not positively influence anyone.

Peacebond: Locks a weapon in place on the target's body.

Reinforce Armaments: Temporarily mitigates the fragile quality in targeted weapon or armor.

Unerring Weapon: Grants a +2 bonus, +1 per four caster levels, on attack rolls to confirm a critical hit.

Weaken Powder: Targeted firearm's ammunition halves the firearm's range and imposes a –2 penalty on damage rolls.

2nd-Level Witch Spells

Adoration: You gain a bonus on Diplomacy checks and performance combat checks.

Bestow Weapon Proficiency: Grants a creature proficiency in a single weapon for short period of time.

Destabilize Powder: Ammunition in the targeted firearm is prone to misfire.

Frost Fall: The area is covered in a chilling frost.

Mask Dweomer, Communal: As *mask dweomer*, but you may divide the duration among creatures touched.

Mount, Communal: As *mount*, but you may divide the duration among creatures touched.

Qualm: Target gains penalties on ability checks, skill checks, and concentration checks until it spends an entire round doing nothing.

Recoil Fire: Ammunition in the targeted firearm generates excessive recoil.

Reinforce Armaments, Communal: As *reinforce armaments*, but you may divide the spell's duration among objects touched.

Returning Weapon: Grants a weapon the *returning* special weapon quality.

Stabilize Powder: Ammunition in the targeted firearm is less likely to misfire.

Thunder Fire: Ammunition in the targeted firearm deafens opponents.

3rd-Level Witch Spells

Delay Poison, Communal: As *delay poison*, but you may divide the duration among creatures touched.

Flash Fire: Ammunition in the targeted firearm creates a tremendous flash capable of blinding the weapon's bearer and those around him.

Healing Thief: You siphon half of all magical healing that the targeted creature receives.

Hostile Levitation: Levitates the targeted creature up off the ground.

Locate Weakness: You roll damage twice when you roll damage for a critical hit and take the best damage.

Pup Shape: Transforms a single animal or magical beast into a younger and cuter version of itself for a short period of time.

Returning Weapon, Communal: As *returning weapon*, but you may divide the duration among weapons touched.

4th-Level Witch Spells

Absorb Toxicity: You become immune to diseases and toxins, absorb one, and then spread it to others.

Debilitating Portent: Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell

Named Bullet: Imbues ammunition with accuracy against a specific creature type.

Tongues, Communal: As *tongues*, but you may divide the duration among creatures touched.

5th-Level Witch Spells

Hostile Juxtaposition: You create a dimensional link with a targeted creature, and switch spots with it.

Summoner Conduit: The target takes damage whenever its summoned creature does.

Symbol of Striking[M]: As *symbol of death*, but fills a 5-foot square.

Wreath of Blades[F]: Four mithral daggers speed around you, attacking nearby creatures and protecting your spellcasting from attacks of opportunity.

6th-Level Witch Spells

Dust Form: You become an incorporeal creature of dust for a short period of time.

Named Bullet, Greater: As *named bullet*, but deals 2 points of damage for every caster level.

7th-Level Witch Spells

Hostile Juxtaposition, Greater: You may target one creature for every four of your caster levels.

Walk through Space: You can spend a move action to teleport 30 feet or to stand while prone without provoking attacks of opportunity.

8th-Level Witch Spells

Frightful Aspect: You take on a terrifying, Large-sized form of yourself and emit an aura that causes creatures to become shaken or frightened.

9th-Level Witch Spells

Heroic Invocation: Grants a number of creatures bonuses on attacks and damage, temporary hit points, and immunity to fear and charm effects.

Mind Blank, Communal: As *mind blank*, but you may divide the duration among creatures touched.

Spell Descriptions

Ablative Barrier

School conjuration (creation) [force]; **Level** alchemist 2, magus 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M (a piece of metal cut from a shield)

Range touch

Target creature touched

Duration 1 hour/level or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** no

Invisible layers of solid force surround and protect the target, granting that target a +2 armor bonus to AC. Additionally, the first 5 points of lethal damage the target takes from each attack are converted into nonlethal damage. Against attacks that already deal nonlethal damage, the target gains DR 5/—. Once this spell has converted 5 points of damage to nonlethal damage per caster level (maximum 50 points), the spell is discharged.

Absorb Toxicity

School necromancy; **Level** alchemist 3, druid 4, sorcerer/wizard 5, witch 4

Casting Time 1 standard action

Components V, S, M (a thorn from a poisonous plant)

Range personal

Target you

Duration 10 minutes/level or until discharged

Saving Throw see text; **Spell Resistance** no

You absorb the toxicity of your surroundings, becoming toxic as a result. While under the effect of this spell, you are immune to diseases and poisons with which you come into contact. When you are exposed to a disease or poison, you can choose to absorb it. Doing so ends the immunity due to this spell to any disease and poison other than the one you absorbed. You remain immune to the new affliction until this spell ends. Casting *absorb toxicity* on yourself a second time does not allow you to absorb a second toxin, but instead resets the duration of the effect to its full 10 minutes/level.

While you have a disease or poison absorbed, you can use a melee touch attack to transfer that affliction to another creature. A missed attack does not discharge the spell, and you can try to transfer the affliction again in subsequent rounds. If you hit, this spell is discharged, and your target must make a saving throw against the transferred affliction (DC equal to this spell's save DC or the affliction's save DC, whichever is higher) or suffer its effect or initial effect immediately. The target then continues to suffer from the affliction's normal effects.

If the spell's duration expires before you have transferred

the affliction, you are exposed to any absorbed poison or disease as if you had transferred it to yourself, but you gain a +2 bonus on saves against that particular instance of the poison or disease.

Abundant Ammunition

School conjuration (summoning); **Level** bard 1, cleric 1, ranger 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M/DF (a single piece of ammunition)
Target one container touched
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no
When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

Adjuring Step

School abjuration (force); **Level** alchemist 1, bard 1, magus 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a rabbit's foot)
Range personal
Target you
Duration 1 round/level or until discharged
This spell creates a subtle and complicated force effect that is most effective when used by a still or slow-moving spellcaster or formula user. While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity. This spell automatically discharges as soon as you make an attack, cast a harmful spell against another creature, or move more than 5 feet with a single move action. If the action that discharges the spell also provokes attacks of opportunity, that action still provokes attacks of opportunity as normal.

Adoration

School transmutation; **Level** bard 1, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes
The target of this spell is the subject of adoration by those whom it tries to affect with Diplomacy or during performance combat. If the target is out of combat, it receives a +2 morale bonus on all Diplomacy checks it makes to influence creatures. If the creature is engaged in performance combat (see page 153), the target gains a +2 morale bonus on all performance combat checks.

Air Bubble

School conjuration; **Level** cleric 1, druid 1, ranger 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components S, M/DF (a small bladder filled with air)
Range touch
Target one creature or one object no larger than a Large two-handed weapon
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded—assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device—and fired. When shooting such a firearm underwater, the shot still takes the standard –2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

Air Walk, Communal

Level alchemist 4, cleric 5, druid 5
Target creatures touched
This spell functions like *air walk*, except divide the duration in 10-minute intervals among the creatures touched.

Animal Aspect

School transmutation (polymorph); **Level** alchemist 2, magus 2, druid 2, ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a part of the animal)
Range personal
Target you
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** yes (harmless)
You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast *animal aspect*, choose one of the following animals to gain the associated benefits. You can only have one *animal aspect* or *greater animal aspect* spell

active on you at a time.

Frog: Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start.

Gorilla: Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver.

Monkey: Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat.

Otter: Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4 rounds per point of Constitution before being forced to make Constitution checks to keep holding your breath.

Raccoon: Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks.

Raptor: Your legs become built for running speed, like those of a deinonychus. You gain a enhancement bonus of +20 feet to your base speed.

Tree Lizard: Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal speed and all the benefits of having a natural climb speed.

Animal Aspect, Greater

School transmutation (polymorph); **Level** alchemist 3, magus 3, druid 3, ranger 3, sorcerer/wizard 4

This spell functions like *animal aspect*, except you can either gain two aspects at once or one aspect that adds effects to the aspects that *animal aspect* grants, as described below.

Frog: You gain a Swim speed equal to half your normal speed, and all the benefits of having a swim speed.

Gorilla: You gain a +2 competence bonus on Perception checks, and a +1 competence bonus on Fortitude saves.

Monkey: You gain a +4 competence bonus on Acrobatics checks.

Otter: Your swim speed increases to your full normal speed, and you need not make concentration checks to cast spells underwater.

Raccoon: Your competence bonuses on Disable Device, Sleight of Hand, and Stealth checks increase to +4.

Raptor: Your enhancement bonus to speed increases to +30 feet, and you gain the benefit of the Run feat.

Tree Lizard: You gain a +4 competence bonus on Stealth checks.

Ant Haul, Communal

Level alchemist 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2

Target creatures touched

This spell functions like *ant haul* (see page 202 of the *Pathfinder RPG Advanced Player's Guide*), except you may divide the duration in 2-hour intervals among the creatures touched.

Arcane Cannon

School transmutation; **Level** sorcerer/wizard 7

Casting Time 1 round

Components V, S, F (an ornate miniature cannon forged with a drop of your blood that costs 5,000 gp)

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

Effect one magically animated cannon

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Your focus becomes a Medium *arcane cannon* that appears in an unoccupied square within the spell's range. If no unoccupied square is within range, the spell fails. The cannon comes into existence loaded. Each round thereafter, the cannon can either fire or load. A cannon must be loaded to fire. You do not need to supply ammunition for the cannon.

On your turn, you can spend a move action to direct the cannon to wheel itself to a new location, moving the cannon up to 20 feet. If the *arcane cannon* ever leaves your line of sight, it winks out of existence, and the spell's duration ends.

The cannon has a range increment of 50 feet. It targets touch attack in the first range increment, and it has no misfire chance. The cannon acts as a weapon with the *conductive* special weapon ability (see page 286 of the *Advanced Player's Guide*), which you can use to channel your spell-like or supernatural abilities as long as you are within the range of *arcane cannon*. The cannon's attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (for wizards or sorcerers, respectively) with an additional +1 per four caster levels (maximum +5 at 20th level). On a hit, the cannon deals 4d10 damage. The *arcane cannon* attacks have a critical modifier of ×4.

The cannon has AC 10, hardness 10, and 80 hit points. If the cannon is subject to a spell or effect that requires a save, it uses your saving throw modifiers. The cannon never provokes attacks of opportunity. If the cannon is destroyed, so is your focus.

Bestow Weapon Proficiency

School enchantment (compulsion); **Level** alchemist 2, antipaladin 2, cleric 2, magus 2, inquisitor 2, paladin 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Component V, S, M (pieces of shaved metal)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be any type, including an exotic weapon, but the subject of the spell must be holding the spell when you cast it.

Blistering Invective

School evocation [fire, language-dependant]; **Level** alchemist 2, bard 2, inquisitor 2
Components V, S
Casting Time 1 standard action
Range personal
Area 30-ft. radius
Duration instantaneous
Saving Throw Reflex partial, see text; **Spell Resistance** special, see below

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you (see page 99 of the *Pathfinder RPG Core Rulebook*). Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

Bowstaff

School transmutation; **Level** inquisitor 1, paladin 1, ranger 1
Casting Time 1 swift action
Components V
Range personal
Target one weapon (bow)
Duration 1 round/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon.

Brow Gasher

School necromancer: **Level** inquisitor 2, magus 2, ranger 2, sorcerer/wizard 2
Casting Time: 1 standard action
Components: V, S
Range touch
Area one slashing melee weapon touched
Duration 1 round/level or until discharged
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You imbue a slashing melee weapon with the ability to deal a gruesome head wound. When the target weapon hits a living creature, in addition to the normal effects of that hit, the wielder can discharge this spell as a free action to open a gash on the target's forehead that deals bleed damage equal to half your caster level. At the start of each of the target's turns, when it takes bleed damage, it also takes a cumulative –1 penalty on all attack rolls. When that penalty reaches –3, the target also treats all targets as having concealment (20% miss chance). When the penalty reaches –5, the target is blinded. Stopping the bleed damage ends the effects this spell imposes on the bleeding creature. A target that is immune to bleed damage is also immune to all this spell's effects.

Bullet Shield

School abjuration; **Level** alchemist 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a bullet)
Range touch
Target creature touched
Duration 10 minutes/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The warded creature gains a +4 deflection bonus to AC against firearm and ranged attacks, with an additional +1 to the bonus for every five caster levels you have (to a maximum of +8 at 20th level). Though the spell is called *bullet shield*, it also grants this protection from attacks made from firearms with the scatter weapon quality.

Burst of Speed

School transmutation; **Level** alchemist 3, antipaladin 3, magus 3, inquisitor 3, paladin 3, ranger 3
Casting Time 1 swift action
Component V
Range personal
Target you
Duration see text

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.

Caging Bomb Admixture

School evocation [force]; **Level** alchemist 6
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

Upon drinking an extract created with this formulae, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw a bomb and hit a direct target, it creates an invisible cubical prison composed of a solid *wall of force*. The prison is as large as the splash area of the bomb that you threw, and traps any creature that is entirely inside the area.

Creatures within the area are caught and contained unless any creature within the splash radius is too big to fit inside, in which case the effect automatically fails. Teleportation and other forms of astral travel provide means for escape, but the force walls extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force*, the cage created by the *caging bomb admixture* resists *dispel magic*, although a *mage's disjunction* still functions. The walls of the cage can be damaged by spells as normal, except for *disintegrate*, which automatically destroys the cage. The walls of this cage can be damaged by weapons and supernatural abilities, but the cage has a hardness of 20 and a number of hit points equal to 20 per alchemist level. Contact with a *sphere of annihilation* or a *rod of cancellation* instantly destroys this cage.

When using *caging bomb admixture*, an alchemist can only have one cage in effect at a time. If the alchemist throws another bomb during the duration of *caging bomb admixture*, any other cage created by the earlier admixture ends, and a new one is created. When the duration of the *caging bomb admixture* ends, so does any remaining cage created by this admixture's effect.

Certain Grip

School transmutation; **Level** alchemist 2, druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a tiny ball of tar)
Target creature touched
Duration 10 minutes/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver.

Chain of Perdition

School evocation [force]; **Level** cleric 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M/DF (chain link)
Range close (25 ft. + 5 ft./2 levels)
Effect 10-ft. chain
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

A floating chain of force with hooks at each end appears within an unoccupied space of your choosing within range. This chain is a Medium object that has a 10-foot reach. Physical attacks cannot hit or harm the *chain of perdition*, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it normally. The chain's AC against touch attacks is 10 + your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric).

The chain can perform the dirty trick (blind or entangle), drag, reposition, and trip combat maneuvers, using your caster level in place of your Combat Maneuver Bonus, and

your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. The chain does not provoke attacks of opportunity for making combat maneuvers. It suffers no penalty or miss chance due to darkness, invisibility, or other forms of concealment.

As a move action, you can move the chain up to 30 feet. If the chain goes beyond the spell's range or out of your sight, it returns to you.

If a creature that the chain attacks has spell resistance, you must make a caster level check (1d20 + caster level) against that spell resistance the first time the chain performs a successful maneuver against that creature. If the chain is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Companion Mind Link

School enchantment (charm); **Level** druid 3, ranger 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target your animal companion
Duration 1 minute/level
The link between you and your animal companion becomes stronger. As long as you are within line of sight of your animal companion, you can telepathically communicate with it as if you two shared a language. Also, as long as you are within line of sight of the animal companion, you can push your animal companion a swift action instead of a move action, and you do not need to succeed at Handle Animal checks to handle your animal companion. Such checks automatically succeed.

Compel Hostility

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, paladin 1, ranger 1, summoner 1, witch 1
Casting Time 1 standard action
Components V, S, M (a drop of your blood)
Range personal
Target you
Duration 1 round/level
Saving Throw see text; **Spell Resistance** see text
Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

A summoner casting this spell can choose his eidolon as the target of the spell.

Damp Powder

School transmutation; **Level** druid 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M/DF (a damp piece of cotton)
Range close (25 ft. + 5 ft./2 levels)
Target 1 loaded firearm
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)
This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

Darkvision, Communal

Level alchemist 3, antipaladin 3, ranger 4, sorcerer/wizard 3
Target creatures touched
This spell functions like *darkvision*, except you may divide the duration in 1-hour intervals among the creatures touched.

Daybreak Arrow

School evocation [light]; **Level** cleric 3, inquisitor 3, paladin 3
Casting Time 1 standard action
Components V, S
Range touch
Target up to 50 pieces of ammunition, all of which must be together at the time of casting
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)
You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown.

Deadly Juggernaut

School necromancy [death]; **Level** antipaladin 3, cleric 3, inquisitor 3, paladin 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level
With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the

spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/— each time you reduce a qualifying opponent to 0 or few hit points (maximum +5 bonus and DR 10/—) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice –4.

Deadeye's Lore

School divination; **Level** bard 1, cleric 1, druid 1, inquisitor 1, ranger 1
Casting Time 1 round
Components V, S
Range personal
Target you
Duration 1 hour/level
While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

Debilitating Portent

School enchantment (compulsion); **Level** cleric 4, witch 4
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round/level (D) see text
Saving Throw none; **Spell Resistance** yes
The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles) or Wisdom (in the case of clerics). If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage.

Delay Poison, Communal

Level alchemist 3, bard 3, cleric 3, druid 3, inquisitor 3, paladin 3, ranger 3, witch 3
Target creatures touched

This spell functions like *delay poison*, except you divide the duration in 1-hour intervals among the creatures touched.

Destabilize Powder

School transmutation; **Level** sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a few drops of liquor)
Range close (25 ft. + 5 ft./2 levels)
Target 1 loaded firearm
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)
This spell makes the ammunition in the target firearm is prone to misfire. Increase the misfire range by 1 + 1 per five caster levels (maximum +5) for the ammunition currently loaded into that firearm. If aware of this spell's effect prior to firing the altered ammunition (a DC 17 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

Discovery Torch

School evocation [light]; **Level** bard 2, cleric 3, inquisitor 2
Casting Time 1 round
Components V, S
Range touch
Target object touched
Area 20-ft.-radius emanation or 40-ft.-radius emanation from object touched (see below)
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no
An object you touch emanates bright light within the spell's area. The effect looks like a regular flame but creates no heat and uses no oxygen. Allies within the area of this light gain a +2 enhancement bonus on Perception and Sense Motive checks, as well as on Knowledge checks to identify monsters that are also within the area and their special powers and vulnerabilities.

When an inquisitor casts this spell, the light emanation doubles (40-ft.-radius emanation) while that inquisitor has a judgment active.

Light spells counter and dispel darkness spells of an equal or lower level.

Divine Arrow

School transmutation [good]; **Level** paladin 2
Casting Time 1 standard action
Components V, S
Range touch
Target one projectile
Duration 1 round/level or until discharged
Saving Throw none; **Spell Resistance** no
You imbue a projectile, such as an arrow or shuriken, with holy energy so that it deals extra damage to undead equal to that dealt by your lay on hands feature. This extra damage is not multiplied on a critical hit. Although this spell does not expend a daily use of your lay on hands class feature, you must have at least one daily use available to cast this spell. If the projectile hits a target or is destroyed before the duration ends, the spell is discharged.

Dust Form

School transmutation (polymorph); **Level** alchemist 5, cleric 6, druid 6, witch 6
Casting Time 1 standard action
Components V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)
Range personal
Target you
Duration 1 round/level
Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage (50%). Magic attacks are unaffected, and you can still use your magic items and other equipment as normal.

If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.

Effortless Armor

School transmutation; **Level** cleric 2, inquisitor 2, magus 2, paladin 2, ranger 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level
Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

Endure Elements, Communal

Level alchemist 3, cleric 2, druid 2, paladin 2, ranger 2, sorcerer/wizard 2
Target creatures touched
This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

Energy Siege Shot

School transmutation [variable]; **Level** sorcerer/wizard 5, summoner 5
Casting Time 10 minutes
Component V, S, M (a ball of pitch)
Range close (25 ft. + 5 ft./2 levels)

Target one Large siege engine
Duration 10 minute/level
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless/object)
This spell transforms any ammunition fired by the target ranged siege engine into ammunition made of pure energy. When casting the spell, the caster picks a one of the following energy types: acid, cold, electricity, fire, sonic, or force. The ammunition within the siege weapon now deals that type of energy damage on a hit, though the amount of damage dealt by the ammunition does not change, nor does it change any of the other effects of the ammunition. Unlike other forms of energy damage, this energy damage does full damage to objects. Based on the type of energy the caster chose while casting, the ammunition also gains one of the following effects.

Acid: The ammunition deals half its damage in a splash to all creatures and unattended objects within 15 feet of the target hit by the siege engine. Creatures can halve the splash damage with a Reflex saving throw. The DC of the splash is the same as the DC of the spell.

Cold: The ammunition creates an ice sheen within a 20-foot-radius burst around the target of the siege engine's attack. That sheen lasts 1d6 rounds. Creatures within the ice sheen are entangled. Any creature within the area of the ice sheen at the start of its turn takes 2d6 cold damage.

Electricity: Creatures hit by the siege engine attack or within 15 feet of the attack are staggered for 1 round.

Fire: Creatures and wood objects within 15 feet of the attack may catch on fire (*Core Rulebook* 444 and page 164 of this book).

Sonic: Creatures hit by the attack or within 20 feet of the attack must succeed at a Fortitude saving throw or be deafened for one hour. The DC of this effect is the same as the spell DC.

Force: No extra effect.

Energy Siege Shot, Greater

School evocation [variable]; **Level** sorcerer/wizard 6, summoner 6
Range close (25 ft. + 5 ft./2 levels)
Target one siege engine of any size
This spell functions like energy shot, except it can target siege engines of any size, not just Large siege engines.

Fabricate Bullets

School transmutation; **Level** sorcerer/wizard 1
Casting Time 1 round
Components V, S, M (1 pound of lead or other soft metal worth 2 gp)
Range touch
Target 1 pound of soft metal
Duration instantaneous
Saving Throw none; **Spell Resistance** no
You convert 1 pound of lead into bullets. When you cast this spell, you decide whether you create normal sling bullets, firearm bullets, or firearm pellets. The spell creates two sling bullets, 30 firearm bullets, or 10 uses of pellets.

Fiery Shuriken

School conjuration (creation) [fire]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a pinch of sulfur and a single shuriken worth 2 sp)
Range close (25 ft. + 5 ft./2 levels)
Effect Two or more fiery shuriken
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes
You call forth two fiery projectiles resembling shuriken, plus one more for every two caster levels beyond 3rd (to a maximum of eight shuriken at 15th level), which hover in front of you. When these shuriken appear, you can launch some or all of them at the same target or different targets. Each shuriken requires a ranged

touch attack roll to hit and deals 1d8 points of fire damage. You provoke no attacks of opportunity when launching them.

Any shuriken you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch one of these remaining shuriken or a standard action to launch any number of these remaining shuriken. If you fail to launch a shuriken before the duration ends, that shuriken disappears and is wasted.

Find Quarry

School divination; **Level** inquisitor 4, ranger 4
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no
You sense whether a well-known creature you can clearly visualize is within a 20-mile radius of your current location, as well as the distance and direction to the creature in relation to you. You also discern whether the creature is moving, and its direction, speed, and mode of movement. The radius you can sense increases by 5 miles for every two caster levels you have above 10th (to a maximum of a 45-mile radius at 20th level).

Flash Fire

School transmutation; **Level** sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a pinch of powdered fool's gold)
Range close (25 ft. + 5 ft./2 levels)
Target 1 firearm
Duration instantaneous
Saving Throw Will negates (object); see text; **Spell Resistance** yes (object); see text
The firearm fires with a blinding flash, even if the firearm is not currently loaded. Every creature within 15 feet of the creature carrying the weapon must succeed at a Fortitude save or be blinded for 1d4 rounds. The creature carrying the firearm takes a –4 penalty on this saving throw. If the firearm is loaded, the ammunition is wasted.

Forest Friend

School abjuration: **Level** druid 2, ranger 2
Casting Time: 1 round
Components: V, S, M (a pinch of manure)
Range close (25 ft. + 5 ft./2 levels)
Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart.
Duration: 1 minute/level
Saving Throw: none; **Spell Resistance**: no
While subject to this spell, the targets find that forested areas become helpful instead of hindering. The targets suffer no hindrances to movement and suffer no penalties on Acrobatics and Stealth checks from undergrowth in forested terrain. Furthermore, forested overgrowth imposes a miss chance 10% lower than normal.

When moving in and among trees, those subject to the spell gain a +5 circumstance bonus on Acrobatics checks and Climb checks. Rangers in their favored terrain can also add their favored terrain bonus on such Acrobatics and Climb checks.

Frightful Aspect

School transmutation (polymorph); **Level** cleric 8, druid 8, sorcerer/wizard 8, witch 8
Components V, S, M (the skin of a toad)
Range personal
Target you
Duration 1 minute/level
You become a larger, awful version of yourself. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/magic, and spell resistance equal to 10 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

Frost Fall

School evocation (cold); **Level** druid 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 5-foot radius burst
Duration 1 round/2 levels
Saving Throw Fortitude partial; **Spell Resistance** yes
The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

Haunted Fey Aspect

School illusion (glamer); **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components S
Range Personal
Target You
Duration 1 round/level (D)
You surround yourself with disturbing illusions, making you

look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

Healing Thief

School necromancy **Level** sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a bit of sponge, damp with tears)
Range touch
Target creature touched
Duration 1 round/level or until discharged
Saving Throw none; **Spell Resistance** yes
With this spell you can steal the healing of the target creature. You must succeed at a melee touch attack to strike the target. If you do, until the effect ends, whenever your target is subject to a healing spell or a supernatural effect that heals hit points, the target only receives half the healing (rounded down) and you receive the other half (also rounded down). You must remain within 25 feet (plus 5 feet per two caster levels) of the target to gain this benefit. If you move outside that range, the spell is discharged. Once you steal 5 hit points per your caster level (maximum 50 hit points) of healing from this spell's effect, the spell is discharged.

Heroic Invocation

School enchantment (compulsion) [mind affecting]; **Level** sorcerer/wizard 9, witch 9
Casting Time 10 minutes
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one or more creatures, no two of which can be more than 30 ft. apart
Duration 10 minutes /level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
Using worlds of ancient power, you bestow heroic powers on all creatures subject to this spell. They gain a +4 morale bonus on attack and damage rolls, gain 2d8+4 temporary hit points, and become immune to both fear and charm effects for the spell's duration.

At the end of the spell's duration, the subjects become fatigued.

Hostile Juxtaposition

School conjuration (teleportation); **Level** sorcerer/wizard 5, summoner 4, witch 5
Casting Time 1 standard action
Components V, S, M (a coin)
Range close (25 ft. + 5 ft./2 levels)
Target one creature of your size or smaller
Duration 1 round/level or until discharged
Saving Throw Will negates; **Spell Resistance** yes
You create a dimensional link to the target creature. When attacked or the subject of a spell that deals damage to you, you can spend an immediate action to cause yourself and the target creature to teleport and switch places. The target then becomes the target of the triggering attack or spell instead of you. If you fail to teleport out of the area of an effect, that effect might still affect you. If the target creature cannot fit safely into the new space without squeezing, or you try to teleport the target into an occupied space or a space it could not normally stand within, the juxtaposition fails. Further, if the target is unconscious or dead when you attempt to switch places, the juxtaposition fails. Once you have used it to teleport once, this spell is discharged.

Hostile Juxtaposition, Greater

Level sorcerer/wizard 7, summoner 6, witch 7
Target one creature/4 levels
This spell functions like *hostile juxtaposition*, except you can target one creature for every four caster levels you have or you can target a single creature that is larger than you are. You can switch places with each target only once while the effect lasts. Once you have used it to teleport and switch places with each affected target, the spell is discharged.

Hostile Levitation

School transmutation; **Level** sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a leather loop studded with lodestones)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
You levitate the target a few inches off the ground, removing solid footing and halving the target's speed. The target also takes a –4 penalty to CMD against bull rush, drag, and reposition attempts. A targeted creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full-round action spent stabilizing allows the creature to begin again at –1.

This spell fails if cast on a flying creature.

Illusion of Calm

School illusion (figment); **Level** alchemist 1, magus 1, sorcerer/wizard 1
Casting Time 1 standard action
Component V, S
Range personal
Target you
Duration 1 minute/level
Saving Throw Will disbelieve (on hit; see below); **Spell Resistance** no
When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects

of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon.

When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the figment. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

Instrument of Agony

School transmutation; **Level** cleric 2, inquisitor 2
Casting Time 1 standard action
Components V, S
Range touch
Target weapon touched
Duration 1 minutes/level
Saving Throw Will negates (harmless, object), see text; **Spell Resistance** yes (harmless, object), see text

You cause a weapon to exude a palpable aura of divine fury.

While wielding this weapon, a creature gains a +2 morale bonus on Intimidate checks. When an attack made using the targeted weapon hits, the wielder can spend a free action to discharge the effect to inflict agony on the creature the weapon hit. If that creature has spell resistance, it applies against this effect. If the creature fails a Will save, it is nauseated for 1d4+1 rounds. If it succeeds at the saving throw, the creature is instead sickened for 1 round. The sickened condition created by the instrument is a mind-affecting effect.

Jolting Portent

School evocation (electricity) **Level** cleric 7
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round/level (D) see text
Saving Throw none; **Spell Resistance** yes

The creature you designate is surrounded by a glowing red aura of vengeful fate. Once per round when the target makes an attack or casts a spell, it must succeed at a Fortitude saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles) or Wisdom (in the case of clerics). If the target fails the saving throw, it takes 4d6 + your Charisma modifier (in the case of oracles) or Wisdom modifier (in the case of clerics) electricity damage. It takes no damage on a successful saving throw. You can dismiss this spell as an immediate action when its subject confirms a critical hit to negate the critical hit and daze the creature for 1 round. The attack still hits its target and deals normal damage. The effects of the daze occur after the attack.

Judgment Light

School evocation [light]; **Level** inquisitor 4
Casting Time 1 standard action
Components V, S
Range personal
Area 30-ft.-radius burst
Duration instantaneous, see text

An inquisitor may only cast this spell while she has a judgment active. When she does cast this spell, it causes one or more of the following effects based on the inquisitor's active judgments.

Destruction: Red light erupts from the caster. Enemies in the area take 4d8 points of damage and become shaken for 1d4 rounds. A successful Will saving throw halves the damage and negates the shaken effect.

Healing: Green light erupts from the caster. Allies in the area regain a number of hit points equal to 1d8 + the caster's Wisdom modifier.

Justice: Blue light erupts from the caster, revealing hidden and invisible creatures to all. The light outlines such creatures for 1 round per caster level, imposing a –20 penalty on Stealth checks on those creatures.

Piercing: Violet light erupts from the caster, reducing the spell resistance of enemies within the burst by 5 for 1 round per caster level.

Protection: Amber light erupts from the caster, granting allies in the burst a +2 sacred bonus to AC and CMD, and a +4 bonus to AC against critical confirmation attack rolls for 1 round per caster level.

Purity: White light erupts from the caster, allowing each ally within the burst to attempt a saving throw against a single effect that allows a saving throw with a +2 sacred bonus on the roll.

Resiliency: Golden light erupts from the caster, granting allies within the burst DR 3/magic or the alignment your judgment allows for 1 round per caster level.

Resistance: Copper light erupts from the caster, granting allies within the burst resistance 5 against the energy the judgment protects the inquisitor against when she casts this spell for 1 round per caster level.

Smiting: Silver light erupts from the caster, making allies' weapons within the burst count as magic, the alignment her weapon is, and adamantine for purposes of overcoming damage reduction for 1 round per caster level.

Jury-Rig

School transmutation; **Level** bard 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1
Casting Time 1 standard action
Range touch
Target one broken object of up to 2 lbs./level
Duration 1 round/level
Saving Throw: Will negates (harmless, object); **Spell Resistance**: yes (harmless, object)

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

Kinetic Reverberation

School transmutation; **Level** alchemist 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (rubber tree sap)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

This spell converts the momentum and force from melee attacks made against the target of the spell, reflecting them back upon the attacker's weapon. After making a successful melee attack against the target, an attacker must make a Fortitude saving throw for the weapon used. If the weapon fails the save, it takes damage equal to the damage rolled against the target. Creatures using natural attacks or unarmed strikes are unaffected by this spell.

Languid Bomb Admixture

School enchantment (compulsion) [mind-affecting]; **Level** alchemist 5
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level
Saving Throw Will negates (special, see below); **Spell Resistance** yes

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the words "bomb admixture" in their titles) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the those of the new one become active.

When you throw a bomb and hit a direct target, it affects up to four creatures—the creature the bomb hit directly, and up to three other creatures damaged by the splash (alchemist's choice). Those creatures must succeed at a Will saving throw or become fatigued.

Liberating Command

School transmutation; **Level** bard 1, cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1
Casting Time 1 immediate action
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a *hold person* spell or paralyzed by Strength damage).

Life Conduit

School conjuration (healing); **Level** summoner 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

You utilize *life conduit* to share hit points with your eidolon. While this spell is active, you can spend a swift action to transfer 1d6 hit points between you and your eidolon, either taking damage yourself and healing your eidolon or healing yourself and damaging your eidolon. If your eidolon moves farther than 50 feet from you, this spell ends.

Life Conduit, Greater

Level summoner 5
This spell functions like *life conduit*, except you can transfer 3d6 hit points as a swift action.

Life Conduit, Improved

Level summoner 3
This spell functions like *life conduit*, except you can transfer 2d6 hit points as a swift action.

Lightning Lash Bomb Admixture

School evocation [electricity]; **Level** alchemist 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level
Saving Throw special, see below; **Spell Resistance** special, see below
Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and those of the new one become active.

When you throw a bomb and hit a direct target, lashes of electrical energy are released from the bomb, coalescing on the bomb's direct target and up to three creatures that take damage from the bomb's splash (alchemist's choice). Those affected by the electricity must succeed at a Reflex saving throw or take 1d6 points of electrical damage each time they take a move action to move more than 5 feet for the duration of the effect. This effect does not ignore spell resistance.

Litany of Defense

School transmutation; **Level** antipaladin 2, inquisitor 2, paladin 2
Casting Time 1 swift action
Components V, S, DF
Range personal
Target you
Duration 1 round
Saving Throw no; **Spell Resistance** yes
Invoking this litany strengthens your defenses. Any enhancement bonus your armor has is doubled and you are immune to fear.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Eloquence

School enchantment (charm) [language dependent]; **Level** antipaladin 2, inquisitor 3, paladin 2
Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw no; **Spell Resistance** yes
Your litany is a fascinating diatribe of grace, causing your target to do nothing but listen. The target is fascinated.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Entanglement

School conjuration (calling) [language dependent]; **Level** antipaladin 2, inquisitor 3, paladin 2
Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes
Your litany conjures chains of energy that lash upward from the ground and hamper the target's movement. The target is entangled. This spell has no effect on flying creatures, or creatures not standing upon solid ground.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Escape

School conjuration (teleportation) [language dependent]; **Level** antipaladin 3, inquisitor 4, paladin 3
Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one willing creature that is grappled
Duration instantaneous
Saving Throw no; **Spell Resistance** yes
With a powerful prayer, you call upon the servants of your god to whisk a friend out of a grapple. The target loses the grappled and pinned conditions and is teleported 10 feet.

Litany of Madness

School enchantment (charm) [language dependent]; **Level** antipaladin 4, inquisitor 6

Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 or more rounds (see below)
Saving Throw no, see below; **Spell Resistance** yes
This litany is a sermon of madness. The target is confused. At the start of each of its turns, it can make a saving throw against the confused effect (DC of the spell). If the target fails the save, it continues to be confused. If it makes the save, the effect ends.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Righteousness

School evocation [good, language dependent]; **Level** inquisitor 3, paladin 2
Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw no; **Spell Resistance** yes
Calling down a litany of anathema, you make an evil more susceptible to the attacks of good creatures. If the target is evil, it takes double damage from attacks made by creatures with a good aura (from a class feature or as a creature with the good subtype). If the target also has the evil subtype; when it is hit with attacks made by creatures with a good aura, it is also dazzled for 1d4 rounds. If this spell targets a nonevil creature (or one that lacks the evil subtype), it has no effect, and the spell is wasted.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Sight

School divination; **Level** antipaladin 3, inquisitor 4, paladin 3
Casting Time 1 swift action
Components V, S, DF
Range personal
Target you
Duration 1 round
Saving Throw no; **Spell Resistance** yes
This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Sloth

School enchantment (compulsion) [language dependent, mind-affecting]; **Level** antipaladin 1, inquisitor 1, paladin 1
Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw no; **Spell Resistance** yes
With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Thunder

School evocation [language dependent, sonic]; **Level** antipaladin 4, inquisitor 5, paladin 4
Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw Fortitude negates; **Spell Resistance** yes
You call down a thunderous boom upon your enemy. The target becomes deafened until the condition is removed, and is confused for 1 round.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Vengeance

School transmutation [language dependent]; **Level** antipaladin 4, inquisitor 5, paladin 4
Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw no; **Spell Resistance** yes
This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred or profane bonus (depending on the alignment of the caster) to that attack's damage.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Warding

School transmutation; **Level** antipaladin 2, inquisitor 3, paladin 2
Casting Time 1 swift action
Components V, S, DF
Range personal
Target you
Duration 1 round
With this litany, you become more aware of your opponents. You can make two additional attacks of opportunity this round. Furthermore, you gain a +2 sacred bonus to AC against attacks of opportunity.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Litany of Weakness

School necromancy [language dependent]; **Level** antipaladin 1, inquisitor 1
Casting Time 1 swift action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw no; **Spell Resistance** yes
Your litany proclaims your target weak, sapping its strength. The target is fatigued for 1 round.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Locate Weakness

School divination; **Level** inquisitor 3, magus 3, ranger 2, sorcerer/wizard 3, witch 3
Casting time 1 standard action
Components V, S, M/DF (a pickled predator's eye)
Range personal
Target you
Duration 1 minute/level
You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.

Lock Gaze

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

Longshot

School transmutation; **Level** alchemist 1, antipaladin 1, inquisitor 1, magus 1, paladin 1, ranger 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M/DF (a piece of fletching)
Range personal
Target you
Duration 1 minute/level
This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

Magic Siege Engine

School transmutation; **Level** antipaladin 2, cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Target one siege engine touched
Duration 1 minutes/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)
This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a *magic weapon*.

Magic Siege Engine, Greater

School transmutation; **Level** antipaladin 4, cleric 5, inquisitor 4, paladin 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (black powder)
Range close (25 ft. + 5 ft./2 levels)
Target one siege engine touched
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)
This spell functions like *magic siege weapon*, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +1 per four caster levels (maximum +5). If used on a direct-fire siege weapon, this spell functions as *greater magic weapon*.

Mask Dweomer, Communal

Level witch 2
Target creatures or objects touched
This spell functions like *mask dweomer* (*Advanced Player's Guide* 232), except you divide the duration in 1-day increments among the creatures or objects touched.

Mind Blank, Communal

Level sorcerer/wizard 9, witch 9
Target creatures touched
This spell functions like *mind blank*, except you divide the duration in 1-hour increments among the creatures touched.

Mirror Strike

School transmutation; **Level** magus 1, sorcerer/wizard 1
Casting Time 1 standard action

Components V, S, M (a shard of mirror)
Range personal
Target you
Duration see text
You briefly alter the flow of time to split a melee attack into two attacks. Before the end of your next turn, when you make your next melee attack roll, compare the result to the AC of two opponents within your reach. If the selected opponents are flanking you, you gain a +2 bonus on your attack roll (and confirmation attack roll, see below). If you hit both enemies, you can deal half damage to each. Hitting only one opponent allows you to deal that opponent normal damage for your attack. On a critical threat, you can make only one attack roll to confirm the critical hit against both opponents. If you confirm against both, you deal half your critical hit damage to each. Your hit is a normal hit rather than a critical if you confirm against only one opponent. If you fail to use the effect before the end of your next turn, the spell ends.

Moment of Greatness

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M/DF (rabbit fur)
Range 50 ft.
Target The caster and allies within a 50-ft. burst centered on the caster
Duration 1 minute/level or until discharged
Saving Throw none; **Spell Resistance** yes (harmless)
Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

Mount, Communal

Level magus 2, sorcerer/wizard 2, summoner 2, witch 2
Effect up to six mounts
This spell functions like *mount*, except you can summon up to six light horses or ponies, and you divide the duration in 2-hour increments among the steeds summoned.

Mutagenic Touch

School transmutation; **Level** alchemist 4
Casting Time 1 standard action
Components V, S, M (a whole fingernail)
Range touch
Target creature touched
Duration special (see below)
When you are under of the effects of your mutagen, you can cast this spell to safely pass it to another creature with a touch. You must make a successful touch attack against the target. On a hit, the effect of the mutagen passes to the target touched, though in a lesser form. The mutagen's effect ends for you, and passes on to the creature touched, but the target only gets half of the alchemical bonus to the physical ability modifier you chose when took the mutagen, and twice the penalty to the corresponding mental ability score. If the target's mental ability score drops below 3, the target is also confused for the remaining duration of the mutagen. The mutagen continues until the duration has ended. It can be ended earlier if the target drinks or is fed the contents of a vial of antitoxin, but with only 50% chance of success.

You can use this spell on a mutagen with either the greater mutagen or advance mutagen discoveries. When you do, you always pass on half the alchemical bonus to physical abilities and twice the penalty to the mental ability score.

Named Bullet

School divination; **Level** inquisitor 4, ranger 3, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M/DF (an item from the selected creature or creature type)
Range touch
Target one piece of ammunition or one thrown weapon
Duration 10 minutes/level or until discharged
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)
You imbue the target with deadly accuracy against a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is unaffected by concealment (but not total concealment), and at a range of 30 feet or less, the attack targets the selected creature's touch AC. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 1 extra point of damage per caster level (maximum 20), which is not multiplied on a critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical.

Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

Named Bullet, Greater

Level inquisitor 6, ranger 4, sorcerer/wizard 6, witch 6
This spell functions like *named bullet*, except it deals 2 extra points of damage per caster level (maximum 40).

Negative Reaction

School illusion; **Level** bard 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
The target's actions and words fail to impress. The target of this spell takes a –10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

Nondetection, Communal

Level antipaladin 4, sorcerer/wizard 4
Components V, S, M (diamond dust worth 25 gp per target)
Target creatures or objects touched
This spell functions like *nondetection*, except you divide the duration in 1-hour increments among the creatures or objects touched.

Obsidian Flow

School transmutation [earth, fire]; **Level** druid 4, sorcerer/wizard 4, summoner 3
Casting Time 1 standard action
Components V, S, M/DF (a small piece of obsidian)
Range close (25 ft. + 5 ft./2 levels)
Area 20-ft.-radius burst
Duration instantaneous
Saving Throw Reflex partial, see text; **Spell Resistance** no
You convert a thin layer of the ground to molten glass that cools quickly. Creatures in the area take 1d6 points of fire damage per two caster levels (maximum of 10d6) and become entangled. Any creature within the area that makes a successful Reflex save takes half damage and is not entangled. An entangled creature can attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (the DC equals the spell's saving throw DC).

The ground is covered with slippery expanses and sharp shards of obsidian. The area of effect is difficult terrain, and the DC of Acrobatics checks within the area of effect increases by 5. A successful DC 15 Acrobatics check is required to run or charge across the area. A creature that falls prone in the area takes 1d6 points of damage from sharp obsidian.

Peacebond

School abjuration; **Level** inquisitor 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components S
Range close (25 ft. + 5 ft./2 levels)
Target one sheathed or slung weapon
Duration 1 minute/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)
You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

Pellet Blast

School conjuration (creation); **Level** magus 4, sorcerer/wizard 3, summoner 3
Casting time 1 standard action
Components V, S, M (a handful of metal pellets or handful of cold iron, silver, or adamantine pellets; see descriptions for cost)
Range 30 ft.
Area cone-shaped burst
Duration instantaneous

Saving throw Reflex half; **Spell Resistance** no
This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Phantom Chariot

School conjuration (creation); **Level** sorcerer/wizard 4, summoner 3
Casting Time 10 minutes
Components V, S
Effect one quasi-real chariot and draft team
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no
You conjure a quasi-real heavy chariot with four horselike creatures in a team to pull it. (The exact description can be customized as you wish.) The chariot has all the normal qualities of a heavy chariot with metal scythes (see page 182). You or a person you designate while casting the spell must drive the chariot, which can carry up to six passengers (including the driver). The team and chariot make no sound and the team does not fight, although the driver can use the chariot like any normal chariot.

The chariot and team are essentially a single entity with an AC of 19 (–2 size, +6 natural armor, +5 Dex), and 10 hit points + 2 hit points per caster level (maximum 50). If the entity loses all its hit points, it disappears, possibly subjecting all aboard to a crash (treat as wrecked). The entity gains certain powers according to caster level, just like a mount does in the *phantom steed* spell.

Phantom Driver

School conjuration (creation); **Level** bard 3, sorcerer/wizard 3
Casting Time 10 minutes
Components V, S
Range 10 ft.
Effect one quasi-real, humanlike creature
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no
You conjure a Small or Medium, quasi-real, humanlike creature (the exact physical features can be customized as you wish). This creation can drive any vehicle you command it to. This phantom creature does not fight, and while animals that power a muscle-propelled vehicle driven by the creature do respond to its commands, animals otherwise shun the creature and refuse to attack it.

The rider has an AC of 20 (+1 size, +4 natural armor, +5 Dex) if it is a Small creature or an AC of 19 (+4 natural armor, +5 Dexterity) if it is a Medium creature. It has 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom driver disappears. A phantom driver has a land speed of 30 feet, and makes all driver skill checks (no matter what skills are needed to drive the vehicle) as your caster level + your Intelligence modifier.

Phantom Steed, Communal

Level bard 4, sorcerer/wizard 4, summoner 3
Range close (25 ft. + 5 ft./2 levels)
Effect up to six quasi-real, horselike creatures
This spell functions like *phantom steed*, except you can summon up to six steeds, and you divide the duration in 1-hour intervals among the steeds summoned.

Pilfering Hand

School evocation [force]; **Level** bard 2, cleric 2, magus 2, sorcerer/wizard 2
Casting Time 1 standard action
Components S
Range close (25 ft. + 5 ft./2 levels)
Target one object
Duration see text
Saving Throw none; **Spell Resistance** yes (object)

You create and control an invisible telekinetic force, manipulating it with either startling abruptness or careful deliberateness, allowing you to seize an object from an opponent or remotely manipulate an object. You can utilize this force to one of two ends.

Abrupt Maneuver: You instantaneously attempt a disarm or steal combat maneuver against a target within range. Use your caster level as your Combat Maneuver Bonus, adding your Charisma modifier (bard, oracle, sorcerer), Intelligence modifier (magus, wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. This combat maneuver attempt does not provoke an attack of opportunity from its target, but casting this spell might. If you are successful, you pull the target object to you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it.

Careful Maneuver: You attempt a Disable Device check or a Sleight of Hand check to pick-pocket a target within range. This spell lasts as long as you need to accomplish the task, requiring your full concentration for that duration. Once you resolve the skill check, the spell ends. If you are successful on your Sleight of Hand check, you pull the target object to you as with an abrupt maneuver. The target gains a +2 bonus on its Perception check to notice the successful attempt.

Protection from Arrows, Communal

Level alchemist 3, sorcerer/wizard 3, summoner 3
Target creatures touched
This spell functions like *protection from arrows*, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

Protection from Chaos, Communal

Level cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2
Target creatures touched
This spell functions like *protection from chaos*, except you divide the duration in 1-minute intervals among the creatures touched.

Protection from Energy, Communal

Level cleric 4, druid 4, inquisitor 4, ranger 3, sorcerer/wizard 4, summoner 4
Target creatures touched
This spell functions like *protection from energy*, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Protection from Evil, Communal

Level cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2
Target creatures touched
This spell functions like *protection from evil*, except you divide the duration in 1-minute intervals among the creatures touched.

Protection from Good, Communal

Level antipaladin 2, cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2
Target creatures touched
This spell functions like *protection from good*, except you divide the duration in 1-minute intervals among the creatures touched.

Protection from Law, Communal

Level antipaladin 2, cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2
Target creatures touched
This spell functions like *protection from law*, except you divide the duration in 1-minute intervals among the creatures touched.

Pup Shape

School transmutation (polymorph); **Level** druid 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Component V, S, M (a rag doll)
Range close (25 ft. + 5 ft./2 levels)
Target one animal or magical beast.
Duration 1 round/level
Saving Throw Fortitude negates (and Will special, see text); **Spell Resistance** yes
You transform the subject animal into a Small magical beast, creating a young magical version of itself for a short period of time. While in this form, the target has only 1 HD (maximum hit points), and the target takes a –4 penalty to Strength, Constitution, Intelligence and Wisdom (minimum 1). The creature also gains a +4 size bonus to Dexterity and a +2 natural bonus.

Any nonevil creature that attempts to attack a creature in this form must succeed at a Will saving throw (using the DC of the spell) to overcome feelings of guilt and protectiveness toward the young and innocent-seeming creature. On a failed saving throw, it cannot follow through with the attack, that part of the action is lost, and it can't directly attack the transformed creature for the duration of the spell or until the spell's target attacks it. This part of the spell is a mind-affecting effect. Evil creatures have no qualms about attacking the target of this spell, in fact, some particularly heinous creatures might go out of their ways to do the target harm.

Qualm

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, inquisitor 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level or until discharged
Saving Throw Will negates; **Spell Resistance** yes
The target is suddenly beset with unexplainable doubts about the effectiveness of its actions and the righteousness of its cause. The creature takes a –10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends, or until it spends its entire turn doing absolutely nothing (it spends a full-round action gaining focus). Spending an entire turn doing nothing discharges the spell.

Recoil Fire

School transmutation; **Level** sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (hoof shavings from a mule)
Range close (25 ft. + 5 ft./2 levels)
Target 1 firearm
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)
The target firearm suddenly fires of its own volition, even if it is unloaded, generating a recoil so great that the wielder or carrier of the firearm must scramble to hold onto it and becomes flat-footed until the start of his next turn. If the wielder is already flat-footed, he is instead knocked prone. If the firearm was loaded, that ammunition is wasted.

Reinforce Armaments

School transmutation; **Level** cleric 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M/DF (a metal pin)
Range touch
Target one armor suit or weapon touched
Duration 10 minutes/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)
You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

Reinforce Armaments, Communal

Level cleric 2, magus 2, sorcerer/wizard 2, witch 2
Target armor suits or weapons touched
This spell functions like *reinforce armaments*, except you divide the duration in 10-minute intervals among the objects touched.

Reloading Hands

School conjuration (creation); **Level** magus 2, ranger 2, sorcerer/wizard 2
Casting time 1 standard action
Components V, S
Range touch
Target projectile weapon touched
Duration 1 round/caster level (D)
Saving throw Will negates (object, harmless); Spell resistance yes (object, harmless)
Once per round, phantom hands load a single ranged weapon or firearm with conjured ammunition. This ammunition counts as magical for overcoming damage reduction and attacking incorporeal creatures, but is the standard for its type (a normal bullet or pellets and black powder in the case of firearms). Conjured ammunition ceases to exist 1 round after it is removed from the weapon, or at the end of the duration, whichever comes first.

Resinous Skin

School transmutation; **Level** alchemist 3, druid 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 minutes/level
Saving Throw see text; **Spell Resistance** no
You coat your body with a resinous substance, protecting you from attacks and binding weapons that strike you. You gain DR 5/piercing, as well as a +4 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +2 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a –2 penalty on attempts to break the grapple and to escape the grapple using Escape Artist. Any weapon, that strikes you becomes stuck unless its wielder succeeds at a Reflex saving throw. Such a weapon can be pulled free of you only with a successful Strength check (DC = your saving throw DC for this spell). This spell has no effect on unarmed strikes or natural weapons.

Resist Energy, Communal

Level alchemist 3, cleric 3, druid 3, inquisitor 3, paladin 3, ranger 3, sorcerer/wizard 3, summoner 3
Target creatures touched
This spell functions like *resist energy*, except you divide the duration in 10-minute intervals among the creatures touched.

Returning Weapon

School conjuration (teleportation); **Level** bard 2, cleric 2, inquisitor 1, magus 1, ranger 1, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one weapon that can be thrown
Duration 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)
For the duration of the spell, the target weapon acts as if it had the *returning* weapon special ability (see page 471 of the *Core Rulebook*). This spell can be used as the prerequisite for the *returning* weapon special ability.

Returning Weapon, Communal

Level bard 3, cleric 3, inquisitor 2, magus 2, ranger 2, sorcerer/wizard 3, witch 3
Target creatures touched
This spell functions like *returning weapon*, except you divide the duration in 1-minute intervals among the weapons touched.

Ricochet Shot

School evocation; **Level** ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a wishbone)
Range close (25 ft. + 5 ft./2 levels)
Target one projectile weapon
Duration 1 round/level or until discharged
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)
You imbue a projectile weapon with the ability to ricochet any projectiles that hit one target so that they also hit another. When the wielder ricochets a projectile, she selects a primary target to attack. If she hits the primary target, the projectile ricochets instead of being destroyed. The wielder can then select a secondary target that is within 20 feet of the primary target. She makes an attack roll against the secondary target at the same base attack bonus, but does not gain the benefit from any enhancement bonuses or magic qualities on the projectile. If the shot comes from a firearm, the ricochet targets normal AC rather than touch AC.

While the spell lasts, the target weapon's wielder can ricochet one projectile per three caster levels you possess, to a maximum of six at caster level 18th. Once the target weapon's wielder ricochets that many shots, the spell is discharged. If the weapon's wielder fails to use all the ricochets before the spell end, those ricochets are wasted.

See Alignment

School divination; **Level** alchemist 1, bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (eye of newt)
Range personal
Target you
Duration 1/round per level
When you cast this spell, select a single alignment (such as lawful good or chaotic evil). Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot.

Spells and effects that obscure alignment, like *undetectable alignment*, also obscure the effects of this spell.

Shadow Bomb Admixture

School conjuration (creation); **Level** alchemist 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level
Saving Throw special, see below; **Spell Resistance** special, see below
Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw a bomb and hit a direct target, a shadowy substance is released from the bomb covering the direct target and up to three creatures that take damage from the bomb's splash (alchemist's choice). The affected creatures must successfully make a Fortitude saving throw, or they gain concealment but treat all other creatures as having concealment for the duration of the *shadow bomb admixture*. This effect does not ignore spell resistance.

Share Language, Communal

Level bard 2, cleric 3, druid 3, sorcerer/wizard 3
Targets creatures touched
This spell functions like *share language* (*Advanced Player's Guide* 243), except you divide the duration in 1-hour increments among the creatures touched.

Shock Shield

School abjuration [electricity, force]; **Level** alchemist 1, magus 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minutes/level (D)
This spell creates an invisible shield similar to but not as strong as the *shield* spell. This shield hovers in front of you and negates *magic missile* attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks.

At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of electrical damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.

Shocking Image

School illusion (figment) [electricity]; **Level** bard 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range personal

Target you
Duration 1 minute/level
Saving Throw none; **Spell Resistance** see text
This spell works like *mirror image*, except the illusory doubles it creates discharge an electric shock when destroyed. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of electricity damage. You must overcome a target's spell resistance the first time you deal this electricity damage to it. Failure renders the target immune to damage from this spell.

Siege of Trees

School transmutation; **Level** druid 7
Casting Time 10 minutes
Range close (25 ft. + 5 ft./2 levels)
Targets one Large plant per three caster levels
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no
You imbue inanimate plants with limited mobility and a semblance of life. Each plant targeted acts as a light catapult (see page 162) until the end of the spell's duration, though you must spend a standard action to aim each of these tree catapults before the first time they fire, and anytime thereafter when you want the trees to fire at a new target. With a free action, you can command one or all of the trees under your command to stop firing. You do not need to supply ammunition to these tree catapults; they will automatically load themselves with rocks and boulders in the area, digging them deep from the ground if need be. You can supply the trees ammunition if you desire. The tree will not load flaming ammunition, and these catapult trees cannot be affected by *energy siege shot* (see page 228) if the energy selected is fire.

Siege of Trees, Greater

School transmutation; **Level** druid 9
Targets one Gargantuan, Huge, or Large plant per three caster levels
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no
As *siege of trees*, but you can affect larger-sized plants. Each plant acts as a catapult of its size.

Spell Immunity, Communal

Level cleric 5, inquisitor 5

Target creatures touched
This spell functions like *spell immunity*, except you divide the duration in 10-minute intervals among the creatures touched.

Spell Immunity, Greater Communal

School abjuration; **Level** cleric 9
Target creatures touched
This spell functions like *greater spell immunity*, except you divide the duration among the creatures in 10-minute intervals among the creatures touched.

Spider Climb, Communal

Level alchemist 3, druid 3, sorcerer/wizard 3, summoner 3
Target creatures touched
This spell functions like *spider climb*, except you divide the duration in 10-minute intervals among the creatures touched.

Spontaneous Immolation

School evocation [fire]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (pinch of saltpeter)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw Fortitude half and Reflex (see description); **Spell Resistance** yes
You point your finger at a creature, causing it to spontaneously burst into flame. The target takes 3d6 points of fire damage and catches on fire (*Pathfinder RPG Core Rulebook* 444). A successful Fortitude save reduces this damage by half and prevents the target from catching on fire. Each round on your turn, a burning target can attempt a new save to extinguish the flames (DC equal to the DC of the spell); otherwise it takes another 1d6 fire damage.

Stabilize Powder

School transmutation; **Level** sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a few drops of liquor)
Range close (25 ft. + 5 ft./2 levels)
Target 1 loaded firearm
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)
Ammunition currently loaded in the target firearm is less prone to misfire. Decrease the misfire range by 1 + 1 per five caster levels (maximum +5, minimum misfire 0) for the ammunition currently loaded into that firearm.

Stoneskin, Communal

Level alchemist 5, druid 6, inquisitor 5, sorcerer/wizard 5, summoner 4
Components V, S, M (granite and diamond dust worth 100 gp per creature affected)
Target creatures touched
This spell functions like *stoneskin*, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

Summoner Conduit

School necromancy; **Level** cleric 4, sorcerer/wizard 5, summoner 4, witch 5
Casting Time 1 standard action
Components V, S, M (two flies)
Range close (25 ft. + 5 ft./2 levels)
Target one summoned creature or eidolon
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes
You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target's summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence.

Sun Metal

School transmutation [fire]; **Level** cleric 1, paladin 1, ranger 1
Casting Time 1 standard action
Components V, S
Range touch
Target one melee weapon
Duration 1 round/level (see text)
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)
The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the *flaming* or *flaming burst* weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the *frost* or *icy burst* weapon special ability or any other effect that grants a weapon extra cold damage.

Symbol of Striking

School illusion (shadow); **Level** cleric 5, magus 5, sorcerer/wizard 5, witch 5
Components V, S, M (a masterwork melee weapon costing at least 300 gp)
Saving Throw Will half, see text; **Spell Resistance** yes, see text
This spell functions like *symbol of death*, except that using the

material component, you scribe a *symbol of striking* so it fills a 5-foot square. Once triggered, the *symbol of striking* glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier (magus, witch, wizard) or Wisdom modifier (cleric) or Charisma modifier (oracle, sorcerer) as its attack bonus, the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks.

The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit.

Tactical Acumen

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, inquisitor 2, magus 2, paladin 1, sorcerer/wizard 2
Casting time 1 standard action
Components V, S, M/DF (a small piece of a map)
Range 30 ft.
Area The caster and all allies within a 30-ft.-radius burst, centered on the caster
Duration 1 round/level (D)
Saving throw Will negates (harmless); **Spell resistance** yes (harmless)

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess (maximum +4).

Tar Pool

School transmutation [earth, fire]; **Level** druid 6, sorcerer/wizard 6, summoner 5
Casting Time 1 standard action
Components V, S, M/DF (a ball of hardened tar)
Range close (25 ft. + 5 ft./2 levels)
Area 20-ft.-radius burst
Duration 1 round/level
Saving Throw Reflex partial, see text; **Spell Resistance** no

You convert a layer of the ground to hot tar. Creatures in the area when the tar appears take 1d6 points of fire damage per two caster levels (maximum of 10d6) and must succeed at a Reflex save or become entangled. An entangled creature receives a saving throw each round to free itself from the tar, and can also attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (DC = spell saving throw DC).

It costs 2 squares of movement to enter a square in the area of effect, and the DC of Acrobatics checks within the area of effect increases by 5. The area is difficult terrain. A creature that moves into or starts its turn in the area takes 2d6 points of fire damage and must reattempt this Reflex save or become entangled. A creature that falls prone in the area takes a –4 penalty on its Reflex save against the tar and on Strength and Escape Artist checks to escape the tar.

A creature that escapes the tar still takes fire damage from the tar until the spell ends or that creature spends a full-round action removing the tar. A creature with tar on it takes a –4 penalty on Acrobatics and Fly checks made to fly with wings or similar appendages.

Targeted Bomb Admixture

School transmutation; **Level** alchemist 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw bombs, they can only hit a direct target; they do not splash. However, the bomb deals its base damage plus double your Intelligence modifier instead of just its base damage plus your Intelligence modifier.

Telekinetic Assembly

School transmutation; **Level** magus 2, sorcerer/wizard 2
Casting time 1 minute
Components V, S, F (a miniature of the target siege engine, costing 10 gp)
Range close (25 ft + 5 ft./2 levels)
Target one disassembled siege engine
Duration instantaneous
Saving throw none **Spell Resistance** no

You assemble a siege engine, using up to one fewer worker per two caster levels you possess. You can do without one additional worker if you have any ranks in Knowledge (engineering), plus one additional worker per 5 ranks you have in that skill. If your

caster level combined with Knowledge (engineering) fails to eliminate the need for workers, this spell fails.

Telekinetic Charge

School evocation [force]; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one willing creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You telekinetically launch an ally across the battlefield to anywhere within this spell's range. While moving, your ally is flying just above the ground unless you wish otherwise. Movement from this spell provokes attacks of opportunity as normal, although you can lift your ally over objects or out of enemy reach, as long as your ally remains within this spell's range. If your ally lands adjacent to an opponent, he can spend an immediate action to make a melee attack against that opponent with a +2 bonus on the attack roll.

Terrain Bond

School enchantment; **Level** ranger 4
Casting Time 1 standard action
Components V, S, M (a pinch of earth taken from your most favored terrain)
Range personal
Target you
Duration 1 hour/2 levels (D)

You call upon the spirits of nature to help you adapt to your environment. You treat the terrain you are in as your most favored terrain until this spell ends.

If you do not have the favored terrain class feature, you gain no benefit from this spell.

Thunder Fire

School transmutation; **Level** bard 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a piece of spent thunderstone)
Range close (25 ft. + 5 ft./2 levels)
Target 1 loaded firearm
Duration instantaneous
Saving Throw Will negates (object), see text; **Spell Resistance** yes (object), see text

The firearm targeted creates a thunderous report, even if the firearm is not loaded. Every creature within 15 feet of the creature wielding or carrying the firearm must succeed at a Fortitude save or be deafened for 1 minute. The creature wielding or carrying the firearm takes a –4 penalty on this saving throw, and his misfire range increases by 1 for 1d4 rounds. If the firearm was loaded when it was targeted by this spell, that ammunition is wasted.

Tongues, Communal

Level alchemist 4, bard 3, cleric 5, sorcerer/wizard 4, summoner 4, witch 4
Target creatures touched

This spell functions like *tongues*, except you divide the duration in 10-minute intervals among the creatures touched.

Touch Injection

School transmutation; **Level** alchemist 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range personal
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

You must hold an elixir, infused extract, poison, or potion in hand as you cast this spell. The held substance drains from its container into a magical sac in your body. While the spell lasts, you can deliver the substance with a mere touch. To do so to an opponent, you must make a successful melee touch attack. If you hit, the substance takes effect immediately, despite any onset period, and that opponent receives the normal saving throw (if any) against the substance. If you miss, the substance remains in the magical sac for you to use later.

This spell protects you from poison in the sac, but unless you have the poison use class feature, you suffer a 5% chance of exposing yourself to the poison when you first cast the spell. If you roll a natural 1 while attempting to inject the poison into an enemy, you are exposed to it.

Twisted Space

School transmutation; **Level** magus 2, sorcerer/wizard 2, summoner 2
Casting Time 1 standard action
Components V, S, M (a length of wire bent into a circle)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

You distort the space around a creature, twisting the path of its melee attacks unpredictably, but always toward a nearby creature that the target threatens. Until the start of your next turn, melee attacks made by the target creature affect a random target instead of their intended target.

Unerring Weapon

School transmutation; **Level** inquisitor 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one weapon or 20 projectiles, all of which must be together at the time of casting
Duration 1 round/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell causes a weapon to veer closer to vital areas, improving the result of a critical threat. This transmutation grants a +2 bonus on attack rolls to confirm critical hits plus 1 additional bonus point per four caster levels (maximum total bonus +7). If the spell is cast on projectiles, the effect ends on a specific projectile whenever that projectile is used to make an attack, regardless of whether the attack hits. For this spell, shuriken are considered projectiles.

Viper Bomb Admixture

School conjuration (creation); **Level** alchemist 4
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw a bomb and hit a target directly, up to four vipers are released from the bomb. One viper attacks the target of the direct hit, and the other vipers attack up to three creatures that take damage from the splash damage. The vipers make melee touch attacks (using your base attack bonus + Intelligence modifier) and on a hit deal 1d4 + your Intelligence modifier damage, and the target is poisoned as if by a venomous snake (*Pathfinder RPG Bestiary* 255). Hit or miss, the conjured vipers disappear after they make the attack. The conjured snakes are not damaged or adversely affected by the bombs you throw.

Walk through Space

School conjuration (teleportation); **Level** alchemist 6, magus 6, sorcerer/wizard 7, summoner 6, witch 7
Components V, S, M (a wren's egg)
Range personal
Target you
Duration 1 round/level

When under the effects of this spell, you can teleport up to 30 feet as a move action. You must end this movement in an unoccupied space that you can stand on within line of sight. Alternatively, you can spend a move action to teleport to a standing position from lying prone. Teleporting does not provoke attacks of opportunity.

Warding Weapon

School abjuration; **Level** magus 1, sorcerer/wizard 2, summoner 2
Casting Time 1 standard action
Components V, S, F (one melee weapon you are proficient in and you are holding)
Range personal
Target you
Duration 1 round/level

The focus of this spell flies upward above your head and takes a defensive position within your space. It lunges at opponents, as if guided by a martially trained hand, parrying and turning back melee attacks aimed at you, but does not strike back at any opponent nor does it damage them. The weapon serves

only as a defense. While it protects you, you can cast spells without provoking attacks of opportunity, without the need to cast them defensively.

A creature with the Disruptive feat (*Core Rulebook* 122) can easily bypass this spell's defenses. You provoke attacks of opportunity for casting spells against these creatures even when subject to this spell, though you can still choose to cast defensively.

Water Walk, Communal

Level cleric 4, ranger 4
Target creatures touched
This spell functions like *water walk*, except you divide the duration in 10-minute intervals among the creatures touched.

Weaken Powder

School transmutation; **Level** druid 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M/DF (an empty paper cartridge)
Range close (25 ft. + 5 ft./2 levels)
Target 1 loaded firearm
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)
Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a –2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

Wilderness Soldiers

School transmutation: **Level** druid 2, ranger 2
Casting Time 1 standard action
Components V, S
Range 30 ft.
Area 30-ft.-radius emanation, centered on you
Duration 1 round/level
Saving Throw none; **Spell Resistance** no
You call on the plants nearby to aid you in combat. This spell is ineffective if no plants you can direct are within the area. You can spend a swift action and/or a standard action on each of your turns to direct one of the following attacks. The attack bonus or CMB for these attacks equals your base attack bonus + your Wisdom modifier. You grant a +1 bonus per three caster levels (maximum +5) on damage rolls due to this spell. Your *wilderness soldiers* never provoke attacks of opportunity, and they do not count as allies for flanking or other purposes.

Tree: A tree makes a melee attack with a 10-foot reach from its trunk. A hit deals an amount of damage equal to 1d8 points + your Wisdom modifier. The tree can instead attempt a bull rush, drag, or reposition combat maneuver with the same reach, but the tree cannot move itself.

Undergrowth or Hedgerow: Acting as a Medium creature, one square of undergrowth or hedgerow attempts a grapple combat maneuver against an opponent within or adjacent to that square. Heavy undergrowth gains a +2 bonus to its CMD. Undergrowth cannot move the grapple or pin a foe, but it can deal an amount of damage equal to 1d4 points + your Wisdom modifier by making a successful grapple check against a foe it is grappling. The undergrowth's CMD is 5 + its CMB. If you fail to direct the undergrowth to maintain the grapple, it releases its opponent.

Wreath of Blades

School abjuration; **Level** magus 4, sorcerer/wizard 5, summoner 5, witch 5
Casting Time 1 standard action
Components V, S, F (four mithral daggers, each worth at least 502 gp each)
Range personal
Target you
Area 5-foot-radius emanation centered on you
Duration 1 round/level
Saving Throw Reflex half (special, see below); **Spell Resistance** no (special, see below)
The daggers serving as focus of this spell take on a deadly sharpness as they animate and spin around you, creating a 5-foot-radius emanation of spinning mithral blades that moves with you. Any creature that starts its turn within the area of the spinning blades takes 1d4 points of damage for every two caster levels (maximum 10d4 at 20th level) and the damage bypasses DR/silver.

Furthermore, the daggers ward off some attacks, in a way similar to the *warding weapon* spell (see page 48). While subject to this spell, you do not provoke attacks of opportunity for casting spells, even from creatures with the Disruptive feat. Creatures with the Spellbreaker feat (*Core Rulebook* 134) can easily bypass this defensive property, though they still take damage from the spell. Your casting (even failing to cast defensively) still provokes attacks of opportunity from creatures with that feat.

Lastly, the blades that serve as the focus for this spell can be enchanted for greater effect. When all of the blades share the same enhancement bonus and special weapon qualities, a creature that is damaged by this spell is also treated as if hit by one of these weapons. For example, if a 12th-level magus casts this spell using four *+1 frost mithral daggers* as focus, the damage dealt by the blades would be 6d4+1 plus 1d6 cold damage, as long as the daggers were commanded to be sheathed in ice. No matter the modifications made to the focus weapons, they must always be mithral daggers. No other type of weapons can serve as a focus for this spell.

Appendix: New Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
One-Handed Melee Weapons								
Mere club[P]	2 gp	1d3	1d4	×2	—	2 lbs.	B or P	fragile
Martial Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Weight[1]**	**Type[2]**	**Special**
Light Melee Weapons								
Butterfly sword[E]	20 gp	1d3	1d4	19–20/×2	—	1 lb.	S	monk
Gladius[G]	15 gp	1d4	1d6	19–20/×2	—	3 lbs.	P or S	performance
Iron brush[E]	2 gp	1d2	1d3	×2	10 ft.	—	P	—
Jutte[E]	8 gp	1d4	1d6	×2	—	1 lb.	B	disarm, monk
Kerambit [E]	2 gp	1d2	1d3	×3	—	—	S	—
Lungchuan tamo[E]	5 gp	1d3	1d4	×2	10 ft.	1 lb.	P or S	monk
Shang gou[E]	6 gp	1d3	1d4	×2	—	1 lb.	S	disarm or trip (see description), monk
Tonfa[E]	1 gp	1d4	1d6	×2	—	1 lb.	B	blocking, monk
Wushu dart (5)[E]	1 gp	1d2	1d3	×2	10 ft.	—	P	monk
One-Handed Melee Weapons								
Broadsword, nine ring[E]	15 gp	1d6	1d8	×3	—	4 lbs.	S	monk
Double chicken saber[E]	12 gp	1d4	1d6	19–20/×2	—	3 lbs.	S	disarm, monk
Scizore[G]	20 gp	1d8	1d10	×2	—	3 lbs.	P	performance
Sibat[E]	2 gp	1d4	1d6	×3	10 ft.	2 lbs.	P or S	see description
Terbutje[P]	5 gp	1d6	1d8	19–20/×2	—	2 lbs.	S	fragile
Two-Handed Melee Weapons								
Hooked lance[E]	3 gp	1d6	1d8	×4	—	10 lbs.	P	reach, trip
Mattock[P]	12 gp	1d6	2d4	×4	—	12 lbs.	P	fragile
Monk's spade[E]	20 gp	1d4/1d4	1d6/1d6	×2	—	12 lbs.	B or P or S	double, monk
Naginata[E]	35 gp	1d6	1d8	×4	—	9 lbs.	S	reach
Nodachi[E]	60 gp	1d8	1d10	18–20/×2	—	8 lbs.	S or P	brace
Rhomphaia[P]	15 gp	1d6	2d4	×3	—	10 lbs.	P or S	brace, fragile, reach
Sansetsukon[E]	8 gp	1d8	1d10	19–20/×2	—	3 lbs.	B	blocking, disarm, monk
Sword, tri-point double-edged[E]	12 gp	1d8	1d10	×3	—	14 lbs.	P	reach
Tepoztopilli[P]	8 gp	1d8	1d10	19–20/×2	—	8 lbs.	P or S	fragile, reach
Tiger fork[E]	5 gp	1d6	1d8	×2	—	8 lbs.	P	brace, monk
Ranged Weapons								
Amentum[G]	—	1d4	1d6	×2	50 ft.	1 lb.	P	performance
Javelin[G]	1 gp	—	—	—	—	2 lbs.	—	—
Arrow, iron-tipped distance (20)[E]	1 gp	—	—	—	—	4 lbs.	—	—
Arrow, whistling (20)[E]	2 gp	—	—	—	—	3 lbs.	—	—
Atlatl[P]	2 gp	1d4	1d6	×2	50 ft.	2 lbs.	P	—
Atlatl dart[P]	1 gp	—	—	—	—	2 lbs.	—	—
Poisoned sand tube[E]	1 gp	special	special	—	—	1 lb.	—	—
Tube arrow shooter[E]	3 gp	1d3	1d4	×2	40 ft.	1/2 lb.	P	—
Bamboo shaft (10)[E]	1 gp	—	—	—	—	1/2 lb.	—	—

[E] Eastern Weapon (see pages 130–135). [G] Gladiator Weapon (see pages 144–145). [P] Primitive Weapon (see pages 146–149).

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Aklys[G]	5 gp	1d6	1d8	×2	20 ft.	2 lbs.	B	performance, trip
Dan bong[E]	1 sp	1d2	1d3	19–20/×2	10 ft.	—	B	blocking, monk
Emei piercer[E]	3 gp	1d2	1d3	19–20/×2	—	—	P	monk, see text
Fighting fan[E]	5 gp	1d3	1d4	×3	—	—	S or P	distracting, monk
Knuckle axe[G]	9 gp	1d4	1d6	×3	—	2 lbs.	S	monk, performance
Madu, leather[G]	40 gp	1d3	1d4	×2	—	5 lbs.	P	performance
Madu, steel[G]	40 gp	1d3	1d4	×2	—	6 lbs.	P	performance
Pata[G]	14 gp	1d4	1d6	×3	—	3 lbs.	P	performance
Quadrens[G]	8 gp	1d4	1d6	19–20/×2	—	2 lbs.	P	performance
Scorpion whip[G]	5 gp	1d3	1d4	×2	—	3 lbs	S	performance
Sica[G]	10 gp	1d4	1d6	×2	—	2 lbs.	S	performance
Tekko-kagi (iron claw)[E]	2 gp	1d2	1d3	×2	—	—	P	disarm, see text
Wakizashi[E]	35 gp	1d4	1d6	18–20/×2	—	2 lbs.	P or S	deadly
One-Handed Melee Weapons								
Hooked axe[G]	20 gp	1d6	1d8	×3	—	7 lbs.	S	disarm, performance, trip
Katana[E]	50 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	deadly
Nine-section whip[E]	8 gp	1d6	1d8	19–20/×2	—	3 lbs.	B	blocking, distracting, monk, trip
Shotel[G]	30 gp	1d6	1d8	×3	—	3 lbs.	P	performance
Taiaha[P]	10 gp	1d8/1d4	1d10/1d6	×2/×3	—	8 lbs.	B or P	double
Terbutje, great[P]	12 gp	1d8	1d10	19–20/×2	—	4 lbs.	S	fragile
Urumi[E]	30 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	distracting
Wahaika[P]	3 gp	1d4	1d6	×2	10 ft.	3 lbs.	B	disarm
Two-Handed Melee Weapons								
Bo staff[E]	1 gp	1d4	1d6	×2	—	3 lbs.	B	blocking, double, monk
Flying blade[G]	40 gp	1d10	1d12	×3	—	12 lbs.	S	performance, reach
Harpoon[P]	5 gp	1d6	1d8	×3	10 ft.	16 lbs.	P	fragile, grappling
Kama, double-chained[E]	8 gp	1d4/1d4	1d6/1d6	×2	—	4 lbs.	S	double, monk, reach, trip
Katana, double walking stick[E]	50 gp	1d4/1d4	1d6/1d6	×3	—	6 lbs.	B	double
Kusarigama (sickle and chain)[E] monk,	12 gp	1d2/1d4	1d3/1d6	×2	—	3 lbs.	S or B	double, grapple, reach, trip
Kyoketsu shoge[E]	6 gp	1d3	1d4	×2	20 ft.	1 lb.	S or P	disarm, grapple, monk, reach
Meteor hammer[E]	10 gp	1d6	1d8	×2	—	10 lbs.	B	reach, trip
Sword, seven-branched[E]	50 gp	1d8	1d10	×3	—	7 lbs.	S	disarm, monk
Tetsubo[E]	20 gp	1d8	1d10	×4	—	10 lbs.	B	—
Ranged Weapons								
Kestros[P]	1 gp	1d6	1d8	×3	50 ft.	1 lb.	P	—
Kestros dart (10)[P]	5 gp	—	—	—	—	5 lbs.	—	—
Rope dart[E]	1 gp	1d3	1d4	×2	20 ft.	—	P	blocking, distracting, monk
Throwing shield[G]	+50 gp	1d4	1d6	×2	20 ft.	—	B	performance, trip

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] A weapon with two types is either type (wielder's choice) if the entry specifies "or."

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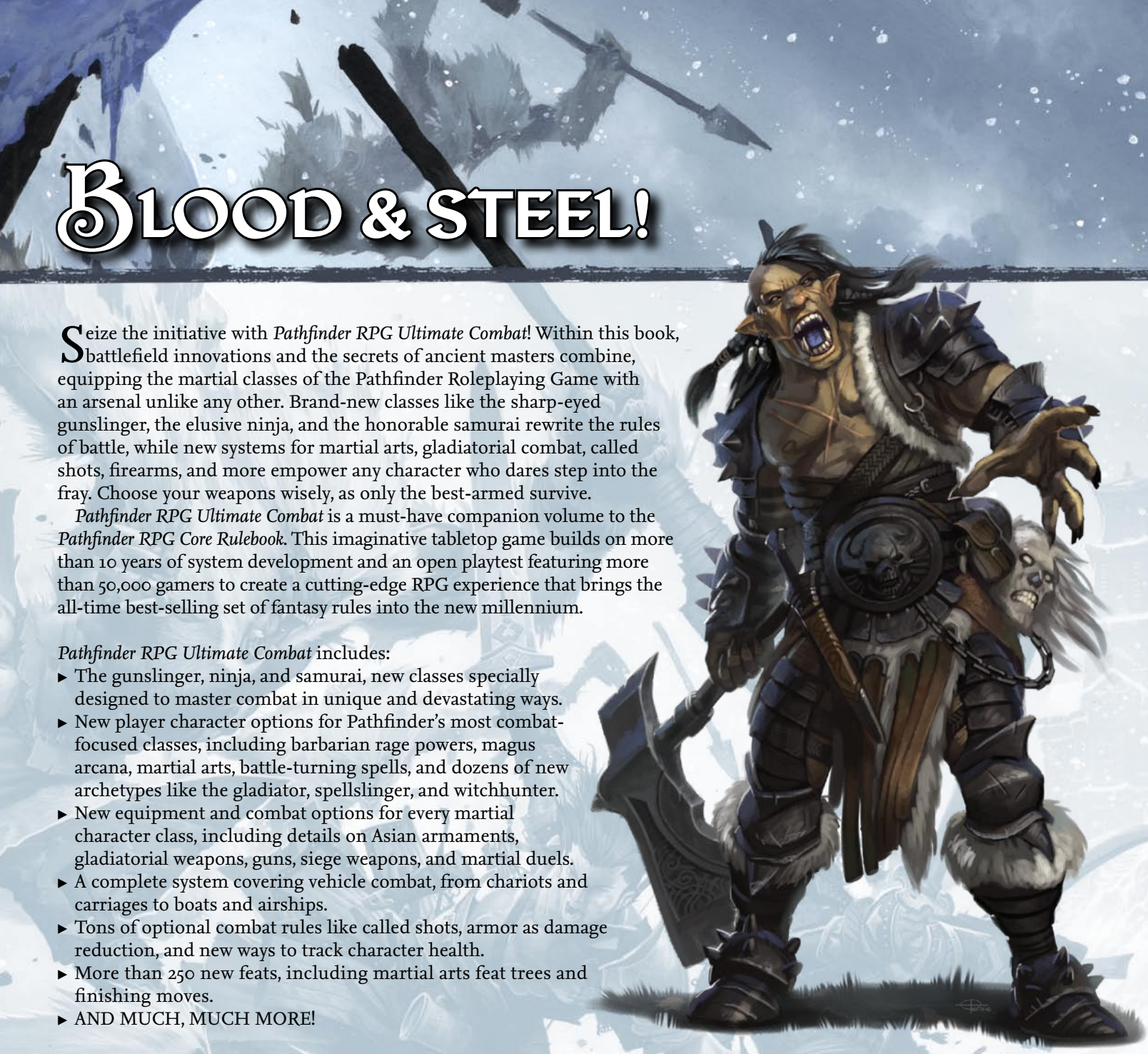

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