



2 CLASSES



Gods, the smell!” Alain leapt backward as the troglodytes scrambled toward them over the ancient stones.

“One would think you’d be used to it by now,” Alahazra observed. Alain waved her away irritably.

“Not now, crone!” He swept his longsword in a wide arc, forcing back the attackers who suddenly stood tall, brandishing spears and swords. Alain swore.

“I refuse to die in a cesspit. If one of us could get around behind them, we might have a fighting chance, but I don’t—”

“That can be arranged,” the oracle said. Then, spreading her arms, she rose into the air.

BASE CLASSES

While most common folk have shared ale with a fighter or perhaps even seen a wizard perform an awesome act of magic, these are not the only adventurers known to legends and history. The following character classes present new options for players and greater variety for a Game Master's cast of nonplayer characters.

BASE CLASSES

The six new base classes presented in this book are equivalent in power to the 11 core classes in the *Pathfinder RPG Core Rulebook*. Game Masters (also called GMs) are encouraged to allow players to choose freely from these classes and the other additional rules and options in this book, but each GM must make a personal decision about what is and isn't allowed in his campaign, and the relative prevalence of such character classes in his or her world.

Each new class presents interesting character themes and special abilities as follows.

Alchemist: The alchemist is the master of alchemy, using extracts to grant him great power, mutagens to enhance his form, and bombs to destroy his enemies.

Cavalier: Mounted upon his mighty steed, the cavalier is a brave warrior, using his wit, charm, and strength at arms to rally his companions and achieve his goals.

Inquisitor: Scourge of the unfaithful and hunter of horrors, the inquisitor roots out the enemies of her faith with grim conviction and an array of divine blessings.

Oracle: Drawing upon divine mysteries, the oracle channels divine power through her body and soul, but at a terrible price.

Summoner: Bonded to a mysterious creature called an eidolon, the summoner focuses his power on strengthening that connection and enhancing his strange, otherworldly companion.

Witch: Lurking on the fringe of civilization, the witch makes a powerful connection with a patron that grants her strange and mysterious powers through a special familiar.

STARTING WEALTH

The following table lists the starting gold piece values by class. In addition, each character begins play with an outfit worth 10 gp or less.

Class	Starting Wealth	Average
Alchemist	3d6 × 10 gp	105 gp
Cavalier	5d6 × 10 gp	175 gp
Inquisitor	4d6 × 10 gp	140 gp
Oracle	3d6 × 10 gp	105 gp
Summoner	2d6 × 10 gp	70 gp
Witch	3d6 × 10 gp	105 gp

ALCHEMIST

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, providing tindertwigs and smokesticks, the true alchemist answers a deeper calling. Rather than cast magic like a spellcaster, the alchemist captures his own magic potential within liquids and extracts he creates, infusing his chemicals with virulent power to grant him impressive skill with poisons, explosives, and all manner of self-transformative magic.

Role: The alchemist's reputation is not softened by his exuberance (some would say dangerous recklessness) in perfecting his magical extracts and potion-like creations, infusing these substances with magic siphoned from his aura and using his own body as experimental stock. Nor is it mollified by the alchemist's almost gleeful passion for building explosive bombs and discovering strange new poisons and methods for their use. These traits, while making him a liability and risk for most civilized organizations and institutions of higher learning, seem to fit quite well with most adventuring groups.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

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

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the alchemist.

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

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

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

An alchemist can create three special types of magical items—extracts, bombs, and mutagens. Bombs are explosive splash weapons, and mutagens are transformative elixirs that the alchemist drinks to enhance his physical abilities—both of these are detailed in their own sections below.

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

An alchemist can create only a certain number of extracts of each level per day. His base daily allotment of extracts is given on Table 2–1. In addition, he receives bonus extracts per day if he has a high Intelligence score, in the same way a wizard receives bonus spells per day.

When an alchemist mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own magical aura. An extract immediately becomes inert if it leaves the alchemist's possession, reactivating as soon as it returns to his keeping—an alchemist cannot normally pass out his extracts for allies to use (but see the “infusion” discovery below). An extract, once created, remains potent for 1 day before losing its magic, so an alchemist must re-prepare his extracts every day. Mixing an extract takes 1 minute of work—most alchemists prepare many extracts at the start of the day or just before going on an adventure, but it's not uncommon for an alchemist to keep some (or even all) of his daily extract slots open so that he can prepare extracts in the field as needed.

Although the alchemist doesn't actually cast spells, he does have a formulae list that determines what extracts he can create (see page 32). An alchemist can utilize spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses Use Magic Device to do so). An extract is “cast” by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking alchemist. An alchemist can draw and drink an extract as a standard action. The alchemist uses his level as the caster level to determine any effect based on caster level.

Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements (alchemist extracts that duplicate divine spells never have a divine focus requirement).

An alchemist can prepare an extract of any formula he knows. To learn or use an extract, an alchemist must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against an alchemist's extract is 10 + the extract level + the alchemist's Intelligence modifier.

An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can



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

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

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, an alchemist's bomb inflicts 1d6 points of fire damage + additional damage equal to the alchemist's Intelligence modifier. The damage of an alchemist's bomb increases by 1d6 points at every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from an alchemist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

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

Brew Potion (Ex): At 1st level, alchemists receive Brew Potion as a bonus feat. An alchemist can brew potions of any formulae he knows (up to 3rd level), using his alchemist

level as his caster level. The spell must be one that can be made into a potion. The alchemist does not need to meet the prerequisites for this feat.

Mutagen (Su): At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a –2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

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

Discovery (Su): At 2nd level, and then again every 2 levels thereafter (up to 18th level), an alchemist makes an incredible alchemical discovery. Unless otherwise noted, an alchemist cannot select an individual discovery more than once. Some discoveries can only be made if the alchemist has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify bombs that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

TABLE 2-1: ALCHEMIST

Level	Base	Fort Save	Ref Save	Will Save	Special	Extracts per Day					
	Attack Bonus					1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Alchemy, bomb 1d6, Brew Potion, mutagen, Throw Anything	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Discovery, poison resistance +2, poison use	2	—	—	—	—	—
3rd	+2	+3	+3	+1	Bomb 2d6, swift alchemy	3	—	—	—	—	—
4th	+3	+4	+4	+1	Discovery	3	1	—	—	—	—
5th	+3	+4	+4	+1	Bomb 3d6, poison resistance +4	4	2	—	—	—	—
6th	+4	+5	+5	+2	Discovery, swift poisoning	4	3	—	—	—	—
7th	+5	+5	+5	+2	Bomb 4d6	4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Discovery, poison resistance +6	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Bomb 5d6	5	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Discovery, poison immunity	5	4	3	1	—	—
11th	+8/+3	+7	+7	+3	Bomb 6d6	5	4	4	2	—	—
12th	+9/+4	+8	+8	+4	Discovery	5	5	4	3	—	—
13th	+9/+4	+8	+8	+4	Bomb 7d6	5	5	4	3	1	—
14th	+10/+5	+9	+9	+4	Discovery, persistent mutagen	5	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Bomb 8d6	5	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5	Discovery	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Bomb 9d6	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Discovery, instant alchemy	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Bomb 10d6	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Grand discovery	5	5	5	5	5	5

Acid bomb*: When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Combine extracts: When the alchemist creates an extract, he can place two formulae into one extract. When the extract is consumed, both formulae take effect. This extract has a level two levels higher than the highest-level formulae placed in the extract. An alchemist must be at least 8th level before selecting this discovery.

Concentrate poison: The alchemist can combine two doses of the same poison to increase their effects. This requires two doses of the poison and 1 minute of concentration. When completed, the alchemist has one dose of poison. The poison's frequency is extended by 50% and the save DC increases by +2. This poison must be used within 1 hour of its creation or it is ruined.

Concussive bomb*: When the alchemist creates a bomb, he can choose to have it inflict sonic damage. Concussive bombs deal 1d4 points of sonic damage, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a concussive bomb are deafened for 1 minute unless they succeed at a Fortitude save. An alchemist must be at least 6th level before selecting this discovery.

Delayed bomb: The alchemist can place a bomb so that it explodes a number of rounds after the alchemist ceases contact with the bomb. This delay can be any number of rounds as chosen by the alchemist, up to a number of rounds equal to his level. If at any point the alchemist reclaims possession of the delayed bomb, he can end the timer and prevent the bomb's detonation. A delayed bomb detonates immediately if any other creature attempts to touch or move it, or if the bomb's contents are removed from the vial (such as if the vial breaks). The bomb deals damage as if it scored a direct hit to any creature in the square with the bomb when it detonates, and splash damage to all adjacent creatures as normal. An alchemist cannot have more than one delayed bomb at one time. If he creates another delayed bomb, the previous bomb becomes inert. *Dispel magic* can neutralize a delayed bomb, as can a successful Disable Device check (DC equals 10 + the alchemist's level + the alchemist's Intelligence modifier). An alchemist must be at least 8th level before selecting this discovery.

Dilution: Once per day, the alchemist can dilute any one potion or elixir, creating two doses of the same potion from one. Diluting a potion costs a number of gp equal to one-quarter of the potion's market value. A potion that has been diluted cannot be diluted again.

This discovery cannot be used to dilute extracts or mutagens. An alchemist must be at least 12th level before selecting this discovery.

Dispelling Bomb: When the alchemist creates a bomb, he can choose to have it dispel magic effects instead of deal damage. Creatures that take a direct hit from a dispelling bomb are subject to a targeted *dispel magic* spell, using the alchemist's level as the caster level. This cannot be used to target a specific spell effect. The alchemist must be at least 6th level before selecting this discovery.

Elixir of life: Once per day, the alchemist can brew an elixir of life. This special concoction costs 25,000 gp to create and takes 1 hour of work. An elixir of life, when administered by the alchemist who brewed it, restores life to a dead creature as per the spell *true resurrection*. Alternatively, the alchemist himself may drink the elixir of life, after which point he is immediately targeted with a *resurrection* spell the next time he is killed. Used in this manner, the effects of an elixir of life persist only for a number of days equal to the alchemist's Intelligence modifier; if he does not die before that time expires, the effects of the elixir of life end. An alchemist must be at least 16th level before selecting this discovery.

Enhance potion: A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.

Eternal potion: If an alchemist drinks a potion that he extends, the effects of that potion become permanent until he chooses to make another potion effect permanent. An alchemist must be at least 16th level and must possess the extend potion discovery before selecting this discovery.

Explosive bomb*: The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage 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 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Extend potion: A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks that does not have an instantaneous duration to function at twice its normal duration. This does not apply to extracts.

Fast bombs: An alchemist with this discovery can quickly create enough bombs to throw more than one in a single round. The alchemist can prepare and throw additional bombs as a full-round action if his base attack bonus is high enough to grant him additional attacks. This functions just like a full-attack with a

ranged weapon. An alchemist must be at least 8th level before selecting this discovery.

Feral mutagen: Whenever the alchemist imbibes a mutagen, he gains two claw attacks and a bite attack. These are primary attacks and are made using the alchemist's full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if the alchemist is Small) and the bite attack deals 1d8 points of damage (1d6 if the alchemist is Small). While the mutagen is in effect, the alchemist gains a +2 competence bonus on Intimidate skill checks.

Force bomb*: When the alchemist creates a bomb, he can choose to have it inflict force damage. Force bombs deal 1d4 points of force damage, plus 1d4 points of force damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save. An alchemist must be at least 8th level before selecting this discovery.

Frost bomb*: When the alchemist creates a bomb, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

Grand mutagen: The alchemist's mutagen now grants a +6 natural armor bonus, a +8 alchemical bonus to one ability score (Strength, Dexterity, or Constitution), a +6 alchemical bonus to a second physical ability score, and a +4 alchemical bonus to a third physical ability score. The alchemist takes a -2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists (see Mutagen). An alchemist must be at least 16th level and must possess the greater mutagen discovery before selecting this discovery.

Greater mutagen: The alchemist's mutagen now grants a +4 natural armor bonus, a +6 alchemical bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +4 alchemical bonus to a second physical ability score. The alchemist takes a -2 penalty on both associated mental ability scores as long as the mutagen persists. An alchemist must be at least 12th level before selecting this discovery.

Infuse mutagen: When the alchemist creates a mutagen, he can infuse it with an extra bit of his own magical power. This inflicts 2 points of Intelligence damage to the alchemist and costs 1,000 gp in rare reagents, but the mutagen created persists on its own and is not rendered inert if the alchemist creates another mutagen. This allows an alchemist to create different types of mutagens and keep them handy for emergencies. This does not allow an alchemist to gain the effects of multiple mutagens—only the most recently imbibed mutagen has any effect.

Inferno bomb*: The effects of the smoke created by an alchemist's bomb duplicate the effects of *incendiary cloud*

instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level. An alchemist must be at least 16th level and must possess the smoke bomb discovery before selecting this discovery.

Infusion: When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, it continues to occupy one of the alchemist's daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.

Madness bomb: The alchemist's bombs do more than sear flesh—they sear the mind. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus 1d4 points of Wisdom damage. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). The amount of Wisdom damage dealt by a madness bomb is reduced by 1 for each madness bomb that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage. An alchemist must be at least 12th level before selecting this discovery.

Poison bomb*: The effects of the smoke created by an alchemist's bomb duplicates the effects of *cloudkill* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level. An alchemist must be at least 12th level and must possess the smoke bomb discovery before selecting this discovery.

Precise bombs: Whenever the alchemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.

Shock bomb*: When the alchemist creates a bomb, he can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.

Smoke bomb*: When the alchemist creates a bomb, he can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.

Sticky bomb: The effects of the alchemist's bombs are persistent and continue to damage creatures for 1 round after the initial damage. Creatures that take a direct hit from a sticky bomb take the splash damage 1 round later. Bombs that have effects that would normally occur 1 round later instead have those effects occur 2 rounds later. An alchemist must be at least 10th level before selecting this discovery.

Sticky poison: Any poison the alchemist creates is sticky—when the alchemist applies it to a weapon, the

weapon remains poisoned for a number of strikes equal to the alchemist's Intelligence modifier. An alchemist must be at least 6th level before selecting this discovery.

Stink bomb*: The effects of the smoke created by an alchemist's bomb can duplicate the effects of *stinking cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round. An alchemist must possess the smoke bomb discovery before selecting this discovery.

Poison Resistance (Ex): At 2nd level, an alchemist gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an alchemist becomes completely immune to poison.

Poison Use (Ex): Alchemists are trained in the use of poison and starting at 2nd level, cannot accidentally poison themselves when applying poison to a weapon.

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

Swift Poisoning (Ex): At 6th level, an alchemist can apply a dose of poison to a weapon as a swift action.

Persistent Mutagen (Su): At 14th level, the effects of a mutagen last for 1 hour per level.

Instant Alchemy (Ex): At 18th level, an alchemist can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation. He can apply poison to a weapon as an immediate action.

Grand Discovery (Su): At 20th level, the alchemist makes a grand discovery. He immediately learns two normal discoveries, but also learns a third discovery chosen from the list below, representing a truly astounding alchemical breakthrough of significant import. For many alchemists, the promise of one of these grand discoveries is the primary goal of their experiments and hard work.

Awakened Intellect: The alchemist's constant exposure to strange chemicals has expanded his mind. His Intelligence score permanently increases by 2 points.

Eternal Youth: The alchemist has discovered a cure for aging, and from this point forward he takes no penalty to his physical ability scores from advanced age. If the alchemist is already taking such penalties, they are removed at this time.

Fast Healing: The alchemist's flesh responds to damage with shocking speed—he gains fast healing 5.

Philosopher's Stone: The alchemist learns how to create a *philosopher's stone*, and can do so once per month at no cost. Creating a *philosopher's stone* takes 1 day of work.

Poison Touch: The alchemist gains a poisonous touch, as if under the effects of a *poison* spell. He can suppress or activate this ability as a free action. The physical appearance of how the alchemist generates and delivers his poisonous touch varies from alchemist to alchemist.

True Mutagen: The alchemist's mutagen now grants a +8 natural armor bonus and a +8 alchemical bonus to Strength, Dexterity, and Constitution. The alchemist takes a –2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists (see *Mutagen*). An alchemist must possess the grand mutagen discovery before selecting this discovery.

ALCHEMIST FORMULAE

Alchemists gain access to a variety of formulae, allowing them to make extracts of the following spells. While most of these spells are found in the *Core Rulebook*, those marked with an asterisk (*) appear in Chapter 5 of this book.

1st-Level Alchemist Formulae—*ant haul**, *bomber's eye**, *comprehend languages*, *crafters' fortune**, *cure light wounds*, *detect secret doors*, *detect undead*, *disguise self*, *endure elements*, *enlarge person*, *expeditious retreat*, *identify*, *jump*, *keen senses**, *negate aroma**, *reduce person*, *shield*, *stone fist**, *touch of the sea**, *true strike*.

2nd-Level Alchemist Formulae—*aid*, *alchemical allocation**, *alter self*, *barkskin*, *bear's endurance*, *blur*, *bull's strength*, *cat's grace*, *cure moderate wounds*, *darkvision*, *delay poison*, *detect thoughts*, *eagle's splendor*, *elemental touch**, *false life*, *fire breath**, *fox's cunning*, *invisibility*, *levitate*, *owl's wisdom*, *perceive cues**, *protection from arrows*, *resist energy*, *restoration (lesser)*, *see invisibility*, *spider climb*, *transmute potion to poison**, *undetectable alignment*, *vomit swarm**.

3rd-Level Alchemist Formulae—*absorbing touch**, *amplify elixir**, *arcane sight*, *beast shape I*, *bloodhound**, *cure serious wounds*, *displacement*, *draconic reservoir**, *elemental aura**, *fly*, *gaseous form*, *haste*, *heroism*, *nondetection*, *protection from energy*, *rage*, *remove blindness/deafness*, *remove curse*, *remove disease*, *seek thoughts**, *thorn body**, *tongues*, *water breathing*.

4th-Level Alchemist Formulae—*air walk*, *arcane eye*, *beast shape II*, *cure critical wounds*, *death ward*, *detonate**, *discern lies*, *dragon's breath**, *elemental body I*, *fire shield*, *fluid form**, *freedom of movement*, *invisibility (greater)*, *neutralize poison*, *restoration*, *spell immunity*, *stoneskin*, *universal formula**.

5th-Level Alchemist Formulae—*beast shape III*, *contact other plane*, *delayed consumption**, *dream*, *elemental body II*, *elude time**, *magic jar*, *nightmare*, *overland flight*, *planar adaptation**, *plant shape I*, *polymorph*, *resurgent transformation**, *sending*, *spell resistance*.

6th-Level Alchemist Formulae—*analyze dweomer*, *beast shape IV*, *elemental body III*, *eyebite*, *form of the dragon I*, *giant form I*, *heal*, *mislead*, *plant shape II*, *shadow walk*, *statue*, *transformation*, *true seeing*, *twin form**, *wind walk*.

CAVALIER

While many warriors strive to perfect their art, spending all of their time honing their skill at martial arms, others spend as much effort dedicating themselves to a cause. These warriors, known as cavaliers, swear themselves to a purpose, serving it above all else. Cavaliers are skilled at fighting from horseback, and are often found charging across a battlefield, with the symbol of their order trailing on a long, fluttering banner. The cavalier's true power comes from the conviction of his ideals, the oaths that he swears, and the challenges he makes.

Role: Cavaliers tend to marshal forces on the battlefield, using their mounted talents and challenges to control the flow of the fight. Outside of battle, cavaliers can be found advancing their cause through diplomacy and, if needed, subterfuge. The cavalier is no stranger to courtly intrigue and can hold his own in even the most delicate of social situations.

Alignment: Any.

Hit Dice: d10.

CLASS SKILLS

The cavalier'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 cavalier.

Weapon and Armor Proficiency: Cavaliers are proficient with all simple and martial weapons, with all types of armor (heavy, light, and medium) and with shields (except tower shields).

Challenge (Ex): Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the cavalier's level. The 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.

Challenging a foe requires much of the cavalier's concentration. The cavalier 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 cavalier's challenge also includes another effect which is listed in the section describing the cavalier's order.

Mount (Ex): A cavalier 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 cavalier's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium cavalier can select a camel or a horse. A Small cavalier can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

A cavalier 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 cavalier's mount does not gain the share spells special ability.

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

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

A cavalier cannot change his order without undertaking 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 accomplished, he gains all of the bonuses from his new order. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

Tactician (Ex): At 1st level, a cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. Allies do not need to meet the prerequisites of these bonus feats. The cavalier can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Cavalier's Charge (Ex): At 3rd level, a cavalier learns to make more accurate

charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Expert Trainer (Ex): At 4th level, a cavalier learns to train mounts with speed and unsurpassed expertise. The cavalier receives a bonus equal to 1/2 his cavalier level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one



mount at once, although each mount after the first adds +2 to the DC.

Banner (Ex): At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier'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 cavalier or his mount to function.

Bonus Feat: At 6th level, and at every six levels thereafter, a cavalier 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 cavalier must meet the prerequisites of these bonus feats.

Greater Tactician (Ex): At 9th level, the cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Using the tactician ability is a swift action.

Mighty Charge (Ex): At 11th level, a cavalier learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the cavalier can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Demanding Challenge (Ex): At 12th level, whenever a cavalier 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 cavalier, it takes a -2 penalty to its AC from attacks made by anyone other than the cavalier.

Greater Banner (Ex): At 14th level, the cavalier'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 cavalier 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.

Master Tactician (Ex): At 17th level, the cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Whenever the cavalier uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats.

Supreme Charge (Ex): At 20th level, whenever the cavalier makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the cavalier confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the cavalier's base attack bonus.

CAVALIER ORDERS

The following orders represent the most common chosen by cavaliers. Members of these orders are not necessarily bound together, but some organizations do exist that are comprised of cavaliers that all belong to one specific order.

Order of the Cockatrice

A cavalier who belongs to this order serves only himself, working to further his own aims and increase his own prestige. Cavaliers of this order tend to be selfish and concerned only with personal goals and objectives.

Edicts: The cavalier must keep his own interests and aims above those of all others. He must always accept payment when it is due, rewards when earned, and an even (or greater) share of loot. The cavalier must take every opportunity to increase his own stature, prestige, and power.

Challenge: Whenever an order of the cockatrice cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as he is the only creature threatening the target (not counting his mount). This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the cockatrice cavalier adds Appraise (Int) and Perform (Cha) to his list of class skills. In addition, an order of the cockatrice cavalier adds his Charisma modifier to the DC on another creature's attempt to demoralize him through Intimidate (in addition to his Wisdom modifier, as normal).

Order Abilities: A cavalier that belongs to the order of the cockatrice gains the following abilities as he increases in level.

Braggart (Ex): At 2nd level, the cavalier can spend a standard action to extol his own accomplishments and battle prowess. He receives Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability. The cavalier receives a +2 morale bonus on melee attack rolls made against demoralized targets.

Steal Glory (Ex): At 8th level, the cavalier can steal the glory from another creature's successful strike. Whenever a creature other than the cavalier scores a critical hit against a target that the cavalier is threatening, he can make an attack of opportunity against the same target.

Moment of Triumph (Ex): At 15th level, the cavalier can, as a free action, declare a moment of triumph. For 1

TABLE 2-2: CAVALIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Challenge 1/day, mount, order, tactician
2nd	+2	+3	+0	+0	Order ability
3rd	+3	+3	+1	+1	Cavalier's charge
4th	+4	+4	+1	+1	Challenge 2/day, expert trainer
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 tactician
10th	+10/+5	+7	+3	+3	Challenge 4/day
11th	+11/+6/+1	+7	+3	+3	Mighty charge
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	Master tactician
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	Supreme charge

round, the cavalier receives a competence bonus equal to his Charisma modifier on all ability checks, attack rolls, damage rolls, saving throws, and skill checks. This bonus is also added to his AC. In addition, any critical threats he makes are automatically confirmed. The cavalier can use this ability once per day.

Order of the Dragon

Cavaliers belonging to the order of the dragon dedicate themselves to a group of like-minded individuals, be it a mercenary company or a small band of adventurers. These cavaliers believe in loyalty and friendship, and are willing to lay down their lives to protect their allies.

Edicts: The cavalier must remain loyal to his allies and must always work to further the aims of the group. He must protect his allies from harm and defend their honor when called into doubt.

Challenge: Whenever an order of the dragon cavalier issues a challenge, his allies receive a +1 circumstance bonus on melee attack rolls against the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the dragon cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, whenever an order of the dragon cavalier uses Survival to

provide food and water for his allies or to protect his allies from harsh weather, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier that belongs to the order of the dragon gains the following abilities as he increases in level.

Aid Allies (Ex): At 2nd level, whenever an order of the dragon cavalier uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check. At 8th level, and every six levels thereafter, this bonus increases by an additional +1.

Strategy (Ex): At 8th level, the cavalier can spend a standard action to grant one of a number of bonuses to all allies within 30 feet (including himself). The allies must be able to see or hear the cavalier to receive this bonus. The cavalier can grant a +2 dodge bonus to AC for 1 round, a +2 morale bonus on all attack rolls for 1 round, or the ability to move up to their speed as an immediate action once. The cavalier can grant a different bonus to each ally within range, but allies can only benefit from this ability once per combat.

Act as One (Ex): At 15th level, the cavalier can spend a standard action to move up to his speed and make a melee attack. All allies within 30 feet can also move up to their speed and make a melee attack as an immediate action. This movement and attack can be made as a charge

if the movement qualifies. All attacks are made at a +2 bonus (this stacks with the bonus from a charge) and all participants receive a +2 dodge bonus to their AC for 1 round. A cavalier can use this ability once per combat.

Order of the Lion

A cavalier who belongs to this order has pledged himself to a sovereign; be it a king, queen, or even the local warlord. Cavaliers of this order are stalwart and dedicated to their cause, willing to go any length to ensure the safety of their lord and his domain.

Edicts: The cavalier must protect the life and lands of his sovereign at all costs. He must obey the commands of his sovereign without question. He must strive to expand the power and prestige of his realm.

Challenge: Whenever an order of the lion cavalier issues a challenge, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

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

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

Lion's Call (Ex): At 2nd level, an order of the lion cavalier gains the ability to rally his allies. As a standard action, he can give an encouraging speech which grants all allies within 60 feet a competence bonus on their saving throws against fear equal to his Charisma modifier and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

For the King (Ex): At 8th level, an order of the lion cavalier can call out to his allies, inspiring them to greatness. As a swift action, the cavalier can grant a competence bonus equal to his Charisma modifier on all attack and damage rolls to all allies within 30 feet. This bonus lasts for 1 round. This ability can be used once per combat.

Shield of the Liege (Ex): At 15th level, an order of the lion cavalier can protect those around him. Allies that are adjacent to the cavalier receive a +2 shield bonus to their AC. In addition, as an immediate action, the cavalier can redirect an attack made at a creature adjacent to himself, as long as the creature making the attack is within the cavalier's reach. This ability must be declared before the attack roll is made. The attack is made against the cavalier's AC and defenses, even if the creature could not normally

reach or attack the cavalier. The cavalier loses any cover or concealment bonuses when subject to the redirected attack.

Order of the Shield

Cavaliers who join the order of the shield devote their lives to protecting the common folk, from the simple farmer to the honest craftsman. These cavaliers stand before the tide, protecting the innocent from roving marauders and hungry monsters.

Edicts: The cavalier must protect the lives and prosperity of the common folk, shielding them from the deprivations of those who would seek to cause them harm or exploit them. He must give charity when it is warranted and aid when needed. He must take no action that would cause harm or hardship to those who cannot defend themselves.

Challenge: Whenever an order of the shield cavalier issues a challenge, he receives a +1 morale bonus on attack rolls made against the target of his challenge if the target makes an attack against a target other than the cavalier. This bonus lasts for 1 minute. The bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the shield cavalier adds Heal (Wis) and Knowledge (local) (Int) to his list of class skills. Whenever an order of the shield cavalier uses the Heal skill on a creature other than himself, 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 shield gains the following abilities as he increases in level.

Resolute (Ex): At 2nd level, whenever the cavalier takes damage from a melee or ranged attack while wearing heavy armor, the cavalier can convert 1 point of lethal damage to 1 point of nonlethal damage. He can use this ability once each time he takes damage. This ability cannot be used to convert ability damage, ability drain, or energy damage to nonlethal damage. At 6th level, and every four levels thereafter, the amount of damage the cavalier can convert increases by 1.

Stem the Tide (Ex): At 8th level, the cavalier receives Stand Still as a bonus feat, even if he does not meet the prerequisites. Instead of making a combat maneuver check to stop the creature from moving, a cavalier with this ability can elect to make a normal attack instead. If the attack hits and deals damage, the target must stop moving, just as if the cavalier had made a successful combat maneuver check.

Protect the Meek (Ex): At 15th level, the cavalier can move to intercept foes. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. The cavalier must end

his movement adjacent to an enemy. On his next turn, the cavalier is staggered and cannot use this ability again for 1 round.

Order of the Star

Cavaliers who join the order of the star dedicate themselves to the protection and service of a faith and its members. Cavaliers belonging to this order tend to follow many of the tenets and guides of the religion that they serve. When a cavalier joins this order, he should select a single religion to serve.

Edicts: The cavalier must strive to protect the faith and all those who follow its teachings, from priest to common man. He must adhere to the strictures of the faith, promote its cause whenever possible, and serve the agents of the divine.

Challenge: Whenever an order of the star cavalier issues a challenge, he receives a +1 morale bonus on all his saving throws as long as he is threatening the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the star cavalier adds Heal (Wis) and Knowledge (religion) (Int) to his list of class skills. An order of the star cavalier can make Knowledge (religion) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves his chosen faith.

Order Abilities: An order of the star cavalier gains the following abilities as he increases in level.

Calling (Ex): At 2nd level, the cavalier can make a short prayer as a standard action, filling him with confidence in his abilities. At any point in the next minute, he can receive a competence bonus on an ability check, attack roll, saving throw, or skill check equal to his Charisma modifier. He must declare that he is using this bonus before the roll is made. He can use this ability up to four times per day, once for each type of check or roll. In addition, the cavalier adds 1/2 his cavalier level to any levels of paladin or cleric he might possess for the purposes of determining the effects of channel energy or lay on hands.

For the Faith (Ex): At 8th level, the cavalier can call upon his faith to bolster himself in combat. As a free action, the cavalier can call out the name of his deity, granting him a morale bonus on attack rolls equal to his Charisma modifier for 1 round. In addition, any allies within 30 feet that share his faith also receive half this bonus (minimum +1). The cavalier can use this ability once per day, plus one additional time per day at 12th level and every four levels thereafter.

Retribution (Ex): At 15th level, the cavalier can take retribution on those who dare to strike an agent of his faith. Whenever an enemy makes a successful melee attack against the cavalier or an adjacent ally devoted

to the same faith as the cavalier, the enemy provokes an attack of opportunity from the cavalier. The cavalier receives a +2 morale bonus on the attack of opportunity. If the attack made by the enemy was a critical hit, the cavalier may treat the enemy as the target of his challenge for the attack of opportunity. The cavalier can use this ability once per round.

Order of the Sword

Cavaliers who join the order of the sword dedicate their lives to the code of chivalry, living a life of honor, valor, and fairness. Cavaliers of this order tend to swear service to a lord or a lady. Of all the orders, the order of the sword is perhaps the broadest in terms of its focus and ideals.

Edicts: The cavalier must show courage in the face of danger, mercy to those who have wronged him, and charity to the poor and the meek. He must be just and honorable at all times and in all things. He must defend his honor and, above all else, the honor of those he serves.

Challenge: Whenever an order of the sword cavalier issues a challenge, he receives a +1 morale bonus on attack rolls against the target of his challenge so long as he is astride his mount. The bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the sword cavalier adds Knowledge (nobility) (Int) and Knowledge (religion) (Int) to his list of class skills. Whenever the cavalier uses Sense Motive to oppose a Bluff check, he receives a competence bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of the sword cavalier receives the following abilities as he increases in level.

By My Honor (Ex): At 2nd level, the cavalier must select one alignment. As long as he maintains the selected alignment, he receives a +2 morale bonus to one saving throw of his choice.

Mounted Mastery (Ex): At 8th level, the cavalier ignores the armor check penalty when using the Ride skill, regardless of whether or not the creature he is riding is his mount. Whenever he makes a charge attack while mounted, he receives a +4 dodge bonus to his AC to avoid attacks set against his charge. When making such an attack, he can add his mount's Strength modifier to the damage roll, in addition to his own. He also receives a bonus feat, chosen from the following list: Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, or Unseat. He must qualify for the feat selected.

Knight's Challenge (Ex): At 15th level, the cavalier can make a knight's challenge once per day. This functions like a normal challenge, but the cavalier adds his Charisma bonus on all attack rolls and damage rolls made against the target of his challenge. In addition, he receives a +4 circumstance bonus on attack rolls made to confirm critical hits against the target of his knight's challenge.

INQUISITOR

Grim and determined, the inquisitor roots out enemies of the faith, using trickery and guile when righteousness and purity is not enough. Although inquisitors are dedicated to a deity, they are above many of the normal rules and conventions of the church. They answer to their deity and their own sense of justice alone, and are willing to take extreme measures to meet their goals.

Role: Inquisitors tend to move from place to place, chasing down enemies and researching emerging threats. As a result, they often travel with others, if for no other reason than to mask their presence. Inquisitors work with members of their faith whenever possible, but even such allies are not above suspicion.

Alignment: An inquisitor's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

Hit Dice: d8.

CLASS SKILLS

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

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the inquisitor.

Weapon and Armor Proficiency: An inquisitor is proficient with all simple weapons, plus the hand crossbow, longbow, repeating crossbow, shortbow, and the favored weapon of her deity. She is also proficient with light armor, medium armor, and shields (except tower shields).

Spells: An inquisitor casts divine spells drawn from the inquisitor spell list (see page 42). She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

To learn or cast a spell, an inquisitor must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an inquisitor's spell is 10 + the spell level + the inquisitor's Wisdom modifier.

An inquisitor can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table 2-3. In addition, she receives bonus spells

per day if she has a high Wisdom score (see Table 1-3 of the *Pathfinder RPG Core Rulebook*).

An inquisitor's selection of spells is extremely limited. An inquisitor begins play knowing four 0-level spells and two 1st-level spells of the inquisitor's choice. At each new inquisitor level, she gains one or more new spells as indicated on Table 2-4. (Unlike spells per day, the number of spells an inquisitor knows is not affected by her Wisdom score. The numbers on Table 2-4 are fixed.)

Upon reaching 5th level, and at every third inquisitor level thereafter (8th, 11th, and so on), an inquisitor can choose to learn a new spell in place of one she already knows. In effect, the inquisitor "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level inquisitor spell she can cast. The inquisitor may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Domain: Like a cleric's deity, an inquisitor's deity influences her alignment, what magic she can perform, and her values. Although not as tied to the tenets of the deity as a cleric, an inquisitor must still hold such guidelines in high regard, despite that fact she can go against them if it serves the greater good of the faith. An inquisitor can select one domain from among those belonging to her deity. She can select an alignment domain only if her alignment matches that domain. With the GM's approval, an inquisitor can be devoted to an ideal instead of a deity, selecting one domain to represent her personal inclination and abilities. The restriction on alignment domains still applies.

Each domain grants a number of domain powers, depending on the level of the inquisitor. An inquisitor does not gain the bonus spells listed for each domain, nor does she gain bonus spell slots. The inquisitor uses her level as her effective cleric level when determining the power and effect of her domain powers. If the inquisitor has cleric levels, one of her two domain selections must be the same domain selected as an inquisitor. Levels of cleric and inquisitor stack for the purpose of determining domain powers and abilities, but not for bonus spells.

Judgment (Su): Starting at 1st level, an inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made.

At 1st level, an inquisitor can use this ability once per day. At 4th level and every three levels thereafter, the inquisitor can use this ability one additional time per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end.

The inquisitor must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action, she can change this judgment to another type. If the inquisitor is evil, she receives profane bonuses instead of sacred, as appropriate. Neutral inquisitors must select profane or sacred bonuses. Once made, this choice cannot be changed.

Destruction: The inquisitor is filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels she possesses.

Healing: The inquisitor is surrounded by a healing light, gaining fast healing 1. This causes the inquisitor to heal 1 point of damage each round as long as the inquisitor is alive and the judgment lasts. The amount of healing increases by 1 point for every three inquisitor levels she possesses.

Justice: This judgment spurs the inquisitor to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Piercing: This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +1 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases by +1 for every three inquisitor levels she possesses.

Protection: The inquisitor is surrounded by a protective aura, granting a +1 sacred bonus to Armor Class. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled against attack rolls made to confirm critical hits against the inquisitor.

Purity: The inquisitor is protected from the vile taint of her foes, gaining a +1 sacred bonus on all saving throws. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, the bonus is doubled against curses, diseases, and poisons.

Resiliency: This judgment makes the inquisitor resistant to harm, granting DR 1/magic. This DR increases by 1 for every five levels she possesses. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite the inquisitor's. If she is neutral, the inquisitor does not receive this increase.

Resistance: The inquisitor is shielded by a flickering aura, gaining 2 points of energy resistance against one

energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 2 for every three inquisitor levels she possesses.

Smiting: This judgment bathes the inquisitor's weapons in a divine light. The inquisitor's weapons count as magic for the purposes of bypassing damage reduction. At 6th level, the inquisitor's weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of the inquisitor's alignments. If the inquisitor is neutral, she does not receive this bonus. At 10th level, the inquisitor's weapons also count as adamantite for the



TABLE 2-3: INQUISITOR

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Domain, judgment 1/day, monster lore, orisons, stern gaze	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Cunning initiative, <i>detect alignment</i> , track	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Solo tactics, teamwork feat	3	—	—	—	—	—
4th	+3	+4	+1	+4	Judgment 2/day	3	1	—	—	—	—
5th	+3	+4	+1	+4	Bane, <i>discern lies</i>	4	2	—	—	—	—
6th	+4	+5	+2	+5	Teamwork feat	4	3	—	—	—	—
7th	+5	+5	+2	+5	Judgment 3/day	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Second judgment	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Teamwork feat	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Judgment 4/day	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Stalwart	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Greater bane, teamwork feat	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Judgment 5/day	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Exploit weakness	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Teamwork feat	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Judgment 6/day, third judgment	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Slayer	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Teamwork feat	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Judgment 7/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	True judgment	5	5	5	5	5	5

purpose of overcoming damage reduction (but not for reducing hardness).

Monster Lore (Ex): The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Orisons: Inquisitors learn a number of orisons, or 0-level spells, as noted on Table 2-4 under “Spells Known.” These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots, such as those due to metamagic feats, are expended normally.

Stern Gaze (Ex): Inquisitors are skilled at sensing deception and intimidating their foes. An inquisitor receives a morale bonus on all Intimidate and Sense Motive checks equal to 1/2 her inquisitor level (minimum +1).

Cunning Initiative (Ex): At 2nd level, an inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

Detect Alignment (Sp): At will, an inquisitor can use *detect chaos*, *detect evil*, *detect good*, or *detect law*. She can only use one of these at any given time.

Track (Ex): At 2nd level, an inquisitor adds half her level on Survival skill checks made to follow or identify tracks.

Solo Tactics (Ex): At 3rd level, all of the inquisitor’s allies are treated as if they possessed the same teamwork feats as

the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies’ positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Teamwork Feat: At 3rd level, and every three levels thereafter, the inquisitor gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The inquisitor must meet the prerequisites of the selected bonus feat.

As a standard action, the inquisitor can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat she has already learned. In effect, the inquisitor loses the bonus feat in exchange for the new one. She can only change the most recent teamwork feat gained. Whenever she gains a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. An inquisitor can change her most recent teamwork feat a number of times per day equal to her Wisdom modifier.

Bane (Su): At 5th level, an inquisitor can imbue one of her weapons with the *bane* weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is

humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive.

Discern Lies (Sp): At 5th level, an inquisitor can *discern lies*, as per the spell, for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive. Activating this ability is an immediate action.

Second Judgment (Ex): At 8th level, whenever an inquisitor uses her judgment ability, she selects two different judgments, instead of one. This only consumes one use of her judgment ability. As a swift action, she can change one of these judgments to another type.

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

Greater Bane (Su): At 12th level, whenever an inquisitor uses her bane ability, the amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.

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

Third Judgment (Ex): At 16th level, whenever an inquisitor uses her judgment ability, she selects three different judgments, instead of just two. This only consumes one use of her judgment ability. As a swift action, the inquisitor can change one of these judgments to another type.

Slayer (Ex): At 17th level, an inquisitor learns to focus her judgment. Whenever an inquisitor uses her judgment ability, she must select one type of judgment. She is treated as if she were 5 levels higher for the purposes of determining the bonus granted by the judgment. Unlike other types of judgment, the one enhanced by this ability cannot be changed for the remainder of the judgment.

True Judgment (Su): At 20th level, an inquisitor can call true judgment down upon a foe during combat.

TABLE 2-4: INQUISITOR SPELLS KNOWN

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

Whenever an inquisitor uses her judgment ability, the inquisitor can invoke true judgment on a foe as a swift action. Once declared, the inquisitor can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier. Regardless of whether or not the save is made, the target creature is immune to the inquisitor's true judgment ability for 24 hours. Once this ability has been used, it cannot be used again for 1d4 rounds.

Chaotic, Evil, Good, and Lawful Spells: An inquisitor can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good and lawful descriptors in their spell descriptions.

EX-INQUISITORS

An inquisitor who slips into corruption or changes to a prohibited alignment loses all spells and the judgment ability. She cannot thereafter gain levels as an inquisitor until she atones (see the *atonement* spell description).

INQUISITOR SPELLS

Inquisitors gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those marked with an asterisk (*) appear in Chapter 5 of this book.

0-Level Inquisitor Spells—*acid splash, bleed, brand*, create water, daze, detect magic, detect poison, disrupt undead, guidance, light, read magic, resistance, sift*, stabilize, virtue.*

1st-Level Inquisitor Spells—*alarm, bane, bless, bless water, burst bonds*, cause fear, command, comprehend languages, cure light wounds, curse water, detect chaos/evil/good/law, detect undead, disguise self, divine favor, doom, expeditious retreat, hide from undead, inflict light wounds, magic weapon, protection from chaos/evil/good/law, remove fear, sanctuary, shield of faith, tireless pursuit*, true strike, wrath*.*

2nd-Level Inquisitor Spells—*aid, align weapon, bloodhound*, calm emotions, castigate*, confess*, consecrate, corruption resistance*, cure moderate wounds, darkness, death knell, delay poison, desecrate, detect thoughts, enthrall, find traps, flames of the faithful*, follow aura*, ghostbane dirge*, hold person, honeyed tongue*, inflict moderate wounds, invisibility, knock, perceive cues*, remove paralysis, resist energy, restoration (lesser), see invisibility, sacred bond*, shield other, silence, spiritual weapon, tongues, undetectable alignment, weapon of awe*, whispering wind, zone of truth.*

3rd-Level Inquisitor Spells—*arcane sight, banish seeming*, blood biography*, cast out*, continual flame, coordinated effort*, cure serious wounds, daylight, deeper darkness, dimensional anchor, dispel magic, fester*, glyph of warding, halt undead, heroism, hidden speech*, hunter's eye*, inflict serious wounds, invisibility purge, keen edge, locate object, magic circle vs. chaos/evil/good/law, magic vestment, greater magic weapon, nondetection, obscure object, prayer, protection from energy, remove curse, remove disease, retribution*, righteous vigor*, seek thoughts*, searing light, speak with dead, ward the faithful*.*

4th-Level Inquisitor Spells—*brand (greater)*, chaos hammer, coward's lament*, cure critical wounds, death ward, defile armor*, denounce*, detect scrying, discern lies, dismissal, divination, divine power, fear, freedom of movement, forced repentance*, geas (lesser), hold monster, holy smite, inflict critical wounds, invisibility (greater), neutralize poison, order's wrath, rebuke*, restoration, sanctify armor*, sending, shared wrath*, sleepwalk*, spell immunity, stonewalk, tireless pursuers*, unholy blight.*

5th-Level Inquisitor Spells—*atonement, banishment, break enchantment, castigate (mass)*, command (greater), commune, cure light wounds (mass), dispel chaos/evil/good/law, disrupting weapon, flame strike, geas/quest, ghostbane dirge (mass)*, hallow, inflict light wounds (mass), mark of justice, resounding blow*, righteous might, spell resistance, telepathic bond, true seeing, unhallow, unwilling shield*.*

6th-Level Inquisitor Spells—*blade barrier, blasphemy, circle of death, cleanse*, cure moderate wounds (mass), dictum, dispel magic (greater), fester (mass)*, find the path, forbiddance, glyph of warding (greater), harm, heal, heroes' feast, holy word, inflict moderate wounds (mass), legend lore, repulsion, undeath to death, word of chaos.*

ORACLE

Although the gods work through many agents, perhaps none is more mysterious than the oracle. These divine vessels are granted power without their choice, selected by providence to wield powers that even they do not fully understand. Unlike a cleric, who draws her magic through devotion to a deity, oracles garner strength and power from many sources, namely those patron deities who support their ideals. Instead of worshiping a single source, oracles tend to venerate all of the gods that share their beliefs. While some see the powers of the oracle as a gift, others view them as a curse, changing the life of the chosen in unforeseen ways.

Role: Oracles do not usually associate with any one church or temple, instead preferring to strike out on their own, or with a small group of like-minded individuals. Oracles typically use their spells and revelations to further their understanding of their mystery, be it through fighting mighty battles or tending to the poor and sick.

Alignment: Any.

Hit Dice: d8.

CLASS SKILLS

The oracle's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). In addition, oracles receive additional class skills depending upon their oracle mystery.

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the oracle.

Weapon and Armor Proficiency: Oracles are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Some oracle revelations grant additional proficiencies.

Spells: An oracle casts divine spells drawn from the cleric spell lists (see pages 226–229 of the *Pathfinder RPG Core Rulebook*). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an oracle must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an oracle's spell is 10 + the spell's level + the oracle's Charisma modifier.

Like other spellcasters, an oracle can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on Table 2–5. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

Unlike other divine spellcasters, an oracle's selection of spells is extremely limited. An oracle begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new oracle level, she gains one or more new spells, as indicated on Table 2–6. Unlike spells per day, the number of spells an oracle knows is not affected by her Charisma score; the numbers on Table 2–6 are fixed.

In addition to the spells gained by oracles as they gain levels, each oracle also adds all of either the cure spells or the inflict spells to her list of spells known (cure spells include all spells with “cure” in the name, inflict spells include all spells with “inflict” in the name). These spells are added as soon as the oracle is capable of casting them. This choice is made when the oracle gains her first level and cannot be changed.

Upon reaching 4th level, and at every even-numbered oracle level after that (6th, 8th, and so on), an oracle can choose to learn a new spell in place of one she already knows. In effect, the oracle loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. An oracle may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap any cure or inflict spells, nor can she swap any spells gained from her mystery.

Unlike a cleric, an oracle need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. Oracles do not need to provide a divine focus to cast spells that list divine focus (DF) as part of the components.

Mystery: Each oracle draws upon a divine mystery to grant her spells and powers. This mystery also grants additional class skills and other special abilities. This mystery can represent a devotion to one ideal, prayers to deities that support the concept, or a natural calling to champion a cause. For example, an oracle with the waves mystery might have been born at sea and found a natural calling to worship the gods of the oceans, rivers, and lakes, be they benign or malevolent. Regardless of its source, the mystery manifests in a number of ways as the oracle gains levels. An oracle must pick one mystery upon taking her first level of oracle. Once made, this choice cannot be changed.

At 2nd level, and every two levels thereafter, an oracle learns an additional spell derived from her mystery. These spells are in addition to the number of spells given on Table 2–6. They cannot be exchanged for different spells at higher levels.

Oracle's Curse (Ex): Each oracle is cursed, but this curse comes with a benefit as well as a hindrance. This choice is made at 1st level, and once made, it cannot be changed. The oracle's curse cannot be removed or

dispelled without the aid of a deity. An oracle's curse is based on her oracle level plus one for every two levels or Hit Dice other than oracle. Each oracle must choose one of the following curses.

Clouded Vision: Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision. At 5th level, this distance increases to 60 feet. At 10th level, you gain blindsense out to a range of 30 feet. At 15th level, you gain blindsight out to a range of 15 feet.



TABLE 2-5: ORACLE

Level	Base	Fort Save	Ref Save	Will Save	Special	Spells per Day									
	Attack Bonus					1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+0	+0	+0	+2	Mystery, oracle's curse, orisons, revelation	3	—	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Mystery spell	4	—	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Revelation	5	—	—	—	—	—	—	—	—	—
4th	+3	+1	+1	+4	Mystery spell	6	3	—	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	—	6	4	—	—	—	—	—	—	—	—
6th	+4	+2	+2	+5	Mystery spell	6	5	3	—	—	—	—	—	—	—
7th	+5	+2	+2	+5	Revelation	6	6	4	—	—	—	—	—	—	—
8th	+6/+1	+2	+2	+6	Mystery spell	6	6	5	3	—	—	—	—	—	—
9th	+6/+1	+3	+3	+6	—	6	6	6	4	—	—	—	—	—	—
10th	+7/+2	+3	+3	+7	Mystery spell	6	6	6	5	3	—	—	—	—	—
11th	+8/+3	+3	+3	+7	Revelation	6	6	6	6	4	—	—	—	—	—
12th	+9/+4	+4	+4	+8	Mystery spell	6	6	6	6	5	3	—	—	—	—
13th	+9/+4	+4	+4	+8	—	6	6	6	6	6	4	—	—	—	—
14th	+10/+5	+4	+4	+9	Mystery spell	6	6	6	6	6	5	3	—	—	—
15th	+11/+6/+1	+5	+5	+9	Revelation	6	6	6	6	6	6	4	—	—	—
16th	+12/+7/+2	+5	+5	+10	Mystery spell	6	6	6	6	6	6	5	3	—	—
17th	+12/+7/+2	+5	+5	+10	—	6	6	6	6	6	6	6	4	—	—
18th	+13/+8/+3	+6	+6	+11	Mystery spell	6	6	6	6	6	6	6	5	3	—
19th	+14/+9/+4	+6	+6	+11	Revelation	6	6	6	6	6	6	6	6	4	—
20th	+15/+10/+5	+6	+6	+12	Final revelation	6	6	6	6	6	6	6	6	6	6

Deaf: You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing, and the initiative penalty for being deaf is reduced to –2. At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf. At 15th level, you gain tremorsense out to a range of 30 feet.

Haunted: Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add *mage hand* and *ghost sound* to your list of spells known. At 5th level, add *levitate* and *minor image* to your list of spells known. At 10th level, add *telekinesis* to your list of spells known. At 15th level, add *reverse gravity* to your list of spells known.

Lame: One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced

due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, your speed is never reduced by armor. At 15th level, you are immune to the exhausted condition.

Tongues: In times of stress or unease, you speak in tongues. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language. At 5th level, pick an additional language to speak in combat and add it to your list of known languages. At 10th level, you can understand any spoken language, as if under the effects of *tongues*, even during combat. At 15th level, you can speak and understand any language, but your speech is still restricted during combat.

Wasting: Your body is slowly rotting away. You take a –4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease. At 5th level, you are immune to the sickened condition (but not nauseated). At 10th level, you gain immunity to disease. At 15th level, you are immune to the nauseated condition.

Orisons: Oracles learn a number of orisons, or o-level spells, as noted on Table 2–6 under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

Revelation: At 1st level, 3rd level, and every four levels thereafter (7th, 11th, and so on), an oracle uncovers a new secret about her mystery that grants her powers and abilities. The oracle must select a revelation from the list of revelations available to her mystery. If a revelation is chosen at a later level, the oracle gains all of the abilities and bonuses granted by that revelation based on her current level. Unless otherwise noted, activating the power of a revelation is a standard action.

Final Revelation: At 20th level, an oracle learns the final revelation about her mystery, granting her amazing powers and abilities. The nature of these bonuses depends upon the oracle’s mystery.

MYSTERIES

Each oracle must choose from among the following mysteries. Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the oracle’s level + the oracle’s Charisma modifier. Spells marked with an asterisk (*) appear in Chapter 5 of this book.

Battle

Deities: Cayden Cailean, Gorum, Iomedae, Rovagug.

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

Bonus Spells: *enlarge person* (2nd), *fog cloud* (4th), *magic vestment* (6th), *wall of fire* (8th), *righteous might* (10th), *mass bull’s strength* (12th), *control weather* (14th), *earthquake* (16th), *storm of vengeance* (18th).

Revelations: An oracle with the battle mystery can choose from any of the following revelations.

Battlecry (Ex): As a standard action, you can unleash an inspiring battlecry. All allies within 100 feet who hear your cry gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this bonus increases to +2. You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter.

Battlefield Clarity (Ex): Once per day, as an immediate action, whenever you fail a saving throw that causes you to become blind, deaf, frightened, panicked, paralyzed, shaken, or stunned, you may attempt that saving throw again, with a +4 insight bonus on the roll. You must take the second result, even if it is worse. At 7th and 15th level, you can use this ability one additional time per day.

Combat Healer (Su): Whenever you cast a cure spell (a spell with “cure” in its name), you can cast it as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. You can

TABLE 2-6: ORACLE SPELLS KNOWN

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

use this ability once per day at 7th level and one additional time per day for every four levels beyond 7th. You must be at least 7th level to select this revelation.

Iron Skin (Su): Once per day, your skin hardens and takes on the appearance of iron, granting you DR 10/adamantine. This functions as *stoneskin*, using your oracle level as the caster level. At 15th level, you can use this ability twice per day. You must be at least 11th level to select this revelation.

Maneuver Mastery (Ex): Select one type of combat maneuver (see pages 320–322 of this book and pages 198–201 of the *Pathfinder RPG Core Rulebook*). When performing the selected maneuver, you treat your oracle level as your base attack bonus (plus the BAB from other classes) when determining your CMB. At 7th level, you gain the Improved feat (such as Improved Trip) that grants you a bonus when performing that maneuver. At 11th level, you gain the Greater feat (such as Greater Trip) that grants you a bonus when performing that maneuver. You do not need to meet the prerequisites to receive these feats.

Resiliency (Ex): You are not disabled and you do not gain the staggered condition if you are reduced to exactly 0 hit points. At 7th level, you gain Diehard as a bonus feat. At 11th level, you do not lose a hit point when you take a standard action while disabled. You do not need to meet the prerequisite to receive the Diehard feat.

Skill at Arms (Ex): You gain proficiency in all martial weapons and heavy armor.

Surprising Charge (Ex): Once per day, you can move up to your speed as an immediate action. You can use this ability one additional time per day at 7th level and 15th level.

War Sight (Su): Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). At 11th level, you can roll for initiative three times and take any one of the results.

Weapon Mastery (Ex): Select one weapon with which you are proficient. You gain Weapon Focus with that weapon. At 8th level, you gain Improved Critical with that weapon. At 12th level, you gain Greater Weapon Focus with that weapon. You do not need to meet the prerequisites to receive these feats.

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

Bones

Deities: Norgorber, Pharasma, Urgathoa.

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

Bonus Spells: *cause fear* (2nd), *false life* (4th), *animate dead* (6th), *fear* (8th), *slay living* (10th), *circle of death* (12th), *control undead* (14th), *horrid wilting* (16th), *wail of the banshee* (18th).

Revelations: An oracle with the bones mystery can choose from any of the following revelations.

Armor of Bones (Su): You can conjure armor made of bones that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/bludgeoning. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

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

Death's Touch (Su): You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an

undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Near Death (Su): You gain a +2 insight bonus on saves against diseases, mind-affecting effects, and poisons. At 7th level, this bonus also applies on saves against death effects, sleep effects, and stunning. At 11th level, the bonus increases to +4.

Raise the Dead (Su): As a standard action, you can summon a single skeleton or zombie to serve you. The undead creature has a number of Hit Dice equal to your oracle level. It remains for a number of rounds equal to your Charisma modifier. At 7th level, you can summon a bloody skeleton or fast zombie. At 15th level, you can summon an advanced skeleton or zombie. You can use this ability once per day plus one additional time per day at 10th level.

Resist Life (Su): You are treated as an undead creature when you are targeted by positive or negative energy. You are not subject to Turn Undead or Command Undead (or any other effect that specifically targets undead), unless you are actually an undead creature. At 7th level, you receive channel resistance +2. This bonus increases by +2 at 11th and 15th level.

Soul Siphon (Su): As a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts for a number of minutes equal to your Charisma modifier. Whenever this ability gives a target a negative level, you heal a number of hit points equal to your oracle level. You can use this ability once per day, plus one additional time at 11th level and every four levels thereafter. You must be at least 7th level to select this revelation.

Spirit Walk (Su): As a standard action, you can become incorporeal and invisible. While in this form, you can move in any direction and through any object (except for those made of force). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely with a standard action. You can use this ability once per day at 11th level, and twice per day at 15th level. You must be at least 11th level to select this revelation.

Undead Servitude (Su): You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

Voice of the Grave (Su): You can *speak with dead*, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level, and every five levels thereafter, the dead creature takes a cumulative –2 penalty on its Will save to resist this effect.

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

Flame

Deities: Asmodeus, Sarenrae.

Class Skills: An oracle with the flame mystery adds Acrobatics, Climb, Intimidate, and Perform to her list of class skills.

Bonus Spells: *burning hands* (2nd), *resist energy* (4th), *fireball* (6th), *wall of fire* (8th), *summon monster V* (fire elementals only, 10th), *fire seeds* (12th), *fire storm* (14th), *incendiary cloud* (16th), *fiery body** (18th).

Revelations: An oracle with a flame mystery can choose from any of the following revelations.

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

Cinder Dance (Ex): Your base speed increases by 10 feet. At 5th level, you receive Nimble Moves as a bonus feat. At 10th level, you receive Acrobatic Steps as a bonus feat. You do not need to meet the prerequisites to receive these feats. Oracles with the lame oracle curse cannot select this revelation.

Fire Breath (Su): As a standard action, you can unleash a 15-foot cone of flame from your mouth. This flame deals 1d4 points of fire damage per level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. The save DC is Charisma-based.

Firestorm (Su): As a standard action, you can cause fire to erupt around you. You can create one 10-foot cube of fire per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in these flames takes 1d6 points of fire damage per oracle level, with a Reflex save resulting in half damage. This fire lasts for a number of rounds equal to your Charisma modifier. You can use this ability once per day. You must be at least 11th level to select this revelation.

Form of Flame (Su): As a standard action, you can assume the form of a Small fire elemental, as *elemental body I*.

At 9th level, you can assume the form of a Medium fire elemental, as *elemental body II*. At 11th level, you can assume the form of a Large fire elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge fire elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level to select this revelation.

Gaze of Flames (Su): You can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow you to see normally. At 7th level, you can gaze through any source of flame within 10 feet per oracle level, as if using *clairvoyance*. You can use this ability for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

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

Molten Skin (Ex): You gain resist fire 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to fire.

Touch of Flame (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of fire damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *flaming* weapon.

Wings of Fire (Su): As a swift action, you can manifest a pair of fiery wings that grant you a fly speed of 60 feet with average maneuverability. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level before selecting this revelation.

Final Revelation: Upon reaching 20th level, you become a master of fire. You can apply any one of the following feats to any fire spell you cast without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. You do not need to possess these feats to use this ability.

Heavens

Deities: Desna, Gozreh, Pharasma, Sarenrae.

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

Bonus Spells: *color spray* (2nd), *hypnotic pattern* (4th), *daylight* (6th), *rainbow pattern* (8th), *overland flight* (10th), *chain lightning* (12th), *prismatic spray* (14th), *sunburst* (16th), *meteor swarm* (18th).

Revelations: An oracle with the heavens mystery can choose from any of the following revelations.

Awesome Display (Su): Your phantasmagoric displays accurately model the mysteries of the night sky, dumbfounding all who behold them. Each creature affected by your illusion (pattern) spells is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus your Charisma modifier (if positive).

Coat of Many Stars (Su): You conjure a coat of starry radiance that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this coat for 1 hour per day per oracle level. The duration does not need to be consecutive; it can instead be spent in 1-hour increments.

Dweller in Darkness (Sp): Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must be at least 11th level to choose this revelation.

Guiding Star (Su): Whenever you can see the open sky at night, you can determine your precise location. When the night sky is visible to you, you may also add your Charisma modifier to your Wisdom modifier on all Wisdom-based checks. In addition, once per night while outdoors, you can cast one spell as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still spell feat without increasing the spell's casting time or level.

Interstellar Void (Su): You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage per level. A successful Fortitude save halves this damage. At 10th level, the interstellar void is so extreme that enemies who fail their saving throw are fatigued. At 15th level, creatures who fail their save are exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

Lure of the Heavens (Su): Your connection to the skies above is so strong that your feet barely touch the ground. At 1st level, you no longer leave tracks. At 5th level, you can hover up to 6 inches above the ground or even above liquid surfaces, as if levitating. At 10th level, you gain the ability to fly, as per the spell, for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

Mantle of Moonlight (Su): Your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into its humanoid

form, which it must remain in for a number of rounds equal to your oracle level. Upon reaching 5th level, you can use this ability to force others into a *rage*, as per the spell. Using this ability is a melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

Moonlight Bridge (Su): You summon a bridge of shimmering moonlight. The 10-foot-wide span touches the ground at a point adjacent to your position. From this point it can extend in any direction for 10 feet per oracle level. The path persists until you have crossed over the bridge or for 24 hours, whichever is shorter. You may summon a moonlight bridge a number of times per day equal to your Charisma bonus. Should the bridge be attacked, treat it as a *wall of force*.

Spray of Shooting Stars (Su): As a standard action, you can unleash a ball of energy that explodes in a 5-foot-radius burst dealing 1d4 points of fire damage per level. A successful Reflex save halves this damage. This attack has a range of 60 feet. You can fire one explosive ball per day, plus one additional ball per day at 5th level and for every 5 levels thereafter. You can fire more than one ball at a time, but creatures caught inside more than one simultaneous explosions only take damage once.

Star Chart (Ex): Your copious notes contain a working model of the night sky expressed in artistic scribbles and arcane mathematical formulae. Once per day, you may spend 10 minutes contemplating your star chart to gain the benefit of the spell *commune*. You must be at least 7th level to select this revelation.

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

Life

Deities: Gozreh, Irori, Pharasma, Sarenrae.

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

Bonus Spells: *detect undead* (2nd), *lesser restoration* (4th), *neutralize poison* (6th), *restoration* (8th), *breath of life* (10th), *heal* (12th), *greater restoration* (14th), *mass heal* (16th), *true resurrection* (18th).

Revelations: An oracle with the life mystery can choose from any of the following revelations.

Channel (Su): You can channel positive energy like a cleric, using your oracle level as your effective cleric level when

determining the amount of damage healed (or caused to undead) and the DC. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

Combat Healer (Su): As the battle mystery revelation.

Delay Affliction (Su): Once per day as an immediate action, whenever you fail a saving throw against a disease or poison, you may ignore its effects for 1 hour per level. At 7th and 15th level, you can use this ability one additional time per day.

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

Enhanced Cures (Su): Whenever you cast a cure spell, the maximum number of hit points healed is based on your oracle level, not the limit based on the spell. For example, an 11th-level oracle of life with this revelation may cast *cure light wounds* to heal 1d8+11 hit points instead of the normal 1d8+5 maximum.

Healing Hands (Ex): You gain a +4 bonus on Heal checks. You may provide first aid to two people or treat two people for poison as a standard action (make a separate Heal check for each creature). When using the Heal skill to treat wounds from caltrops (and so on), treat deadly wounds, treat poison, treat disease, or treat long-term care, you may treat double the normal number of people you may treat at the same time. You may provide long-term care for yourself.

Life Link (Su): As a standard action, you may create a bond between yourself and another creature. Each round at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and you take 5 hit points of damage. You may have one bond active per oracle level. This bond continues until the bonded creature dies, you die, the distance between you and the other creature exceeds medium range, or you

end it as an immediate action (if you have multiple bonds active, you may end as many as you want as part of the same immediate action).

Lifesense (Su): You notice and locate living creatures within 30 feet, just as if you possessed the blindsight ability. You must be at least 11th level to select this revelation.

Safe Curing (Su): Whenever you cast a spell that cures the target of hit point damage, you do not provoke attacks of opportunity for spellcasting.

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

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

Lore

Deities: Abadar, Irori, Nethys.

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

Bonus Spells: *identify* (2nd), *tongues* (4th), *locate object* (6th), *legend lore* (8th), *contact other plane* (10th), *mass owl's wisdom* (12th), *vision* (14th), *moment of prescience* (16th), *time stop* (18th).

Revelations: An oracle with the lore mystery can choose from any of the following revelations.

Arcane Archivist (Su): Your experience with lore-filled tomes has granted you the ability to cast arcane spells as if they were on your spell list. Once per day, you can cast a spell from the sorcerer/wizard spell list as if it were on your list of spells known. The spell consumes a spell slot one level higher than the level of the spell. You must have a spellbook containing the spell to cast it in this way, and the spell is erased when you complete the casting. You must be at least 11th level to select this revelation.

Automatic Writing (Su): Once per day, you can spend a full hour in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a *divination* with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required.

Brain Drain (Su): You can take a standard action to violently probe the mind of a single intelligent enemy

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

Focused Trance (Ex): You can enter a deep meditation, blocking out visual and auditory stimuli and allowing you to concentrate on a single problem, philosophical issue, or memory. This trance lasts 1d6 rounds, during which time you can only take move actions. During this period, you gain a bonus equal to your level on all saves against sonic effects and gaze attacks. When you come out of your trance, you may make a single Intelligence-based skill check with a +20 circumstance bonus. You may enter your focused trance a number of times per day equal to your Charisma modifier.

Lore Keeper (Ex): Instead of encyclopedic knowledge, you learn most of your information through tales, songs, and poems. You may use your Charisma modifier instead of your Intelligence modifier on all Knowledge checks.

Mental Acuity (Ex): Your explorations into the secret mysteries of the world have granted you a preternatural understanding of all things—and you just keep getting smarter. You gain a +1 inherent bonus to Intelligence upon taking this revelation and another at every third oracle level gained thereafter. You must be at least 7th level to select this revelation.

Sidestep Secret (Su): Your innate understanding of the universe has granted you preternatural reflexes and the uncanny ability to step out of danger at the very last second. Add your Charisma modifier (instead of your Dexterity modifier) to your Armor Class and all Reflex saving throws. Your armor's maximum Dexterity bonus applies to your Charisma instead of your Dexterity.

Spontaneous Symbolology: Your knowledge of the secret history of the world has unveiled the mysterious symbols that govern reality. You can cast any "symbol" spell using a spell slot of the appropriate level, even if the spell is not on your list of spells known. A symbol spell is any spell with the word "symbol" in its name. You must be at least 11th level to select this revelation.

Think On It (Ex): Once per day, the oracle of lore can re-attempt any previously failed Knowledge check. On this attempt, add a +10 competence bonus on the check.

Whirlwind Lesson (Ex): You can quickly browse through a magical tome or manual, gaining its benefits with only a

single 8-hour study session (rather than the usual 48 hours over a period of 6 days). At 7th level, you may allow another character to join in your study; both of you gain the full benefit of having read the book. At 15th level, you may share your whirlwind lesson with a number of characters equal to your oracle level. The benefits to you are permanent, whereas your students gain the tome or manual's benefits for a number of days equal to your Charisma modifier but then forget what they have learned.

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

Nature

Deities: Erastil, Gozreh.

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

Bonus Spells: *charm animal* (2nd), *barkskin* (4th), *speak with plants* (6th), *grove of respite** (8th), *awaken* (10th), *stone tell* (12th), *creeping doom* (14th), *animal shapes* (16th), *world wave** (18th).

Revelations: An oracle with the nature mystery can choose from any of the following revelations.

Bonded Mount (Su): You gain the service of an unusually intelligent, strong, and loyal mount. The creature must be one that you are capable of riding and is suitable as a mount. A Medium oracle can select a camel or a horse. A Small oracle can select a pony or wolf, but can also select a boar or a dog if she is at least 4th level. This mount functions as a druid's animal companion, using your oracle level as your effective druid level. Bonded mounts have an Intelligence score of at least 6.

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

Friend to the Animals (Ex): Add all *summon nature's ally* spells to your spell list. You must still select these spells using your allotment of spells known. Animals within 30 feet of you receive a bonus on all saving throws equal to your Charisma modifier.

Life Leach (Su): You can draw life force from the bodies of enemies and channel it into yourself. As a standard action, you can drain the life essence from one living target within 30 feet. The target takes 1d6 points of

damage per two levels you possess (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the target's current hit points + the target's Constitution score (which is enough to kill the subject). The temporary hit points last a number of hours equal to your Charisma modifier. The target receives a Fortitude save to halve the damage (and the temporary hit points you gain). You may use this ability once per day at 7th level, plus one additional time per day for every 4 levels you possess beyond 7th. You must be at least 7th level before selecting this revelation.

Natural Divination (Ex): You can read the entrails of a freshly killed animal or humanoid to gain an insight bonus equal to your Charisma modifier on one saving throw. Alternatively, by observing and interpreting the flights of birds, you may apply a +10 competence bonus on any one skill check. Finally, by charting marks in dirt or stone, or observing the behavior of sand when thrown into the wind, you gain a +4 insight bonus on one initiative check. These bonuses must be used during the next 24 hours and you must declare you are using the bonus before the check or save is made. Making a natural divination takes 10 minutes. You may use natural divination (in any combination) once per day plus one additional time per day for every four oracle levels you have attained.

Nature's Whispers (Ex): You have become so attuned to the whispers of the natural world, from the croaking of frogs to the groaning of great boulders, that your surroundings constantly keep you preternaturally aware of danger. You may add your Charisma modifier, instead of your Dexterity modifier, to your Armor Class and CMD. Any condition that would cause you to lose your Dexterity modifier to your Armor Class instead causes you to lose your Charisma modifier to your Armor Class.

Speak with Animals (Ex): Choose a specific kind of animal (eagle, fox, dog, and so on). You gain the ability to converse with that type of animal as if you were under the effects of *Speak with Animal*. You gain the ability to communicate with an additional kind of animal for every 3 oracle levels you have attained.

Spirit of Nature (Su): When in a natural setting, whenever you are reduced to negative hit points, you automatically stabilize. At 5th level, you gain fast healing 1 for 1d4 rounds whenever you are reduced to negative hit points. At 10th level, the ability works everywhere, even in civilized or wholly artificial realms. At 15th level, you gain fast healing 3 for 1d4 rounds when reduced to negative hit points.

Transcendental Bond (Su): You become so attuned to the common spirit shared by all living things that you can use it to communicate with allies. You may communicate with your allies for a number of rounds per day equal to your oracle level as if using *telepathic bond*. You may designate a

number of creatures as your ally equal to your Charisma modifier. Designating a creature is a standard action that requires a touch. At 10th level, you may use this bond to cast a touch spell on a designated ally once per day.

Undo Artifice (Sp): At 11th-level, you gain the ability to reduce a nonliving item to its component parts, essentially erasing the hand of artifice and rendering the item into a pile of raw natural materials. This effect acts as the spell *Polymorph Any Object*, working on both magical and nonmagical nonliving objects. The duration is always permanent. Unlike *Polymorph Any Object*, it cannot be used to mimic the effects of other spells. Items subject to this effect receive a Fortitude saving throw to negate the effect. Magic items receive a circumstance bonus on this save equal to +1 for every 5,000 gp in the item's value. You may use undo artifice a number of times per day equal to your Charisma modifier.

Final Revelation: At 20th level, you have discovered the intrinsic secrets of life itself, granting you incredible control over your own body. Once per day, you can surround yourself with an organic cocoon as a full-round action. While enclosed in the cocoon, you are considered helpless. Eight hours later, you emerge having changed your type to plant, animal, or humanoid, gaining superficial physical characteristics as appropriate (see the *Pathfinder RPG Bestiary*). This change does not alter your Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Each time the transformation is made, you are cleansed of all poisons or diseases, are restored to full hit points, and heal all ability damage. You must select a new type every time the transformation is made.

Stone

Deities: Abadar, Gorum, Torag.

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

Bonus Spells: *magic stone* (2nd), *stone call** (4th), *meld into stone* (6th), *wall of stone* (8th), *stoneskin* (10th), *stone tell* (12th), *statue* (14th), *repel metal or stone* (16th), *clashing rocks** (18th).

Revelations: An oracle with the stone mystery can choose from any of the following revelations.

Acid Skin (Ex): You gain resist acid 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to acid.

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

Crystal Sight (Ex): You can see through stone, earth, or sand as easily as if it were transparent crystal. Your gaze can penetrate a number of feet equal to your oracle level, or 1/12th this thickness of metal. You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Earth Glide (Su): You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A *move earth* spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can glide for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

Mighty Pebble (Su): As a standard action, you can charge and throw a pebble (or other stone of similar size) that detonates when it strikes a target as a ranged attack. The pebble has a range increment of 20 feet and has a +1 enhancement bonus to attack and damage for every four oracle levels you possess. Any creature struck by the pebble takes 1d6 points of bludgeoning damage per two oracle levels you possess (minimum 1d6). Creatures in squares adjacent to the target take half damage, or no damage if they make a Reflex saving throw. If the attack roll misses, treat the pebble as a thrown splash weapon to determine where it lands. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Rock Throwing (Ex): You are an accomplished rock thrower and have a +1 racial bonus on attack rolls with thrown rocks. You can hurl rocks up to two categories smaller than your own size. The range increment for a rock is 20 feet, and you can hurl it up to 5 range increments. Damage for a hurled rock is 2d4 for a Medium creature or 2d3 for a Small creature, plus 1-1/2 your Strength bonus.

Shard Explosion (Su): As a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two oracle levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the broken shards make the area difficult terrain until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Steelbreaker Skin (Su): As a standard action, you can harden your flesh so that weapons that strike you are damaged

or destroyed. Anytime a melee or ranged weapon strikes you, the weapon takes an amount of damage equal to your oracle level. This ability does not prevent the weapon from harming you unless the damage destroys the weapon attacking you. You can use this ability once per day, but the duration is 1 minute/level. You must be at least 7th level to select this revelation. At 15th level, the damage from this ability ignores up to 10 points of hardness.

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

Touch of Acid (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of acid damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield deals +1d6 points of acid damage, similar to how a *flaming* weapon operates.

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

Waves

Deities: Gozreh, Pharasma.

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

Bonus Spells: *touch of the sea** (2nd), *slipstream** (4th), *water breathing* (6th), *wall of ice* (8th), *geyser** (10th), *fluid form** (12th), *vortex** (14th), *seamantle** (16th), *tsunami** (18th).

Revelations: An oracle with the waves mystery can choose from any of the following revelations.

Blizzard (Su): As a standard action, you can create a blizzard of snow and ice. You can create one 10-foot-cube of storm per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in the blizzard takes 1d4 points of cold damage per oracle level, with a Reflex save resulting in half damage. The storm lasts for a number of rounds equal to your Charisma modifier; the ground remains icy (+5 to Acrobatics DCs) as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. You can use this ability once per day. You must be 11th level to select this revelation.

Fluid Nature (Ex): You receive a +4 bonus to your Combat Maneuver Defense against bull rush, drag,

grapple, reposition, and trip attempts. A creature trying to confirm a critical hit against you has a -4 penalty on its confirmation roll. At 5th level, you gain Dodge as a bonus feat. You do not need to meet the prerequisite to gain this feat.

Fluid Travel (Su): You can walk on liquid as if it were a solid surface. Walking on the liquid does not harm you; you can walk on acid or even lava (as if walking on a solid temporary crust), though you would still take fire damage from being near the lava. You can move across this surface at your normal land speed. At 7th level, while this ability is in effect, you can instead go underwater, gaining a swim speed of 60 feet and the ability to breathe water. You can use this ability for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Freezing Spells (Su): Whenever a creature fails a saving throw and takes cold damage from one of your spells, it is slowed (as the *slow* spell) for 1 round. Spells that do not allow a save do not slow creatures. At 11th level, the duration increases to 1d4 rounds.

Ice Armor (Su): You can conjure armor of ice that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/piercing. In cold conditions, the armor bonus (and DR bonus) increases by 2; in very hot conditions it decreases by 2. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Icy Skin (Ex): You gain resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to cold.

Punitive Transformation (Su): You can transform an opponent into a harmless animal as if using *baleful polymorph*. This transformation lasts 1 round per oracle level. Transforming another creature causes the first to immediately revert to normal. You may use this ability a number of times per day equal to your Charisma modifier. You must be at least 7th level before selecting this revelation.

Water Form (Su): As a standard action, you can assume the form of a Small water elemental, as *elemental body I*. At 9th level, you can assume the form of a Medium water elemental, as *elemental body II*. At 11th level, you can assume the form of a Large water elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge water elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level to select this revelation.

Water Sight (Su): You can see through fog and mist without penalty as long as there is enough light to allow you to see normal. At 7th level, you can use any calm pool of water at least 1 foot in diameter as a scrying device, as if using the *scry* spell. At 15th level, this functions like *greater scrying*.

You can use the scrying abilities for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

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

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

Wind

Deities: Gozreh, Shelyn.

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

Bonus Spells: *alter winds** (2nd), *gust of wind* (4th), *cloak of winds** (6th), *river of wind** (8th), *control winds* (10th), *sirocco** (12th), *control weather* (14th), *whirlwind* (16th), *winds of vengeance** (18th).

Revelations: An oracle with the wind mystery can choose from any of the following revelations.

Air Barrier (Ex): You can create an invisible shell of air that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this barrier for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Gaseous Form (Su): As a standard action, you can assume *gaseous form* (as the spell). You can remain gaseous for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation. You can bring other creatures with you in gaseous form, but each passenger costs an additional minute per minute of travel.

Invisibility (Su): As a standard action, you can become invisible (as per the *invisibility* spell). You can remain invisible for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Starting at 9th level, each time you activate this ability you can treat it as *greater invisibility*, though each round spent this way counts as 1 minute of your normal *invisibility* duration. You must be at least 3rd level to select this revelation.

Lightning Breath (Su): As a standard action, you can breathe a 30-foot line of electricity. This line deals 1d4

points of electricity damage per oracle level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Spark Skin (Ex): You gain resist electricity 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to electricity.

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

Touch of Electricity (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of electricity damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *shock* weapon.

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

Wind Sight (Ex): You ignore penalties on Perception checks based on wind and the first 100 feet of distance. At 7th level, as a standard action, you can see and hear into any area (as if using *clairaudience* and *clairvoyance*) within range as long as there is an unobstructed path for air to travel between you and the target area (this does not require line of effect, meaning the path can turn corners and go through spaces no smaller than 1 inch in diameter). You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Wings of Air (Su): As a swift action, you can manifest a pair of translucent, cloud-like wings that grant you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation.

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

SUMMONER

While many who dabble in the arcane become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner. This practitioner of the arcane arts forms a close bond with one particular outsider, known as an eidolon, who gains power as the summoner becomes more proficient at his summoning. Over time, the two become linked, eventually even sharing a shard of the same soul. But this power comes with a price: the summoner's spells and abilities are limited due to his time spent enhancing the power and exploring the nature of his eidolon.

Role: Summoners spend much of their time exploring the arcane arts alongside their eidolons. While their power comes from within, they rely heavily on their eidolon companions in dangerous situations. While a summoner and his eidolon function as individuals, their true power lies in what they can accomplish together.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The summoner's class skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the summoner.

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

Spells: A summoner casts arcane spells drawn from the summoner spell list (see page 64). He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, a summoner must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a summoner's spell is 10 + the spell level + the summoner's Charisma modifier.

A summoner can cast only a certain number of spells of each spell level each day. His base daily spell allotment is

given on Table 2–7. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

A summoner's selection of spells is extremely limited. A summoner begins play knowing four 0-level spells and two 1st-level spells of the summoner's choice. At each new summoner level, he gains one or more new spells as indicated on Table 2–8. (Unlike spells per day, the number of spells a summoner knows is not affected by his Charisma score. The numbers on Table 2–8 are fixed.)

Upon reaching 5th level, and at every third summoner level thereafter (8th, 11th, and so on), a summoner can choose to learn a new spell in place of one he already knows. In effect, the summoner “loses” the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level summoner spell he can cast. A summoner may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Cantrips: A summoner learns a number of cantrips, or 0-level spells, as noted on Table 2–8 under “Spells Known.” These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normally.

Eidolon: A summoner begins play with the ability to summon to his side a powerful outsider called an eidolon. The eidolon forms a link with the summoner, who, forever after, summons an aspect of the same creature. An eidolon has the same alignment as the summoner that calls it and can speak all of his languages. Eidolons are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its summoner, an eidolon can touch and attack creatures warded by *protection from evil* and similar effects that prevent contact with summoned creatures.

A summoner can summon his eidolon in a ritual that takes 1 minute to perform. When summoned in this way, the eidolon hit points are unchanged from the last time it was summoned. The only exception to this is if the eidolon was slain, in which case it returns with half its normal hit points. The eidolon does not heal naturally. The eidolon

remains until dismissed by the summoner (a standard action). If the eidolon is sent back to its home plane due to death, it cannot be summoned again until the following day. The eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally. If the summoner is unconscious, asleep, or killed, his eidolon is immediately banished.

The eidolon takes a form shaped by the summoner's desires. The eidolon's Hit Dice, saving throws, skills, feats, and abilities are tied to the summoner's class level and increase as the summoner gains levels. In addition, each eidolon receives a pool of evolution points, based on the



TABLE 2-7: SUMMONER

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Cantrips, eidolon, life link, <i>summon monster I</i>	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Bond senses	2	—	—	—	—	—
3rd	+2	+1	+1	+3	<i>Summon monster II</i>	3	—	—	—	—	—
4th	+3	+1	+1	+4	Shield ally	3	1	—	—	—	—
5th	+3	+1	+1	+4	<i>Summon monster III</i>	4	2	—	—	—	—
6th	+4	+2	+2	+5	Maker's call	4	3	—	—	—	—
7th	+5	+2	+2	+5	<i>Summon monster IV</i>	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Transposition	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	<i>Summon monster V</i>	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Aspect	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	<i>Summon monster VI</i>	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Greater shield ally	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	<i>Summon monster VII</i>	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Life bond	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	<i>Summon monster VIII</i>	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Merge forms	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	<i>Summon monster IX</i>	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Greater aspect	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	<i>Gate</i>	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Twin eidolon	5	5	5	5	5	5

summoner's class level, that can be used to give the eidolon different abilities and powers. Whenever the summoner gains a level, he must decide how these points are spent, and they are set until he gains another level of summoner.

The eidolon's physical appearance is up to the summoner, but it always appears as some sort of fantastical creature. This control is not fine enough to make the eidolon appear like a specific creature. The eidolon also bears a glowing rune that is identical to a rune that appears on the summoner's forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

Life Link (Su): Starting at 1st level, a summoner forms a close bond with his eidolon. Whenever the eidolon takes enough damage to send it back to its home plane, the summoner can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane.

In addition, the eidolon and the summoner must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet

away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the eidolon gets closer to its summoner, but its maximum hit point total does return to normal.

Summon Monster I (Sp): Starting at 1st level, a summoner can cast *summon monster I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. Drawing upon this ability uses up the same power as the summoner uses to call his eidolon. As a result, he can only use this ability when his eidolon is not summoned. He can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level). At 19th level, this ability can be used as *gate* or *summon monster IX*. If used as *gate*, the summoner must pay any required material components. A summoner cannot have more than one *summon monster* or *gate* spell active in this way at one time. If this ability is used again, any existing *summon monster* or *gate* immediately ends. These *summon* spells are considered to be part of his spell list for the purposes of spell trigger and spell completion items. In addition, he can expend uses of this ability to fulfill the

construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell.

Bond Senses (Su): Starting at 2nd level, a summoner can, as a standard action, share the senses of his eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability a number of rounds per day equal to his summoner level. There is no range to this effect, but the eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.

Shield Ally (Ex): At 4th level, whenever a summoner is within his eidolon's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Maker's Call (Su): At 6th level, as a standard action, a summoner can call his eidolon to his side. This functions as *dimension door*, using the summoner's caster level. When used, the eidolon appears adjacent to the summoner (or as close as possible if all adjacent spaces are occupied). If the eidolon is out of range, the ability is wasted. The summoner can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th.

Transposition (Su): At 8th level, a summoner can use his maker's call ability to swap locations with his eidolon. If it is larger than him, he can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

Aspect (Su): At 10th level, a summoner can divert up to 2 points from his eidolon's evolution pool to add evolutions to himself. He cannot select any evolution that the eidolon could not possess, and he must be able to meet the requirements as well. He cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the eidolon's evolution pool (reducing the total number available to the eidolon). The summoner can change the evolutions he receives from these points any time he can change the eidolon's evolutions.

Greater Shield Ally (Su): At 12th level, whenever an ally is within an eidolon's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the summoner, these bonuses increase to +4. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Life Bond (Su): At 14th level, a summoner's life becomes linked to his eidolon's. As long as the eidolon has 1 or more hit points, the summoner is protected from harm. Damage in excess of that which would reduce the summoner to fewer than 0 hit points is instead transferred to the eidolon. This damage is transferred 1 point at a time, meaning that as soon as the eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains

TABLE 2-8: SUMMONER SPELLS KNOWN

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

with the summoner. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *baleful polymorph*, *flesh to stone*, or *imprisonment*, or other spells that do not cause actual damage.

Merge Forms (Su): At 16th level, as a full-round action, a summoner can touch his eidolon and the two can merge forms. This transformation includes all of the summoner's gear. While merged in this way, the summoner is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting the summoner are suspended until the summoner emerges from the eidolon (although durations continue to expire).

The summoner can cast spells while inside the eidolon by taking control of the eidolon for the duration of the casting. Any material components used for these spells are taken from the summoner's gear, even though they are otherwise inaccessible. The summoner can direct all of the eidolon's actions while merged, can perceive through its senses, and can speak through its voice.

The summoner can use this ability for a number of rounds per day equal to his summoner level. He can end this effect at any time as a swift action. The summoner emerges in a square adjacent to the eidolon if able. If the eidolon is returned to its home plane while the summoner is merged with it, the summoner is immediately ejected, taking 4d6 points of damage, and is stunned for 1 round.

Greater Aspect (Su): At 18th level, a summoner can divert more of his eidolon's evolutions to himself. This ability

functions as the aspect ability, but up to 6 evolution points can be taken. Unlike the aspect ability, the eidolon loses 1 point from its evolution pool for every 2 points (or fraction thereof) diverted to the summoner.

Twin Eidolon (Su): At 20th level, a summoner and his eidolon share a true connection. As a standard action, the summoner can assume the shape of his eidolon, copying all of its evolutions, form, and abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his eidolon. He can choose to have any gear that he carries become absorbed by his new form, as with spells from the polymorph subschool. Items with continuous effects continue to function while absorbed in this way. The summoner loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his eidolon's evolutions. The summoner retains all of his class features. The summoner can keep this form for a number of minutes per day equal to his summoner level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The summoner can end this effect as a free action.

EIDOLONS

An eidolon's abilities are determined by the summoner's level and by the choices made using its evolution pool. Table 2–9: Eidolon Base Statistics determines many of the base statistics of the eidolon. Each eidolon possesses a base form that modifies these base statistics. Eidolons are outsiders for the purpose of determining which spells affect them.

Class Level: This is the character's summoner level.

HD: This is the total number of 10-sided (d10) Hit Dice the eidolon possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the eidolon's base attack bonus. An eidolon's base attack bonus is equal to its Hit Dice. Eidolons do not gain additional attacks using their natural weapons for a high base attack bonus.

Good/Bad Saves: These are the eidolon's base saving throw bonuses. An eidolon possesses two good saving throws and one bad saving throw, determined by the creature's base form.

Skills: This lists the eidolon's total skill ranks. An eidolon can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Eidolons with Intelligence scores above the base value modify these totals as normal (an eidolon receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). An eidolon cannot have more ranks in a skill than it has Hit Dice. Eidolon skill ranks are set once chosen, even if the creature changes when the summoner gains a new level.

Feats: This is the total number of feats possessed by an eidolon. Eidolons can select any feat that they qualify for, but they must possess the appropriate appendages to use

some feats. Eidolon feats are set once chosen, even if the creature changes when the summoner gains a new level. If, due to changes, the eidolon no longer qualifies for a feat, the feat has no effect until the eidolon once again qualifies for the feat.

Armor Bonus: The number noted here is the eidolon's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the summoner. This number is modified by the eidolon's base form and some options available through its evolution pool. An eidolon cannot wear armor of any kind, as the armor interferes with the summoner's connection to the eidolon.

Str/Dex Bonus: Add this modifier to the eidolon's Strength and Dexterity scores, as determined by its base form. Some options available through the eidolon's evolution pool might modify these scores.

Evolution Pool: The value given in this column is the total number of points in the eidolon's evolution pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the eidolon. Whenever the summoner gains a level, the number in this pool increases and the summoner can spend these points to change the abilities of the eidolon. These choices are not set. The summoner can change them whenever he gains a level (and through the *transmogrify* spell).

Max. Attacks: This indicates the maximum number of natural attacks that the eidolon is allowed to possess at the given level. If the eidolon is at its maximum, it cannot take evolutions that grant additional natural attacks. This does not include attacks made with weapons.

Special: This includes a number of abilities gained by all eidolons as they increase in power. Each of these bonuses is described below.

Darkvision (Ex): The eidolon has darkvision out to a range of 60 feet.

Link (Ex): A summoner and his eidolon share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In addition, magic items interfere with the summoner's connection to his eidolon. As a result, the summoner and his eidolon share magic item slots. For example, if the summoner is wearing a ring, his eidolon can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the eidolon become dormant. The eidolon must possess the appropriate appendages to utilize a magic item.

Share Spells (Ex): The summoner may cast a spell with a target of "you" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list.

TABLE 2-9: EIDOLON BASE STATISTICS

Class Level	HD	BAB	Good Saves	Bad Save	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max. Attacks	Special
1st	1	+1	+2	+0	4	1	+0	+0	3	3	Darkvision, link, share spells
2nd	2	+2	+3	+0	8	1	+2	+1	4	3	Evasion
3rd	3	+3	+3	+1	12	2	+2	+1	5	3	—
4th	3	+3	+3	+1	12	2	+2	+1	7	4	—
5th	4	+4	+4	+1	16	2	+4	+2	8	4	Ability score increase
6th	5	+5	+4	+1	20	3	+4	+2	9	4	Devotion
7th	6	+6	+5	+2	24	3	+6	+3	10	4	—
8th	6	+6	+5	+2	24	3	+6	+3	11	4	—
9th	7	+7	+5	+2	28	4	+6	+3	13	5	Multiattack
10th	8	+8	+6	+2	32	4	+8	+4	14	5	Ability score increase
11th	9	+9	+6	+3	36	5	+8	+4	15	5	—
12th	9	+9	+6	+3	36	5	+10	+5	16	5	—
13th	10	+10	+7	+3	40	5	+10	+5	17	5	—
14th	11	+11	+7	+3	44	6	+10	+5	19	6	Improved evasion
15th	12	+12	+8	+4	48	6	+12	+6	20	6	Ability score increase
16th	12	+12	+8	+4	48	6	+12	+6	21	6	—
17th	13	+13	+8	+4	52	7	+14	+7	22	6	—
18th	14	+14	+9	+4	56	7	+14	+7	23	6	—
19th	15	+15	+9	+5	60	8	+14	+7	25	7	—
20th	15	+15	+9	+5	60	8	+16	+8	26	7	—

This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If an eidolon is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Ability Score Increase (Ex): The eidolon adds +1 to one of its ability scores.

Devotion (Ex): An eidolon gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An eidolon gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the eidolon instead gains a second attack with one of its natural weapons, albeit at a –5 penalty. If the eidolon later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an eidolon takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

EIDOLON SKILLS

The following skills are class skills for eidolons: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the summoner can choose 4 additional skills to be class skills for

his eidolon. Note that eidolons with a fly speed receive Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

Base Forms

Each eidolon has one of three base forms that determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the eidolon's full base attack bonus unless otherwise noted (such as in the case of secondary attacks). Eidolon attacks add the eidolon's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 times its Strength modifier. These base forms also note any free evolutions that base form possesses. The bonuses from these free evolutions are already factored into the starting statistics.

Alternatively, any one of these base forms can be used to make a Small eidolon. If the eidolon is Small, it gains a +2 bonus to its Dexterity score. It also takes a –4 penalty to its Strength and a –2 penalty to its Constitution. It also gains a +1 size bonus to its AC and attack rolls, a –1 penalty to its CMB and CMD scores, a +2 bonus on its Fly skill checks, and a +4 bonus on its Stealth skill checks. Reduce the damage of all of its attacks by one step (1d6 becomes 1d4, 1d4 becomes 1d3). If this choice is made, the eidolon can be made Medium whenever the summoner can change the eidolon's evolution pool (which causes it to lose these modifiers for being Small).

Quadruped

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Saves Fort (good), Ref (good), Will (bad); Attack bite (1d6); Ability Scores Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions bite, limbs (legs) (2).

Biped

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; Saves Fort (good), Ref (bad), Will (good); Attack 2 claws (1d4); Ability Scores Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions claws, limbs (arms), limbs (legs).

Serpentine

Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft.; AC +2 natural armor; Saves Fort (bad), Ref (good), Will (good); Attack bite (1d6), tail slap (1d6); Ability Scores Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions bite, climb, reach (bite), tail, tail slap.

EVOLUTIONS

Each eidolon receives a number of evolution points that can be spent to give the eidolon new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the summoner gains a new level, but they are otherwise set. Some evolutions require that the eidolon have a specific base form or the summoner be of a specific level before they can be chosen. A number of evolutions grant the eidolon additional natural attacks. Natural attacks listed as primary are made using the eidolon's full base attack bonus and add the eidolon's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the eidolon's base attack bonus - 5 and add 1/2 the eidolon's Strength modifier on damage rolls (if positive). If the eidolon only has a single natural attack, the attack is made using its full base attack bonus and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Evolutions are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the summoner gains a level. Unless otherwise noted, each evolution can only be selected once.

1-Point Evolutions

The following evolutions cost 1 point from the eidolon's evolution pool.

Bite (Ex): An eidolon's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the eidolon already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Claws (Ex): An eidolon has a pair of vicious claws at the end of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must have the limbs evolution to take this evolution. This evolution can only be applied to the limbs (legs) evolution once This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Climb (Ex): An eidolon becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's climb speed by 20 feet.

Gills (Ex): An eidolon has gills and can breathe underwater indefinitely.

Improved Damage (Ex): One of the eidolon's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Improved Natural Armor (Ex): An eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once for every five levels the summoner possesses.

Magic Attacks (Su): An eidolon is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the summoner is 10th level or higher, all of the eidolon's weapons are treated as the alignment of the eidolon for the purpose of overcoming damage reduction.

Mount (Ex): An eidolon is properly skilled and formed to serve as a combat-trained mount. The eidolon must be at least one size category larger than its rider. This evolution is only available to eidolons of the quadruped and serpentine base forms.

Pincers (Ex): An eidolon grows a large pincers at the end of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Eidolons with the grab evolution linked to pincers gain a +2 bonus on CMB checks made to grapple. The eidolon must have the limbs (arms) evolution to take this evolution. Alternatively, the eidolon can replace the claws from its base form with pincers (this still costs 1 evolution point). This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Pounce (Ex): An eidolon gains quick reflexes, allowing it to make a full attack after a charge. This evolution is only available to eidolons of the quadruped base form.

Pull (Ex): An eidolon gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver

check. If successful, the target of the attack is pulled 5 feet closer to the eidolon. This ability only works on creatures of a size equal to or smaller than the eidolon. Creatures pulled in this way do not provoke attacks of opportunity. The eidolon must have a reach of 10 feet or more to select this evolution. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Push (Ex): An eidolon gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the eidolon. This ability only works on creatures of a size equal to or smaller than the eidolon. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Reach (Ex): One of an eidolon's attacks is capable of striking at foes at a distance. Pick one attack. The eidolon's reach with that attack increases by 5 feet.

Resistance (Ex): An eidolon's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire, icy breath for cold, and so on). Pick one energy type (acid, cold, electricity, fire, or sonic). The eidolon gains resist 5 against that energy type. This resistance increases by 5 for every 5 levels the summoner possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different energy type.

Scent (Ex): An eidolon's sense of smell becomes quite acute. The eidolon gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the eidolon to precisely locate the creature, only to detect its presence. It can detect the direction with a move action. The eidolon can pinpoint the creature's location if it is within 5 feet. The eidolon can use scent to track creatures (see page 304 of the *Bestiary* for details).

Skilled (Ex): An eidolon becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different skill.

Slam (Ex): An eidolon can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The eidolon must have the limbs (arms) evolution to take this evolution. Alternatively, the eidolon can replace the claws

from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Sting (Ex): An eidolon possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the eidolon must possess an equal number of the tail evolution.

Swim (Ex): An eidolon gains webbed hands, feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution does not give the eidolon the ability to breathe underwater. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's swim speed by 20 feet.

Tail (Ex): An eidolon grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks made to balance on a surface. This evolution can be selected more than once.

Tail Slap (Ex): An eidolon can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). The eidolon must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the eidolon must possess an equal number of the tail evolution.

Tentacle (Ex): An eidolon possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once.

Wing Buffet (Ex): An eidolon learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must possess the flight evolution, with wings, to select this evolution.

2-Point Evolutions

The following evolutions cost 2 points from the eidolon's evolution pool.

Ability Increase (Ex): An eidolon grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the eidolon's ability scores by +2. This evolution can be selected more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 6 levels the summoner possesses.

Constrict (Ex): An eidolon gains powerful muscles that allow it to crush those it grapples. Whenever the eidolon successfully grapples a foe using the grab evolution, it

deals additional damage equal to the amount of damage dealt by the attack used by the grab evolution. This evolution is only available to eidolons of the serpentine base form.

Energy Attacks (Su): An eidolon's attacks become charged with energy. Pick one energy type: acid, cold, electricity, or fire. All of the eidolon's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. The summoner must be at least 5th level before selecting this evolution.

Flight (Ex or Su): An eidolon grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The eidolon gains a fly speed equal to its base speed. The eidolon's maneuverability depends on its size. Medium or smaller eidolons have good maneuverability. Large eidolons have average maneuverability, while Huge eidolons have poor maneuverability. For 2 additional evolution points, the eidolon flies by means of magic. It loses its wings, but its maneuverability increases to perfect. Flying via magic means makes this a supernatural ability. The eidolon's fly speed can be increased by spending additional evolution points, gaining a 20-foot increase to fly speed for each additional point spent. The summoner must be at least 5th level before selecting this evolution.

Gore (Ex): An eidolon grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large, 2d6 if Huge).

Grab (Ex): An eidolon becomes adept at grappling foes, gaining the grab ability. Pick bite, claw, pincers, slam, tail slap, or tentacle attacks. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the eidolon grapples the target. This ability only works on creatures of a size one category smaller than the eidolon or smaller. Eidolons with this evolution receive a +4 bonus on CMB checks made to grapple.

Immunity (Su): An eidolon's body becomes extremely resilient to one energy type, gaining immunity to that type. Pick one energy type: acid, cold, electricity, fire, or sonic. The eidolon gains immunity to that energy type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. The summoner must be at least 7th level before selecting this evolution.

Limbs (Ex): An eidolon grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the eidolon's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The eidolon does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons, if

the eidolon is proficient. This evolution can be selected more than once.

Poison (Ex): An eidolon secretes toxic venom, gaining a poison attack. Pick one bite or sting attack. Whenever the selected attack hits, the target is poisoned. **Eidolon poison**—type poison (injury); save Fort negates; frequency 1/round for 4 rounds; effect 1d4 Str damage; cure 1 save. The save DC is equal to 10 + 1/2 the eidolon's HD + the eidolon's Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round. The summoner must be at least 7th level before selecting this evolution.

Rake (Ex): An eidolon grows dangerous claws on its feet, allowing it to make 2 rake attacks on foes it is grappling. These attacks are primary attacks. The eidolon receives these additional attacks each time it succeeds on a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution is only available to eidolons of the quadruped base form. This evolution counts as one natural attack toward the eidolon's maximum. The summoner must be at least 4th level before selecting this evolution.

Rend (Ex): An eidolon learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the eidolon makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the eidolon's Strength modifier. The eidolon must possess the claws evolution to select this evolution. The summoner must be at least 6th level before selecting this evolution.

Trample (Ex): An eidolon gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the eidolon can overrun any creature that is at least one size smaller than itself. This works like the overrun combat maneuver, but the eidolon does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the eidolon's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the eidolon's HD + the eidolon's Strength modifier. A trampling eidolon can only deal trampling damage to a creature once per round. This evolution is only available to eidolons of the biped or quadruped base forms.

Tremorsense (Ex): An eidolon becomes attuned to vibrations in the ground, gaining tremorsense out to a range of 30 feet. This works like the blindsense evolution, but only if both the eidolon and the creature to be pinpointed are in contact with the ground. The summoner must be at least 7th level before selecting this evolution.

Trip (Ex): An eidolon becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the eidolon makes a successful bite attack of the selected type, it can attempt a free combat maneuver check. If successful, the target is knocked prone. If the check fails, the eidolon is not tripped in return. This ability only works on creatures of a size equal to or smaller than the eidolon. The eidolon must possess the bite evolution to select this evolution.

Weapon Training (Ex): An eidolon learns to use a weapon, gaining Simple Weapon Proficiency as a bonus feat. If 2 additional evolution points are spent, it gains proficiency with all martial weapons as well.

3-Point Evolutions

The following evolutions cost 3 points from the eidolon's evolution pool.

Blindsense (Ex): An eidolon's senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the eidolon to pinpoint the location of creatures that it cannot see without having to make a Perception check, but such creatures still have total concealment from the eidolon. Visibility still affects the eidolon's movement and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. The summoner must be at least 9th level before selecting this evolution.

Burrow (Ex): An eidolon grows thick and gnarled claws, allowing it to move through the earth. The eidolon gains a burrow speed equal to $1/2$ its base speed. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The summoner must be at least 9th level before selecting this evolution.

Damage Reduction (Su): An eidolon's body becomes resistant to harm, granting it damage reduction. Choose one alignment: chaotic, evil, good, or lawful. The eidolon gains DR 5 that can be bypassed by weapons that possess the chosen alignment. The alignment must be opposite to one of the alignments possessed by the eidolon. At 12th level, this protection can be increased to DR 10 by spending 2 additional evolution points. The summoner must be at least 9th level before selecting this evolution.

Frightful Presence (Ex): An eidolon becomes unsettling to its foes, gaining the frightful presence ability. The eidolon can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the eidolon must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to $10 + 1/2$ the eidolon's HD + the eidolon's Charisma modifier. If the eidolon has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the eidolon are immune to this effect.

The summoner must be at least 11th level before selecting this evolution.

Swallow Whole (Ex): An eidolon gains the swallow whole ability, giving it the ability to consume its foes. If the eidolon begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a combat maneuver check to swallow the creature. The creature can be up to one size category smaller than the eidolon. Swallowed creatures take damage equal to the eidolon's bite damage each round plus 1d6 points of bludgeoning damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light slashing or piercing weapon. The amount of damage needed to cut free is equal to $1/10$ the eidolon's total hit points. The eidolon's AC against these attacks is equal to $10 + 1/2$ its natural armor bonus. If a swallowed creature cuts its way out, the eidolon loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the eidolon's mouth, where it can attempt to escape or be swallowed again. The eidolon must possess the grab evolution, tied to a bite attack, to take this evolution. The summoner must be at least 9th level before selecting this evolution.

Web (Ex): An eidolon gains a pair of spinnerets, giving it the ability to spin webs. The eidolon can use these webs to support itself plus up to one creature of the same size. It can throw webbing as a ranged touch attack up to 8 times per day, entangling a creature up to one size larger than the eidolon. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with an Escape Artist check or a Strength check (at a -4 penalty). The DC of these checks is equal to $10 + 1/2$ the eidolon's HD + the eidolon's Con modifier. The webs have a Hardness of 0 and a number of hits points equal to the eidolon's total Hit Dice. The eidolon can climb its own webs at its climb speed and can pinpoint any creature touching its webs. The eidolon must possess the climb evolution to take this evolution. The summoner must be at least 7th level before selecting this evolution.

4-Point Evolutions

The following evolutions cost 4 points from the eidolon's evolution pool.

Blindsight (Ex): An eidolon's senses sharpen even further, granting it blindsight out to a range of 30 feet. The eidolon can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. The eidolon must possess the blindsense evolution to take this evolution. The summoner must be at least 11th level before selecting this evolution.

Breath Weapon (Su): An eidolon learns to exhale a cone or line of magical energy, gaining a breath weapon.

Select either acid, cold, electricity, or fire. The eidolon can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the eidolon's HD + the eidolon's Constitution modifier. The eidolon can use this ability once per day. The eidolon can use this ability 1 additional time per day by spending an additional 1 evolution point (maximum 3/day). The summoner must be at least 9th level before selecting this evolution.

Fast Healing (Su): An eidolon's body gains the ability to heal wounds very quickly, giving it fast healing 1. The eidolon heals 1 point of damage each round, just like natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the eidolon to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the eidolon is alive. This fast healing does not function when the eidolon is not on the same plane as its summoner. This healing can be increased by 1 per round for every 2 additional evolution points spent (maximum 5). The summoner must be at least 11th level before selecting this evolution.

Large (Ex): An eidolon grows in size, becoming Large. The eidolon gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus to its natural armor. It takes a -2 penalty to its Dexterity. This size change also gives the creature a -1 size penalty to its AC and on attack rolls, a +1 bonus to its CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. If the eidolon has the biped base form, it also gains 10-foot reach. Any reach evolutions the eidolon possesses are added to this total. The eidolon must be Medium to take this evolution. The summoner must be at least 8th level before selecting this evolution.

If 6 additional evolution points are spent, the eidolon instead becomes Huge. The eidolon gains a +16 bonus to Strength, a +8 bonus to Constitution, and a +5 bonus to its natural armor. It takes a -4 penalty to its Dexterity. This size change also give the creature a -2 size penalty to its AC and attack rolls, a +2 bonus to its CMB and CMD, 10-foot reach, a -4 penalty on Fly skill checks, and a -8 penalty on Stealth skill checks. If the eidolon has the biped base form, its reach increases to 15 feet (10 feet for all other base forms). Any reach evolutions the eidolon possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large. The summoner must be at least 13th level before selecting this option.

The ability increase evolution costs twice as much (4 evolution points) when adding to the Strength or Constitution scores of a Large or Huge eidolon.

Spell Resistance (Ex): An eidolon is protected against magic, gaining spell resistance. The eidolon's spell resistance is equal to 11 + the summoner's level. This spell

resistance does not apply to spells cast by the summoner. The summoner must be at least 9th level before selecting this evolution.

SUMMONER SPELLS

Summoners gain access to the following spells. While most of these spells are found in the *Core Rulebook*, all spells marked with an asterisk (*) appear in Chapter 5 of this book.

0-Level Summoner Spells—*acid splash, arcane mark, daze, detect magic, guidance, light, mage hand, mending, message, open/close, read magic, resistance.*

1st-Level Summoner Spells—*alarm, ant haul*, daze monster, endure elements, enlarge person, expeditious retreat, feather fall, grease, identify, jump, mage armor, magic fang, magic mouth, mount, protection from chaos/evil/good/law, reduce person, rejuvenate eidolon (lesser)*, shield, summon monster I, unfetter*, unseen servant, ventriloquism.*

2nd-Level Summoner Spells—*alter self, barkskin, bear's endurance, blur, bull's strength, cat's grace, create pit*, detect thoughts, eagle's splendor, evolution surge (lesser)*, fox's cunning, glide*, glitterdust, haste, invisibility, levitate, misdirection, owl's wisdom, phantom steed, protection from arrows, resist energy, see invisibility, slow, spider climb, summon eidolon*, summon monster II, summon swarm, wind wall.*

3rd-Level Summoner Spells—*aqueous orb*, black tentacles, charm monster, devolution*, dimension door, dimensional anchor, dispel magic, displacement, enlarge person (mass), evolution surge*, fire shield, fly, heroism, invisibility (greater), locate creature, magic circle against chaos/evil/good/law, magic fang (greater), minor creation, nondetection, protection from energy, rage, reduce person (mass), rejuvenate eidolon*, seek thoughts*, spiked pit*, stonewall, summon monster IV, tongues, wall of fire, wall of ice, water breathing.*

4th-Level Summoner Spells—*acid pit*, baleful polymorph, bear's endurance (mass), bull's strength (mass), cat's grace (mass), contact other plane, dismissal, eagle's splendor (mass), evolution surge (greater)*, fox's cunning (mass), hold monster, insect plague, mage's faithful hound, magic jar, major creation, overland flight, owl's wisdom (mass), planar binding (lesser), purified calling*, sending, summon monster V, teleport, transmutify*, wall of stone.*

5th-Level Summoner Spells—*banishment, creeping doom, dispel magic (greater) ethereal jaunt, heroism (greater), hungry pit*, invisibility (mass), planar adaptation*, planar binding, plane shift, repulsion, rejuvenate eidolon (greater)*, sequester, simulacrum, spell turning, summon monster VII, teleport (greater), true seeing, wall of iron.*

6th-Level Summoner Spells—*antipathy, binding, charm monster (mass), dimensional lock, discern location, dominate monster, incendiary cloud, maze, planar adaptation (mass)*, planar binding (greater), protection from spells, summon monster VIII, sympathy, teleportation circle.*

WITCH

Some gain power through study, some through devotion, others through blood, but the witch gains power from her communion with the unknown. Generally feared and misunderstood, the witch draws her magic from a pact made with an otherworldly power. Communing with that source, using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As a witch grows in power, she might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.

Role: While many witches are recluses, living on the edge of civilization, some live within society, openly or in hiding. The blend of witches' spells makes them adept at filling a number of different roles, from seer to healer, and their hexes grant them a number of abilities that are useful in a fight. Some witches travel about, seeking greater knowledge and better understanding of the mysterious powers that guide them.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The witch's class skills are Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the witch.

Weapon and Armor Proficiency: Witches are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a witch's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor on page 83 of the *Pathfinder RPG Core Rulebook*).

Spells: A witch casts arcane spells drawn from the witch spell list (see pages 70–71). A witch must choose and prepare her spells ahead of time.

To learn or cast a spell, a witch must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a witch's spell is 10 + the spell level + the witch's Intelligence modifier.

A witch can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 2–10. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

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

Cantrips: Witches can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 2–10 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.



Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.

Hex: Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 2–10. A witch cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to $10 + 1/2$ the witch's level + the witch's Intelligence modifier.

Blight (Su): The witch can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the witch and her familiar must be in contact with the target. If it's used on a plot of land, the land begins to wither the following day, and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A witch can affect an area with a radius equal to her class level \times 10 feet. Blighting a creature is a standard action that requires a melee touch attack. If used on a creature of the animal or plant type, the creature gains the following curse: Blight Hex—*type* curse; *save* Will negates; *frequency* 1/day; *effect* 1 Con damage. Both types of curse can be removed with a *remove curse* or similar magic, using the save DC as the DC to remove the curse. A witch can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

Cackle (Su): A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Cauldron (Ex): The witch receives Brew Potion as a bonus feat and a +4 insight bonus on Craft (alchemy) skill checks.

Charm (Su): A witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. At 8th level, this effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

Coven (Ex): The witch counts as a hag for the purpose of joining a hag's coven. The coven must contain at least one hag. In addition, whenever the witch with this hex is within 30 feet of another witch with this hex, she can use the aid another action to grant a +1 bonus to the other

witch's caster level for 1 round. This bonus applies to the witch's spells and all of her hexes.

Disguise (Su): A witch can change her appearance for a number of hours equal to her class level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

Evil Eye (Su): The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to –4.

Flight (Su): The witch grows lighter as she gains power, eventually gaining the ability to fly. At 1st level, the witch can use *feather fall* at will and gains a +4 racial bonus on Swim checks. At 3rd level, she can cast *levitate* once per day. At 5th level, she can fly, as per the spell, for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. This hex only affects the witch.

Fortune (Su): The witch can grant a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Healing (Su): A witch can soothe the wounds of those she touches. This acts as a *cure light wounds* spell, using the witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this hex acts like *cure moderate wounds*.

Misfortune (Su): The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Slumber (Su): A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action.

TABLE 2-10: WITCH

Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, hex, witch's familiar	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Hex	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Hex	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Hex	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Hex	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Hex, major hex	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Hex	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Hex	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Hex	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Hex, grand hex	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Hex	4	4	4	4	4	4	4	4	4	4

This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Tongues (Su): A witch with this hex can understand any spoken language for a number of minutes per day equal to her level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th level, a witch can use this ability to speak any language, as per *tongues*.

Ward (Su): A witch can use this hex to place a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A witch knows when a warded creature is no longer protected. A witch can have only one ward active at a time. If the witch uses this ability again, the previous ward immediately ends. A witch cannot use this ability on herself. At 8th level and 16th level, the bonuses provided by this ward increase by +1.

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

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

Major Hex: Starting at 10th level, and every two levels thereafter, a witch can choose one of the following major hexes whenever she could select a new hex.

Agony (Su): With a quick incantation, a witch can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for a number of rounds equal to the witch's level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Hag's Eye (Su): A witch with this hex can create a magic sensor that she can see through. This functions as per the spell *arcane eye*. If the witch has the coven hex, all other

ADDING SPELLS TO A WITCH'S FAMILIAR

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

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

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

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

witches within 10 feet who also have the coven hex can see through this sensor as well, although the witch that created it still controls it. The witch can use this eye for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

Major Healing (Su): By calling upon eerie powers, the witch's touch can mend even the most terrible wounds of those she touches. This acts as *cure serious wounds*, using the witch's caster level. Once a creature has benefited from the major healing hex, it cannot benefit from it again for 24 hours. At 15th level, this hex acts like *cure critical wounds*.

Nightmares (Su): Calling upon fell powers, a witch can place a hex on a creature within 60 feet that causes its sleep to be tormented by terrible nightmares.

This functions as the spell *nightmare* each time the affected creature attempts to rest. A Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

Retribution (Su): A witch can place a retribution hex on a creature within 60 feet, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the hexed creature deals damage in melee, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for a number of rounds equal to the witch's Intelligence modifier. A Will save negates this effect.

Vision (Su): A witch with the vision hex can grant a glimpse of the future to a creature touched. Granting a vision takes 1 minute, during which time the witch and the target must remain in contact with one another. At the end of this time, the subject receives a brief image of the future, usually no more than 1 year from the time of the vision, subject to GM discretion. This is only one possible version of the future, making such visions unreliable at best. Most visions are slanted toward the alignment of the witch that granted them. For example, the visions granted by a chaotic evil witch often show scenes of death and destruction, while those of a neutral good witch tend to be of joyous events or occasions. A creature cannot be subject to another vision until the current vision has either come to pass or been prevented. A witch cannot use this ability on herself. Unwilling creatures receive a Will save to negate the vision.

Waxen Image (Su): The witch can spend a full-round action to create a crude and unnerving wax duplicate of a creature she can see within 30 feet. Once the image is complete, the subject must make a Will save. If the subject fails, the witch gains a small measure of control over the creature. Whenever she exercises this control, the creature receives a new Will save to end the effect. This effect occurs on the witch's turn and does not impede the creature's actions on its turn. The witch can use the waxen image a number of times equal to her Intelligence modifier before it melts. As a standard action, the witch can cause the subject to do any one of the following things: move up to the creature's speed in any direction, attack itself once with any weapon in hand (this attack automatically hits), lay down on the ground, or drop anything held. Alternatively, she can spend one of her uses to simply torture the image, causing the creature to be both sickened and staggered on its turn. As soon as the creature has succeeded on a saving throw against this effect, it is immune to it for 24 hours. This is an enchantment (compulsion) effect.

Weather Control (Su): A witch with this hex can use *control weather* once per day, but creating the weather takes 1 full hour of chanting, dancing, and communing with her familiar.

Grand Hex: Starting at 18th level, and every two levels thereafter, a witch can choose one of the following grand hexes whenever she could select a new hex.

Death Curse (Su): This powerful hex seizes a creature's heart, causing death within just a few moments. This hex has a range of 30 feet. The hexed creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the hex. On the second round of the hex, the creature becomes exhausted. On the third round, the creature dies unless it succeeds at a Fort save. Creatures that fail the first save but succeed at the second remain exhausted and take 4d6 points of damage + 1 point of damage per level of the witch. Slaying the witch that hexed the creature ends the effect, but any fatigue or exhaustion remains. Whether or not the saves are successful, a creature cannot be the target of this hex again for 1 day.

Eternal Slumber (Su): The witch can touch a creature, causing it to drift off into a permanent slumber. The creature receives a Will save to negate this effect. If the save fails, the creature falls asleep and cannot be woken. The effect can only be removed with a *wish* or similar magic, although slaying the witch ends the effect. The witch can use this ability to poison food or drink, causing those who ingest it to make a save or fall into an eternal slumber. She can only have one such dose of poison at any one time, and it loses its potency after 1 minute if not consumed. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Forced Reincarnation (Su): The witch causes a creature within 30 feet to die and be immediately *reincarnated* into a new body. A Will save negates this effect. Those that fail are slain and immediately brought back to life with the spell *reincarnate*. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Life Giver (Su): Once per day the witch can, as a full round action, touch a dead creature and bring it back to life. This functions as *resurrection*, but it does not require a material component.

Natural Disaster (Su): A witch using this hex calls down the forces of nature to wreak havoc on an area. This functions as a *storm of vengeance* combined with an *earthquake* that occurs on the second round of the effect (while acid is raining from the sky). A witch must concentrate for the duration of this effect. If disrupted, the effect immediately ends. A witch can only use this ability once per day.

WITCH'S FAMILIAR

By forging strange bonds with unnameable beings, witches gain the service of a mystical advisor, a familiar to both serve her and reveal to her secrets unknown to most mortals. A familiar is an animal chosen by a witch to aid her in her spellcasting and grant her special powers. This uses the same rules as the wizard's arcane bond class feature (see pages 78 and 82 of the *Pathfinder RPG Core Rulebook*), except as noted below. A witch uses her level as her effective wizard level when determining the abilities of her familiar. A witch can choose any of the familiars available to a wizard in addition to the new familiars presented here.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the witch's level. If a witch possesses such levels, her familiar always uses the witch rules for familiars, not those provided by other classes, such as wizards or sorcerers with the arcane bloodline. A witch's familiar only stores witch spells. All other spells are stored normally, as noted in their class features.

If a familiar is lost or dies, it can be replaced 1 day later through a special ritual that costs 500 gp per witch level. The ritual takes 8 hours to complete. A new familiar begins knowing all of the 0-level spells plus two spells of every level the witch is able to cast. These are in addition to any bonus spells known by the familiar based on the witch's level and her patron (see patron spells).

Store Spells: Starting at 1st level, a witch's familiar stores all of the spells that the witch knows. This does not allow the familiar to cast these spells or use spell-trigger or spell completion magic items. Starting at 2nd level, and every two levels thereafter, a witch's familiar adds new bonus spells to the witch's spell list based on her patron. These spells are automatically stored by the familiar and can be prepared as normal once they are gained.

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

NEW FAMILIARS

In addition to the familiars presented in the *Pathfinder RPG Core Rulebook*, witches might select any of the following animals as their familiar. Sorcerers and wizards might also adopt these new familiars, utilizing the same rules as for any other familiar.

These familiars make use of statistics presented in the *Pathfinder RPG Bestiary* (on the noted pages), specifically the house centipede (43), king crab (50), greensting scorpion (242), fox (dog with the young template, 87), octopus (octopus with the young template, 219), and scarlet spider (258).

Familiar	Special Ability
Centipede	Master gains a +3 bonus on Stealth checks
Crab	Master gains a +2 bonus on grapple checks
Fox	Master gains a +2 bonus on Reflex saves
Octopus	Master gains a +3 bonus on Swim checks
Scorpion	Master gains a +2 bonus on initiative rolls
Spider	Master gains a +3 bonus on Climb checks

PATRON SPELLS

At 1st level, when a witch gains her familiar, she must also select a patron. This patron is a vague and mysterious force, granting the witch power for reasons that she might not entirely understand. While these forces need not be named, they typically hold influence over one of the following forces. At 2nd level, and every two levels thereafter, a witch's patron adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. Spells marked with an asterisk (*) appear in Chapter 5 of this book. The spells gained depend upon the patron chosen. Each patron is listed by its theme. Its actual name is up to the GM and the witch to decide.

Agility: 2nd—*jump*, 4th—*cat's grace*, 6th—*haste*, 8th—*freedom of movement*, 10th—*polymorph*, 12th—*cat's grace (mass)*, 14th—*ethereal jaunt*, 16th—*animal shapes*, 18th—*shapechange*.

Animals: 2nd—*charm animals*, 4th—*speak with animals*, 6th—*dominate animal*, 8th—*summon nature's ally IV*, 10th—*animal growth*, 12th—*antilife shell*, 14th—*beast shape IV*, 16th—*animal shapes*, 18th—*summon nature's ally IX*.

Deception: 2nd—*ventriloquism*, 4th—*invisibility*, 6th—*blink*, 8th—*confusion*, 10th—*passwall*, 12th—*programmed image*, 14th—*invisibility (mass)*, 16th—*scintillating pattern*, 18th—*time stop*.

Elements: 2nd—*shocking grasp*, 4th—*flaming sphere*, 6th—*fireball*, 8th—*wall of ice*, 10th—*flame strike*, 12th—*freezing sphere*, 14th—*vortex**, 16th—*fire storm*, 18th—*meteor swarm*.

Endurance: 2nd—*endure elements*, 4th—*bear's endurance*, 6th—*protection from energy*, 8th—*spell immunity*, 10th—*spell resistance*, 12th—*bear's endurance (mass)*, 14th—*restoration (greater)*, 16th—*iron body*, 18th—*miracle*.

Plague: 2nd—*detect undead*, 4th—*command undead*, 6th—*contagion*, 8th—*animate dead*, 10th—*giant vermin*, 12th—*create undead*, 14th—*control undead*, 16th—*create greater undead*, 18th—*energy drain*.

Shadow: 2nd—*silent image*, 4th—*darkness*, 6th—*deeper darkness*, 8th—*shadow conjuration*, 10th—*shadow evocation*, 12th—*shadow walk*, 14th—*shadow conjuration (greater)*, 16th—*shadow evocation (greater)*, 18th—*shades*.

Strength: 2nd—*divine favor*, 4th—*bull's strength*, 6th—*greater magic weapon*, 8th—*divine power*, 10th—*righteous might*, 12th—*bull's strength (mass)*, 14th—*giant form I*, 16th—*giant form II*, 18th—*shapechange*.

Transformation: 2nd—*jump*, 4th—*bear's endurance*, 6th—*beast shape I*, 8th—*beast shape II*, 10th—*beast shape III*, 12th—*form of the dragon I*, 14th—*form of the dragon II*, 16th—*form of the dragon III*, 18th—*shapechange*.

Trickery: 2nd—*animate rope*, 4th—*mirror image*, 6th—*major image*, 8th—*hallucinatory terrain*, 10th—*mirage arcana*, 12th—*mislead*, 14th—*reverse gravity*, 16th—*screen*, 18th—*time stop*.

Water: 2nd—*bless water/curse water*, 4th—*slipstream**, 6th—*water breathing*, 8th—*control water*, 10th—*geyser**, 12th—*elemental body III (water only)*, 14th—*elemental body IV (water only)*, 16th—*seamantle**, 18th—*tsunami**.

Wisdom: 2nd—*shield of faith*, 4th—*owl's wisdom*, 6th—*magic vestment*, 8th—*globe of invulnerability (lesser)*, 10th—*dream*, 12th—*globe of invulnerability (greater)*, 14th—*spell turning*, 16th—*protection from spells*, 18th—*mage's disjunction*.

WITCH SPELLS

Witches gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those marked with an asterisk (*) appear in Chapter 5 of this book.

0-Level Witch Spells—*arcane mark*, *bleed*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *putrefy food and drink**, *read magic*, *resistance*, *spark**, *stabilize*, *touch of fatigue*.

1st-Level Witch Spells—*beguiling gift**, *burning hands*, *cause fear*, *charm person*, *chill touch*, *command*, *comprehend languages*, *cure light wounds*, *dancing lantern**, *detect secret doors*, *enlarge person*, *hypnotism*, *identify*, *ill omen**, *inflict light wounds*, *mage armor*, *mask dweomer**, *mount*, *obscuring mist*, *ray of enfeeblement*, *reduce person*, *sleep*, *summon monster I*, *unseen servant*.

2nd-Level Witch Spells—*alter self*, *augury*, *blindness/deafness*, *burning gaze**, *cure moderate wounds*, *daze monster*, *death knell*, *delay poison*, *detect thoughts*, *enthrall*, *false life*, *feast of ashes**, *fester**, *find traps*, *fog cloud*, *gentle repose*, *glide**, *glitterdust*, *hidden speech**, *hold person*, *inflict moderate wounds*, *levitate*, *perceive cues**, *pox pustules**, *scare*, *see invisibility*, *spectral hand*, *status*, *summon monster II*, *summon swarm*, *touch of idiocy*, *vomit swarm**, *web*, *zone of truth*.

3rd-Level Witch Spells—*arcane sight*, *bestow curse*, *clairaudience/clairvoyance*, *cup of dust**, *deep slumber*, *dispel magic*, *fly*, *glyph of warding*, *guiding star**, *heroism*, *lightning bolt*, *locate object*, *nature's exile**, *pain strike**, *rage*, *ray of exhaustion*, *remove blindness/deafness*, *remove curse*, *remove disease*, *screech**, *seek thoughts**, *sepia snake sigil*,



share senses*, sleet storm, speak with dead, stinking cloud, suggestion, summon monster III, tongues, twilight knife*, vampiric touch, water walk.

4th-Level Witch Spells—arcane eye, black tentacles, charm monster, confusion, crushing despair, cure serious wounds, death ward, detect scrying, dimension door, discern lies, divination, enervation, fear, geas (lesser), ice storm, inflict serious wounds, locate creature, minor creation, moonstruck*, neutralize poison, phantasmal killer, poison, scrying, secure shelter, sleepwalk*, solid fog, spite*, summon monster IV, threefold aspect*, wandering star motes*.

5th-Level Witch Spells—baleful polymorph, banish seeming*, blight, break enchantment, cloudkill, contact other plane, cure critical wounds, dominate person, feeblemind, hold monster, inflict critical wounds, magic jar, major creation, mark of justice, mind fog, overland flight, pain strike (mass)*, prying eyes, reincarnate, rest eternal*, secret chest, suffocation*, summon monster V, symbol of pain, symbol of sleep, telepathic bond, teleport, waves of fatigue.

6th-Level Witch Spells—analyze dweomer, animate objects, cloak of dreams*, cone of cold, cure light wounds (mass), dispel magic (greater), eyebite, fester (mass)*, find the path, flesh to stone, geas/quest, guards and wards, heroism (greater), inflict

light wounds (mass), legend lore, raise dead, slay living, stone to flesh, suggestion (mass), summon monster VI, swarm skin*, symbol of fear, symbol of persuasion, transformation, true seeing, unwilling shield*.

7th-Level Witch Spells—arcane sight (greater), chain lightning, control weather, cure moderate wounds (mass), harm, heal, hold person (mass), inflict moderate wounds (mass), insanity, instant summons, phase door, plane shift, power word blind, regenerate, scrying (greater), summon monster VII, symbol of stunning, symbol of weakness, teleport (greater), teleport object, vision, waves of exhaustion.

8th-Level Witch Spells—antipathy, charm monster (mass), clone, cure serious wounds (mass), demand, destruction, discern location, horrid wilting, inflict serious wounds (mass), irresistible dance, maze, mind blank, moment of prescience, power word stun, prying eyes (greater), resurrection, stormbolts*, summon monster VIII, symbol of death, symbol of insanity, sympathy, trap the soul.

9th-Level Witch Spells—astral projection, cure critical wounds (mass), dominate monster, elemental swarm, foresight, hold monster (mass), inflict critical wounds (mass), power word kill, refuge, soul bind, storm of vengeance, suffocation (mass)*, summon monster IX, teleportation circle, wail of the banshee.

CORE CLASSES

From the noble paladin to the skillful rogue, each core class in the *Pathfinder Roleplaying Game* draws upon a central archetype. Yet, beyond that basic concept exists the potential for innumerable interpretations, details, and refinements. The fighter class, for example, might easily be sculpted into a dead-eye archer, a fleet-footed duelist, a stealthy jungle hunter, or countless other types of martial masters, all refined by a player's choice of details, class options, and specific rules. Yet some archetypes prove pervasive and exciting enough to see use in play time and time again. To help players interested in creating iconic fantasy characters, the following pages explore new rules, options, and alternate class features for each core class. So while most druids wander the woods, some track through the vast desert, reveling in what the wastes have to offer. Such optional features represent a unique view of what a class deliberately designed to capture a specific character archetype might become. While the types of options presented for each core class differ, each subsystem is customized to best serve that class, emulate the abilities and talents of classic fantasy archetypes, and expand players' freedom to design exactly the characters they desire.

ALTERNATE CLASS FEATURES

Most of the options presented on the following pages include a host of alternate class features. When a character selects a class, he must choose to use the standard class features found in the *Core Rulebook* or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the elemental fist class feature of the monk of the four winds replaces the stunning fist class feature of the monk. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not 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 when 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 core class as another alternate class feature. For example, a paladin could not be both a hospitaler and an undead scourge since they both

modify the smite evil class feature and both replace the aura of justice class feature. A paladin could, however, be both an undead scourge and a warrior of the holy light, since none of their new class features replace the same core class feature.

ADAPTING EXISTING CHARACTERS

Players with existing characters should talk with their GM about whether or not these alternate class features are available in her game, and if so, whether they can recreate their characters to adopt them. As alternate class features are designed to be balanced when compared to those in the core class, players who revise their characters shouldn't be gaining any special advantage over other party members. As long as the GM is comfortable with retroactively adjusting 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 his character is when leveling up between adventures, though he should always check with the GM before doing so, as she may wish to work significant changes to a character into the campaign.

While the GM might want to make concessions for players who didn't have these alternate class features available to them when creating their characters, PCs should be one of the most constant elements of a campaign. Constantly changing and recreating characters can prove problematic to a campaign. While the GM should be willing to adapt and may allow players who grow bored with their characters to redefine them, alternate class abilities shouldn't feel like exploitable options allowing PCs 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 characters or by disallowing certain options. While the GM should always strive to help players run the characters they want, ultimately she knows what's best for the campaign.

CORE CLASS ARCHETYPES

The core class archetypes that follow are included in this chapter. Characters may take more than one archetype if they meet the requirements.

Barbarian: Breaker, Brutal Pugilist, Drunken Brute, Elemental Kin, Hurler, Invulnerable Rager, Mounted Fury, Savage Barbarian, Superstitious, and Totem Warrior. This section also includes a host of new rage powers that any barbarian can take.

Bard: Arcane Duelist, Archivist, Court Bard, Detective, Magician, Sandman, Savage Skald, Sea Singer, and Street Performer.



Cleric: Instead of specific archetypes, each cleric can choose from a host of subdomains that focus on one aspect of their deity's power. Two or more subdomains are presented for each domain.

Druid: Aquatic Druid, Arctic Druid, Blight Druid, Cave Druid, Desert Druid, Jungle Druid, Mountain Druid, Plains Druid, Swamp Druid, and Urban Druid. Alternatively, druid can choose to be an animal shaman, such as a Bear Shaman, Eagle Shaman, Lion Shaman, Serpent Shaman, or Wolf Shaman.

Fighter: Archer, Crossbowman, Free Hand Fighter, Mobile Fighter, Phalanx Soldier, Polearm Master, Roughrider, Savage Warrior, Shielded Fighter, Two-Handed Fighter, Two-Weapon Warrior, and Weapon Master.

Monk: Drunken Master, Hungry Ghost Monk, *Ki* Mystic, Monk of the Empty Hand, Monk of the Four Winds, Monk of the Healing Hand, Monk of the Lotus, Monk of the Sacred Mountain, Weapon Adept, Zen Archer.

Paladin: Divine Defender, Hospitaler, Sacred Servant, Shining Knight, Undead Scourge, and Warrior of the

Holy Light. This section also includes rules for an alternate version of the paladin class, the antipaladin.

Ranger: Beast Master, Guide, Horse Lord, Infiltrator, Shapeshifter, Skirmisher, Spirit Ranger, and Urban Ranger. This section also includes new combat style choices that any ranger can take.

Rogue: Acrobat, Burglar, Cutpurse, Investigator, Poisoner, Rake, Scout, Sniper, Spy, Swashbuckler, Thug, and Trapsmith. This section also includes a number of rogue talents and advanced rogue talents that any rogue can take.

Sorcerer: Aquatic Bloodline, Boreal Bloodline, Deepearth Bloodline, Dreamspun Bloodline, Protean Bloodline, Serpentine Bloodline, Shadow Bloodline, Starsoul Bloodline, Stormborn Bloodline, and Verdant Bloodline. Unlike other alternate class features, a sorcerer may never have more than one bloodline.

Wizard: This section includes four elemental wizard schools, air, earth, fire, and water. It also includes focused arcane schools, which allow wizards of one school to focus on one element of that school's power.

BARBARIAN

The true barbarian is a creature of bestial, savage fury. Whether a stoic tribal champion who whips herself into a berserker frenzy for the good of her sword-sisters, or a chaotic warrior who revels in carnage for its own sake, all barbarians share a similar approach to combat. Once the red haze of bloodlust descends, there is only a burning rage that carries them through the screaming fray, heedless of wounds and leaving scattered corpses in their wake.

Presented below are a number of new rage powers to help you customize your barbarian, as well as several classic barbarian archetypes to help you in building your character, each one including a number of suggested rage powers that, while not mandatory, work to flesh out the character concept. Rage powers marked with an asterisk (*) can be found in the *Pathfinder RPG Core Rulebook*.

Rage Powers (Ex): The following new rage powers can be taken by any barbarian that meets the prerequisites. Totem rage powers grant powers in a theme. A barbarian cannot select from more than one group of totem rage powers. For example, a barbarian that selects a beast totem rage power cannot later chose to gain any of the spirit totem rage powers.

Beast Totem (Su): While raging, the barbarian gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the barbarian has attained. A barbarian must have the lesser beast totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Beast Totem, Greater (Su): While raging, the barbarian gains the pounce special ability, allowing her to make a full attack at the end of a charge. In addition, the damage from her claws increases to 1d8 (1d6 if Small) and the claws deal $\times 3$ damage on a critical hit. A barbarian must have the beast totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Beast Totem, Lesser (Su): While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier.

Boasting Taunt (Ex): While raging, the barbarian can incite a creature to attack her by making an Intimidate check to demoralize. If the check succeeds, the target is also shaken as long as the barbarian is visible and raging or until it makes a melee attack against the barbarian. The barbarian receives a +2 circumstance bonus on this check for every alcoholic drink she has consumed during this rage. This is a language-dependent mind-affecting effect, and it relies on audible components. The barbarian must be at least 6th level to select this power.

Brawler: While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater: While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks. A barbarian must have the brawler rage power to select this rage power.

Chaos Totem (Su): While raging, the barbarian's form becomes infused with chaos. She gains a +4 bonus on Escape Artist checks and has a 25% chance to ignore extra damage from critical hits and sneak attacks. A barbarian must have the lesser chaos totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Chaos Totem, Greater (Su): While raging, the barbarian gains DR/lawful equal to $1/2$ her barbarian level. Her weapons and natural weapons are considered chaotic for the purpose of overcoming damage reduction. A barbarian must have the chaos totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Chaos Totem, Lesser (Su): While raging, the barbarian gains a +1 deflection bonus to AC against the attacks of lawful creatures and a +1 resistance bonus on saving throws against confusion, insanity, polymorph, and effects with the lawful descriptor. This bonus increases by +1 for each chaos totem rage power she possesses.

Come and Get Me (Ex): While raging, as a free action the barbarian may leave herself open to attack while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the barbarian until the beginning of her next turn, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to resolving each enemy attack. A barbarian must be at least 12th level to select this rage power.

Disruptive: When raging, the barbarian gains Disruptive as a bonus feat. The barbarian must have the superstition* rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Elemental Rage (Su): While raging, all of the barbarian's melee attacks deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire). The type is chosen when the barbarian begins her rage. A barbarian must have the lesser elemental rage power to select this rage power. A barbarian must be at least 8th level to select this rage power. Note that the barbarian can still use her lesser elemental rage power while using this rage power, but she must select a different energy type.

Elemental Rage, Greater (Su): While raging, all of the barbarian's critical hits made with melee weapons deal an additional 1d10 points of energy damage (2d10 if the weapon deals $\times 3$ damage on a critical hit, 3d10 if the weapon deals $\times 4$ on a critical hit). The type of this damage is the

same as the type chosen for the elemental rage power. A barbarian must have the elemental rage power to select this rage power. A barbarian must be at least 12th level to select this rage power.

Elemental Rage, Lesser (Su): As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire) for 1 round. A barbarian must be at least 4th level to select this rage power. This power can only be used once per rage.

Energy Absorption (Su): While raging, the barbarian can absorb energy from a single attack of her chosen energy type once per rage. She does not make a saving throw against the effect but takes no damage from it, instead gaining 1 temporary hit point per 3 points of damage the attack would have inflicted. These temporary hit points last until the end of the barbarian's rage. A barbarian must have the greater energy resistance rage power to select this rage power. A barbarian must be at least 12th level to select this rage power.

Energy Eruption (Su): While raging, the barbarian can absorb energy from a single attack and unleash it upon her enemies once per rage. She does not make a saving throw against the effect but takes no damage from it. At any point during the remainder of her rage she can unleash the stored energy as a breath weapon in either a 60-foot line or 30-foot cone. The breath weapon inflicts damage equal to the damage from the attack absorbed by the barbarian, but creatures within the area may make a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier) for half damage even if the original effect did not allow a save. A barbarian must have the energy absorption rage power to select this rage power. A barbarian must be at least 16th level to select this rage power.

Energy Resistance (Ex): While raging, the barbarian gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to 1/2 her barbarian level (minimum 1). The energy type is chosen when this rage power is selected and it cannot be changed. This rage power can be selected more than once. Its effects do not stack. Each time it applies to a different energy type.

Energy Resistance, Greater (Ex): Once per rage, a barbarian can reduce damage by half from a single attack against which she has energy resistance (halve the damage, then apply resistance). A barbarian must have the energy resistance rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Ferocious Mount (Ex): While raging and mounted, the barbarian's mount also gains the benefits of rage (including greater rage and mighty rage) as long as the barbarian is mounted or adjacent to it. While her mount is raging in this way, she must spend one additional round of rage per round. She can elect not to pay this cost, in which case her mount does not rage.

Ferocious Mount, Greater (Ex): While raging and mounted, the barbarian's mount gains the benefits of any rage powers that are constant in effect when the barbarian is raging. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions. A barbarian must have the ferocious mount rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Ferocious Trample (Ex): While raging and mounted, the barbarian's mount gains the trample special attack (*Pathfinder RPG Bestiary* 305). This attack inflicts 1d8 points of damage for a Medium mount, 2d6 for a Large mount, or 2d8 for a Huge mount, plus 1–1/2 times the mount's Strength modifier. A successful Reflex save (DC 10 + 1/2 the barbarian's level + the mount's Strength modifier) halves this damage. Creatures in the mount's path or that threaten squares it passes through may make attacks of opportunity against either the barbarian or the mount, but not both. A barbarian must have the ferocious mount rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Ferocious Trample, Greater (Ex): A barbarian's mount can affect creatures up to its own size with its ferocious trample. In addition, it can make an overrun combat maneuver check as a free action against a creature that fails its Reflex save (or chooses not to save in order to take an attack of opportunity) against its trample. A barbarian must have the ferocious trample rage power to select this rage power. A barbarian must be at least 12th level to select this rage power.

Fiend Totem (Su): While raging, the barbarian sprouts dozens of wicked barbs from her body. Anyone striking the barbarian with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage. A barbarian must have the lesser fiend totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Fiend Totem, Greater (Su): While raging, the barbarian is surrounded by an aura of menace. Good creatures adjacent to the barbarian are shaken and take 2d6 points of slashing damage at the beginning of the barbarian's turn as dozens of small cuts open across their flesh. Neutral creatures that are adjacent to the barbarian are shaken, but do not take any damage. Evil creatures are unaffected. A barbarian must have the fiend totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Fiend Totem, Lesser (Su): While raging, the barbarian grows a pair of large horns, gaining a gore attack. This attack is a primary attack (unless she is also attacking with weapons, in which case it is a secondary attack) and is made at the barbarian's full base attack bonus (–5 if it is a secondary attack). The gore attack deals 1d8 points of piercing damage (1d6 if Small) plus the barbarian's Strength modifier (1/2 if it is a secondary attack).

Flesh Wound (Ex): Once per rage, the barbarian can try to avoid serious harm from an attack. The barbarian must make a Fortitude save with a DC equal to the damage that would be dealt by the attack. The barbarian's armor check penalty applies on this saving throw. If the save succeeds, the barbarian takes half damage from the attack and the damage is nonlethal. The barbarian must elect to use this ability after the attack roll is made, but before the damage is rolled. A barbarian must be at least 10th level to select this rage power.

Good for What Ails You (Ex): While raging, the barbarian who takes a drink of alcohol may attempt a new saving throw against one of the following conditions that may be affecting her: blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If she succeeds at the save, the effect is suppressed for the duration of the rage. She also may attempt a new saving throw if poisoned; a successful save counts against those required for a cure, but a failed save has no ill effect.

Ground Breaker (Ex): Once per rage, the barbarian can attack the floor around her as a standard action. This attack automatically hits and deals damage normally. If the barbarian manages to deal more damage than the floor's hardness, the space she occupies and all of the squares adjacent to her become difficult terrain. Creatures in these squares, except the barbarian, must make a DC 15 Reflex save or be knocked prone. A barbarian must be at least 6th level to select this rage power.

Guarded Life (Ex): While raging, if the barbarian is reduced below 0 hit points, 1 hit point of lethal damage per barbarian level is converted to nonlethal damage. If the barbarian is at negative hit points due to lethal damage, she immediately stabilizes.

Hurling (Ex): As lesser hurling, but the barbarian can increase the range increment to 20 feet or increase the size of a hurled object by one size category. A barbarian must have the lesser hurling rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Hurling, Greater (Ex): As hurling, but the barbarian can increase the range increment to 30 feet or increase the size of a hurled object by two size categories. A barbarian must have the hurling rage power to select this rage power. A barbarian must be at least 12th level to select this rage power.

Hurling, Lesser (Ex): As a full-round action while raging, the barbarian can lift and hurl an object up to one size category smaller than herself with both hands or two size categories smaller with one hand as an improvised weapon with a range increment of 10 feet. This inflicts damage as a falling object (*Core Rulebook* 443) plus the barbarian's Strength bonus. This damage is halved if the object is not made of stone, metal, or similar material. This is a ranged touch attack, and the target may attempt a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) for half damage. The barbarian

may apply Power Attack to this attack as a one- or two-handed weapon, as appropriate.

Hurling Charge (Ex): While raging and making a charge attack, the barbarian may draw and throw a hurled weapon during her charge, gaining the normal +2 attack roll bonus on the thrown weapon attack as well as on the melee attack at the end of the charge. The barbarian must move at least 10 feet before using a thrown weapon and at least 10 additional feet before making a melee attack at the end of her charge. The barbarian must have a thrown weapon in hand or have one hand free at the beginning of her charge. A barbarian must have the lesser hurling rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Inspire Ferocity (Ex): While raging, the barbarian can use a move action to impart her reckless abandon modifier to all willing allies within 30 feet for a number of rounds equal to her Charisma modifier (minimum 1). A barbarian must have the reckless abandon rage power to select this rage power.

Knockdown (Ex): Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Liquid Courage (Ex): While raging, the barbarian increases her morale bonus on saving throws against mind-affecting effects by +1 for each alcoholic drink she consumes during her rage, to a maximum of +1 increase per four barbarian levels.

Overbearing Advance (Ex): While raging, the barbarian inflicts damage equal to her Strength bonus whenever she succeeds at an overrun combat maneuver.

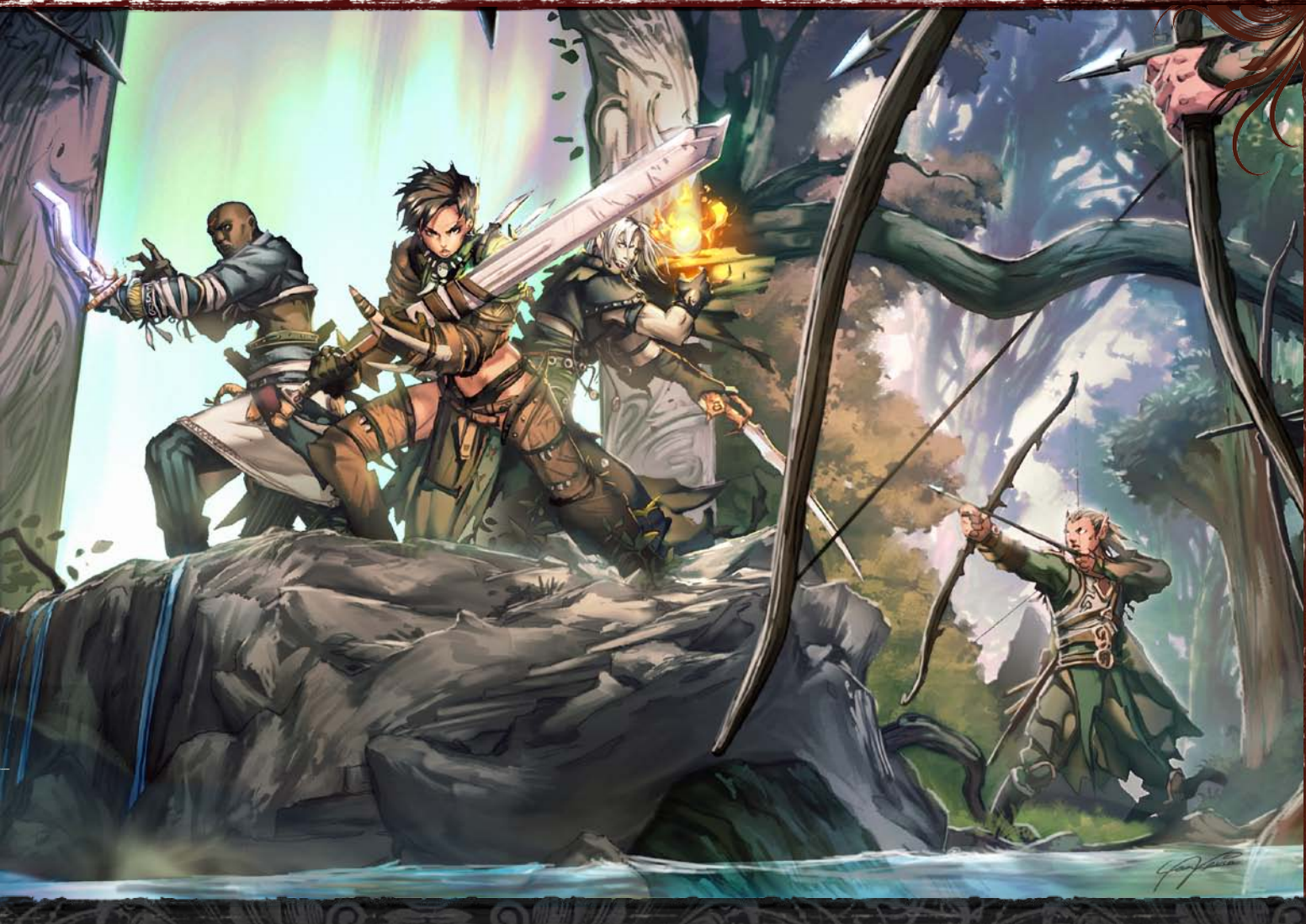
Overbearing Onslaught (Ex): While raging, the barbarian may overrun more than one target per round, with a -2 penalty on her CMB for each overrun check after the first. A barbarian must have the overbearing advance rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Reckless Abandon (Ex): While raging, the barbarian can take a -1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by -1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

Roaring Drunk (Ex): While raging, the barbarian gains a +1 morale bonus on Intimidate checks and to the save DC of any fear effects she creates for each alcoholic drink she has consumed during her rage, to a maximum of +1 per four barbarian levels.

Smasher (Ex): Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

Spellbreaker: When raging, the barbarian gains Spellbreaker as a bonus feat. A barbarian must have the disruptive rage power and be at least 12th level to select this rage power.



Spirit Steed (Su): While raging and mounted, the barbarian's mount gains DR/magic equal to 1/2 the barbarian's level. The mount's natural weapons count as magical for the purpose of overcoming damage reduction. A barbarian must have the ferocious mount rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Spirit Totem (Su): While raging, the spirits that surround the barbarian make it difficult for her enemies to see her. The spirits grant the barbarian a 20% miss chance against ranged attacks and melee attacks made by creatures that are not adjacent to the barbarian (typically due to reach). A barbarian must have the lesser spirit totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Spirit Totem, Greater (Su): While raging, the spirits that surround the barbarian become dangerous to any enemy adjacent to the barbarian. Living enemies adjacent to the barbarian at the start of her turn take 1d8 points of negative energy damage. In addition, the spirit wisps can now attack

foes that are up to 15 feet away from the barbarian and the slam attack deals 1d6 points of negative energy damage. A barbarian must have the spirit totem rage power and be at least 10th level to select this rage power.

Spirit Totem, Lesser (Su): While raging, the barbarian is surrounded by spirit wisps that harass her foes. These spirits make one slam attack each round against a living foe that is adjacent to the barbarian. This slam attack is made using the barbarian's full base attack bonus, plus the barbarian's Charisma modifier. The slam deals 1d4 points of negative energy damage, plus the barbarian's Charisma modifier.

Staggering Drunk (Ex): While raging, a barbarian gains a +1 dodge bonus to AC against attacks of opportunity for each alcoholic drink she has consumed during her rage, to a maximum of +1 per four barbarian levels.

Witch Hunter (Ex): While raging, the barbarian gains a +1 bonus on damage rolls against creatures possessing spells or spell-like abilities. This damage bonus increases by +1 for every four levels the barbarian has obtained. A barbarian must have the superstition* rage power to select this rage power.

BREAKER

While most barbarians are skilled at breaking things, some find the need to destroy their surroundings an almost uncontrollable urge when in the middle of a rage. These barbarians are a danger not only to their foes, but also to the very environment around them. A breaker barbarian has the following class features.

Destructive (Ex): Whenever the breaker barbarian makes a melee attack that targets an unattended object or makes a sunder combat maneuver, she adds half her barbarian level (minimum +1) on the damage roll. This ability replaces fast movement.

Battle Scavenger (Ex): At 3rd level, the breaker barbarian suffers no penalty on attack rolls when using an improvised weapon or a weapon with the broken condition. In addition, she gains a +1 bonus on damage rolls with improvised or broken weapons for every three levels beyond 3rd. This ability replaces trap sense.

Rage Powers: The following rage powers complement the breaker archetype: ground breaker, smasher, and strength surge*.

BRUTAL PUGILIST

Some barbarians focus on using their bare hands to tear their opponents limb from limb. These brutal pugilists also learn a great deal about various combat maneuvers, using them to cripple or crush their foes. A brutal pugilist has the following class features.

Savage Grapple (Ex): At 2nd level, the brutal pugilist takes only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when she has the grappled condition. She can make an attack of opportunity against creatures trying to grapple her even if they possess the Improved Grapple feat or the grab special attack. If she hits with this attack of opportunity, she gains a +2 circumstance bonus to her CMD against the grapple attempt. She cannot make these attacks of opportunity once a grapple has succeeded. This ability replaces uncanny dodge.

Pit Fighter (Ex): At 3rd level, the brutal pugilist has learned combat tricks from fighting in pit brawls and gladiatorial arenas. She selects one combat maneuver and gains a +1 insight bonus on her CMB or to her CMD in that maneuver. This bonus increases to +2 if the barbarian is wearing no armor (shields are allowed). At every three levels after 3rd, the barbarian may select another combat maneuver and add this bonus on her CMB or to her CMD. This bonus can be applied to each maneuver no more than twice, once on CMB and once to CMD. This ability replaces trap sense.

Improved Savage Grapple (Ex): At 5th level, the brutal pugilist takes no penalties to Dexterity, attack rolls, and combat maneuver checks when she has the grappled condition. She also is treated as one size larger than her actual size when determining whether she can be grappled

using the grab feature or swallowed by another creature. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the brutal pugilist archetype: animal fury*, brawler, greater brawler, knockback*, knockdown, overbearing advance, overbearing onslaught, and strength surge*.

DRUNKEN BRUTE

Barbarians are known for their ability to consume potent drink, but drunken brutes turn drinking into a combat tactic, using the potent liquor to fuel their rage and grant them additional powers. A drunken brute has the following class feature.

Raging Drunk (Ex): While raging, the drunken brute can drink a potion, or a tankard of ale or similar quantity of alcohol, as a move action that does not provoke attacks of opportunity. A potion has its normal effect, while an alcoholic drink allows the barbarian to maintain her rage that round without expending a round of rage for the day (instead of the alcohol's normal effects). For each alcoholic drink consumed while raging, the barbarian is nauseated for 1 round when her rage expires, in addition to the normal fatigue that follows a rage. Tireless rage does not negate this nauseated condition but the internal fortitude rage power does. This ability replaces fast movement.

Rage Powers: The following rage powers complement the drunken brute archetype: boasting taunt, good for what ails you, internal fortitude*, liquid courage, moment of clarity*, roaring drunk, and staggering drunk.

ELEMENTAL KIN

Some barbarian tribes have strong ties to the elemental forces of nature. Their shamans anoint the warriors at birth, tying them to the patron element of the tribe and granting them lasting boons against such forces. An elemental kin has the following class feature.

Elemental Fury (Ex): At 3rd level, whenever the elemental kin takes an amount of energy damage equal to or greater than her barbarian level while raging, she adds 1 to the total number of rounds that she can rage that day. At 6th level, and every three levels thereafter, the number of extra rounds per energy attack increases by +1, to a maximum of +6 rounds per energy attack at 18th level. This ability replaces trap sense.

Rage Powers: The following rage powers complement the elemental kin archetype: elemental rage, energy absorption, energy eruption, energy resistance, greater elemental rage, greater energy resistance, and lesser elemental rage.

HURLER

A raging barbarian is frightening enough in melee, but some become skilled at throwing objects at their foes before closing in for the kill. A hurler has the following class feature.

Skilled Thrower (Ex): The hurler is skilled at throwing objects in combat. Increase the range increment of any thrown weapon or object by 10 feet. This ability replaces fast movement.

Rage Powers: The following rage powers complement the hurler archetype: hurling, greater hurling, hurling charge, lesser hurling, strength surge*, and surprise accuracy*.

INVULNERABLE RAGER

Some barbarians learn to take whatever comes their way, shrugging off mortal wounds with ease. These barbarians invite their enemies to attack them, and use pain to fuel their rage. An invulnerable rager has the following class features.

Invulnerability (Ex): At 2nd level, the invulnerable rager gains DR/— equal to half her barbarian level. This damage reduction is doubled against nonlethal damage. This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

Extreme Endurance (Ex): At 3rd level, the invulnerable rager is inured to either hot or cold climate effects (choose one) as if using *endure elements*. In addition, the barbarian gains 1 point of fire or cold resistance for every three levels beyond 3rd. This ability replaces trap sense.

Rage Powers: The following rage powers complement the invulnerable rager archetype: come and get me, guarded life, increased damage reduction*, inspire ferocity, reckless abandon, and renewed vigor*.

MOUNTED FURY

Many barbarian tribes are masters of the horse, teaching their members how to ride from a young age. As a result, barbarians from such tribes are even more terrifying when mounted, using their steeds' speed and strength to great advantage. A mounted fury has the following class features.

Fast Rider (Ex): The speed of any mount the barbarian rides is increased by 10 feet. This ability replaces fast movement.

Bestial Mount (Ex): At 5th level, the mounted fury gains the service of a feral mount. This ability functions as a druid's animal companion, using the barbarian's level -4 as her effective druid level. This companion must be one that she is capable of riding and is suitable as a mount. A Medium barbarian can select a camel or a horse. A Small barbarian can select a pony or a wolf, but can also select a boar or a dog if she is at least 8th level. Whenever a barbarian is raging while mounted on her bestial mount, the mount gains a +2 morale bonus to its Strength. This ability replaces uncanny dodge and improved uncanny dodge.

Rage Powers: The following rage powers complement the mounted fury archetype: ferocious mount, ferocious trample, greater ferocious mount, greater ferocious trample, and spirit steed.

SAVAGE BARBARIAN

Some barbarians are truly savage, having little training in modern arms. These savage barbarians learn to avoid blows and toughen up their skin. A savage barbarian has the following class features.

Naked Courage (Ex): At 3rd level, the savage barbarian gains a +1 dodge bonus to AC and a +1 morale bonus on saving throws against fear when wearing no armor (shields are allowed). This bonus increases by +1 for every six levels after 3rd. This ability replaces trap sense.

Natural Toughness (Ex): At 7th level, the savage barbarian gains a +1 natural armor bonus to AC when wearing no armor (shields are allowed). This bonus increases by +1 for every three levels beyond 7th. This ability replaces damage reduction.

Rage Powers: The following rage powers complement the savage barbarian archetype: flesh wound, guarded stance*, increased damage reduction*, intimidating glare*, rolling dodge*, superstition*, and terrifying howl*.

SUPERSTITIOUS

Many barbarians distrust magic. While most just shy away from magic, others focus their rage on users of such foul arts. These barbarians are naturally distrusting, and develop keen senses to protect them from harm. A superstitious barbarian has the following class features.

Sixth Sense (Ex): At 3rd level, the superstitious barbarian gains a +1 bonus on initiative and a +1 insight bonus to AC during surprise rounds. This bonus increases by +1 for every three levels after 3rd. This ability replaces trap sense.

Keen Senses (Ex): At 7th level, the superstitious barbarian gains low-light vision (triple normal vision range in dim light if she already has low-light vision). At 10th level, she gains darkvision 60 feet (or adds 60 feet to the range of any darkvision already possessed). At 13th level, she gains scent. At 16th level, she gains blindsense 30 feet. At 19th level, she gains blindsight 30 feet. This ability replaces damage reduction.

Rage Powers: The following rage powers complement the superstitious archetype: clear mind*, disruptive, roused anger*, spellbreaker, superstition*, and witch hunter.

TOTEM WARRIOR

A barbarian often has a special totem that is the patron of her tribe. While individual totems vary, those in the tribe that call upon a totem receive similar abilities. Totem warrior barbarians can select from the following rage powers.

Rage Powers: The totem warrior is based entirely upon his totem rage powers. In addition to the totem powers themselves, the following rage powers complement the totem warrior archetype (depending on the totem chosen): animal fury*, low-light vision*, night vision*, raging climber*, raging leaper*, raging swimmer*, and swift foot*.

BARD

A good bard can sing the birds from the trees or talk a king into abdicating his throne. A jack of all trades, the bard sees little need to restrict himself to a single talent, picking up a little of this and a little of that, but always with a keen eye for other people and how they might be manipulated, whether through artistic performances or more mundane avenues. Presented below are several classic bardic themes.

ARCANE DUELIST

A master of the martial applications of steel and spell, the arcane duelist blends both into a lethal combination.

Arcane Strike: Arcane duelists gain Arcane Strike as a bonus feat at 1st level. This ability replaces bardic knowledge.

Bardic Performance: An arcane duelist gains the following types of bardic performance.

Rallying Cry (Su): At 1st level, an arcane duelist can use performance to rally dispirited allies. Each round he makes an Intimidate check. Any ally (including the bard) within 30 feet may use this check in place of his own saving throw against fear and despair effects. Those already under a fear or despair effect can attempt a new save each round using the bard's Intimidate check. Rallying cry does not work on effects that don't allow saves. This is a mind-affecting ability that uses audible components. This performance replaces countersong.

Bladethirst (Su): An arcane duelist of 6th level or higher may use performance to grant one weapon, one natural weapon, one end of a double weapon, or 50 items of ammunition of the same type within 30 feet a +1 enhancement bonus. This enhancement bonus increases by +1 for every three levels after 6th (maximum +5 at 18th level). These bonuses stack with existing bonuses and may be used to increase the item's enhancement bonus up to +5 or to add any of the following weapon properties: *defending*, *distance*, *ghost touch*, *keen*, *mighty cleaving*, *returning*, *shock*, *shocking burst*, *seeking*, *speed*, or *wounding* (*Pathfinder RPG Core Rulebook* page 469). If the weapon is not magical, at least a +1 enhancement bonus must be added before adding special abilities. This performance replaces suggestion.

Mass Bladethirst (Su): An arcane duelist of 18th level or higher can use his bladethirst performance to enhance the weapons of as many allies as desired within 30 feet. The bonus provided by this power is +4 if conferred on two allies, +3 for three allies, +2 for four allies, and +1 for five or more allies. The power granted to each weapon must be identical. This ability replaces mass suggestion.

Bonus Feats: An arcane duelist weaves might and magic in his combat style, gaining the following bonus feats at 2nd level and every four levels thereafter: 2nd level—Combat Casting, 6th level—Disruptive, 10th

level—Spellbreaker, 14th level—Penetrating Strike, 18th level—Greater Penetrating Strike. This ability replaces versatile performance and well-versed.

Arcane Bond (Ex): At 5th level, an arcane duelist gains the arcane bond ability as a wizard, using a weapon as his bonded item, allowing him to cast any one additional spell that he knows once per day. He may not choose a familiar or other type of bonded item. He may use the hand holding his bonded weapon for somatic components. This ability replaces lore master.

Arcane Armor (Ex): At 10th level, an arcane duelist gains Medium Armor Proficiency and can cast bard spells in medium armor with no chance of arcane spell failure. At 16th level, he gains Heavy Armor Proficiency and can cast bard spells in heavy armor with no arcane spell failure. This ability replaces jack of all trades.

ARCHIVIST

Some bards greatly prefer academic pursuits to the drama (and sometimes melodrama) of their artistic brethren.

Bardic Performance: An archivist gains the following types of bardic performance.

Naturalist (Ex): An archivist who has identified a creature with a Knowledge check appropriate to its type can use performance to share strategies for defeating it with allies in combat. The archivist and any allies within 30 feet gain a +1 insight bonus to AC and on attack rolls and saving throws against exceptional, supernatural, and spell-like abilities used by creatures of that specific kind of monster (e.g., frost giants, not all giants or all humanoids). This bonus increases by +1 at 5th level and every six levels thereafter. This language-dependent ability requires visual and audible components. This ability replaces inspire courage.

Lamentable Belaborment (Ex): At 6th level, an archivist can bewilder a creature already fascinated by his performance. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). The target must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours, but failure leaves the target either dazed or confused (archivist's choice) for as long as the performance continues. If the target takes damage, this effect ends immediately. This mind-affecting ability relies on audible components. This ability replaces suggestion.

Pedantic Lecture (Su): At 18th level, an archivist can affect as many creatures with lamentable belaborment as he currently has fascinated. In addition, he may choose to cause targets to fall asleep rather than be dazed or confused. This ability replaces mass suggestion.

Lore Master (Ex): At 2nd level, an archivist may take 20 on Knowledge checks once per day, plus once per six levels beyond 2nd. This ability replaces versatile performance.

Magic Lore (Ex): At 2nd level, an archivist gains a bonus on Spellcraft checks to identify magic items or decipher scrolls equal to half his bard level and may take 10 on such checks. An archivist can use Disable Device to disarm magical traps as per a rogue's trapfinding ability and gains a +4 bonus on saves against magical traps, language-dependent effects, and symbols, glyphs, and magical writings of any kind. This ability replaces well-versed.

Jack of All Trades (Ex): At 5th level, an archivist can use any skill, even if the skill normally requires him to be trained. At 11th level, he considers all skills to be class skills, and at 17th level he can take 10 on any skill check, even if it is not normally allowed. This ability replaces lore master.

Probable Path (Ex): At 10th level, an archivist can calculate the action likely to bring success with the least risk. Once per day, he can take 10 on any d20 roll. He may use this ability one additional time per day for every three levels after 10th. This ability replaces jack of all trades.

COURT BARD

Spending years studying all of the finer points of erudition and etiquette, the court bard takes up the role of resplendent proclaimer and artist-in-residence at the hand of nobility, royalty, and the well-moneyed elite who aspire to join their ranks.

Bardic Performance: A court bard gains the following types of bardic performance.

Satire (Su): A court bard can use performance to undermine the confidence of enemies who hear it, causing them to take a –1 penalty on attack and damage rolls (minimum 1) and a –1 penalty on saves against fear and charm effects as long as the bard continues performing. This penalty increases by –1 at 5th level and every six levels thereafter. Satire is a language-dependent, mind-affecting ability that uses audible components. This performance replaces inspire courage.

Mockery (Su): A court bard of 3rd level or higher can subtly ridicule and defame a specific individual. The bard selects one target who can hear his performance. That individual takes a –2 penalty on Charisma checks and Charisma-related skill checks as long as the bard continues performing. This penalty increases by –1 every four levels after 3rd. Mockery is a language-dependent, mind-affecting ability that relies on audible components. This performance replaces inspire competence.

Glorious Epic (Su): A court bard of 8th level or higher can weave captivating tales that engross those who hear them. Enemies within 30 feet become flat-footed unless they succeed at a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). A save renders them immune to this ability for 24 hours. Glorious epic is a language-dependent, mind-affecting ability that uses audible components. This performance replaces dirge of doom.

Scandal (Su): A court bard of 14th level or higher can combine salacious gossip and biting calumny to incite a riot. Each enemy within 30 feet is affected as if by a *song of discord* for as long as it can hear the performance. A successful Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect, and that creature is immune to this ability for 24 hours. Scandal is a language-dependent, mind-affecting ability that uses audible components. This performance replaces frightening tune.

Heraldic Expertise (Ex): A court bard gains a bonus equal to half his bard level on Diplomacy, Knowledge (history), Knowledge (local), and Knowledge (nobility) checks (minimum +1). Once per day, the court bard can also reroll a check against one of these skills, though he must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level and every five levels thereafter. This ability replaces bardic knowledge.

Wide Audience (Su): At 5th level, a court bard can choose to affect a 60-foot cone instead of a 30-foot radius with bardic performances that affect an area. In addition, for every five levels beyond 5th, the area of such powers is increased by 10 feet (radius) or 20 feet (cone). If the power instead affects multiple creatures, it affects one additional creature than normal for every five levels beyond 5th. This does not affect powers that affect only a single creature. This ability replaces lore master and jack of all trades.

DETECTIVE

Piecing together clues and catching the guilty with sheer cleverness, the detective is skilled at divining the truth.

Bardic Performance: A detective gains the following types of bardic performance.

Careful Teamwork (Su): A detective uses performance to keep allies coordinated, alert, and ready for action. All allies within 30 feet gain a +1 bonus on Initiative checks, Perception, and Disable Device checks for 1 hour. They also gain a +1 insight bonus on Reflex saves and to AC against traps and when they are flat-footed. These bonuses increase by +1 at 5th level and every six levels thereafter. Using this ability requires 3 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. This ability is language-dependent and requires visual and audible components. This performance replaces inspire courage.

True Confession (Su): At 9th level, a detective can use performance to trick a creature into revealing its secrets. Using this ability requires a successful Sense Motive check to see through a Bluff or notice mental compulsion. After 3 continuous rounds of performance, the target must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. On a failed save, a liar inadvertently reveals the lie and the truth behind it. A creature under a charm or

compulsion reveals the nature of its enchantment and who placed it (if the creature knows) and gains a new saving throw to break free from the enchantment. This ability is language-dependent and requires audible components. Using this power requires only 2 rounds of performance at 15th level, and 1 round of performance at 20th level. This performance replaces inspire greatness.

Show Yourself (Ex): At 15th level, a detective can use performance to compel creatures to reveal themselves when hiding. All enemies within 30 feet must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). If they fail, they must cease using Stealth, unlock and open doors between themselves and the detective, and dismiss, suppress, or dispel if necessary magical effects that grant invisibility or any other form of concealment from the detective. As long as they can hear the performance, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked. Creatures in the area must make this save each round the bard continues his performance. This ability is language-dependent and requires audible components. This performance replaces inspire heroics.

Eye for Detail (Ex): A detective gains a bonus equal to half his level on Knowledge (local), Perception, and Sense Motive checks, as well as Diplomacy checks to gather information (minimum +1). This ability replaces bardic knowledge.

Arcane Insight (Ex): At 2nd level, a detective can find and disable magical traps, like a rogue's trapfinding ability. In addition, he gains a +4 bonus on saving throws made against illusions and a +4 bonus on caster level checks and saving throws to see through disguises and protections against divination (such as *magic aura*, *misdirection*, and *nondetection*). This ability replaces well-versed.

Arcane Investigation: In addition, a detective's class spell list includes the following: 1st—*detect chaos/evil/law/good*; 2nd—*zone of truth*; 3rd—*arcane eye*, *speak with dead*, *speak with plants*; 4th—*discern lies*; 5th—*prying eyes*, *stone tell*; 6th—*discern location*, *find the path*, *greater prying eyes*, *moment of prescience*. A detective may add one of these spells or any divination spell on the bard spell list to his list of spells known at 2nd level and every four levels thereafter. This ability replaces versatile performance.

MAGICIAN

A magician dabbles in performance, but sees it as a means to tap into universal energies and channel them.

Bardic Performance: A magician gains the following types of bardic performance.

Dweomercraft (Su): A magician can use performance to manipulate magical energies. Allies of the magician gain a +1 bonus on caster level checks, concentration checks, and attack rolls with spells and spell-like abilities. This bonus increases by +1 at 5th level and every six levels thereafter.

This ability relies on visual and audible components. It replaces inspire courage.

Spell Suppression (Su): A 8th level, a magician can use performance to counter the spells of his foes. Once the bard begins using this performance, he tracks the number of rounds it has been in use. While performing, as an immediate action, he can attempt to counter any spell that he can identify using Spellcraft, so long as that spell's level is equal or less than the total number of rounds he has been performing spell suppression. The attempt to counter the spell is made as if using *dispel magic*, using the bard's level as the caster level. If successful, the bardic performance immediately ends. This ability requires audible components. This performance replaces dirge of doom.

Metamagic Mastery (Ex): At 14th level, a magician can use performance to apply a metamagic feat to a spell he is about to cast without increasing the casting time. The bard must still expend a higher-level slot to cast this spell. This causes the performance to immediately end. This ability requires audible components. This performance replaces frightening tune.

Magical Talent (Ex): A magician gains a bonus equal to half his level on Knowledge (arcana), Spellcraft, and Use Magic Device checks. This ability replaces bardic knowledge.

Improved Counterspell: A magician gains Improved Counterspell as a bonus feat. This ability replaces countersong.

Extended Performance (Su): At 2nd level, a magician can extend the duration of bardic performance after he stops concentrating by sacrificing a spell slot as a swift action. The performance effect lingers for 1 extra round per level of the spell. Only one spell may be sacrificed per performance, and performance types that take affect after a specific number of rounds cannot be extended. This ability replaces well-versed.

Expanded Repertoire (Ex): At 2nd level and every four levels thereafter, a magician can add one spell to his spells known from the spell list of any arcane spellcasting class. The spell must be of a level he can cast. This ability replaces versatile performance.

Arcane Bond (Ex): At 5th level, a magician gains the arcane bond ability as a wizard. He may not choose a familiar or a weapon as a bonded item. This ability replaces lore master.

Wand Mastery (Ex): At 10th level, when a magician uses a wand containing a spell on his spell list, he uses his Charisma bonus to set the wand's save DC. At 16th level, when using such a wand, he uses his caster level in place of the wand's caster level. This ability replaces jack of all trades.

SANDMAN

Combining performance with stealth, trickery, and guile, the sandman uses cleverness to keep others off-balance.



Bardic Performance: A sandman gains the following types of bardic performance.

Stealspell (Su): A sandman can use performance to steal spells from his foes and add them to his list of spells known. Once the performance is started, the bard can steal a prepared spell or a spell known from another creature with a touch attack as a standard action. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha bonus) to negate the effect. The sandman may choose a spell to steal, but if the target does not possess the spell, the bardic performance immediately ends. Otherwise the spell stolen is random, but it is always of the highest level that the bard can cast, if possible. The target loses the prepared spell or spell known and the sandman adds it to his list of spells known for as long as the performance continues, after which it reverts to the original recipient. While stolen, the bard can cast the spell using his available spell slots. This use does not consume the stolen spell. If the bard steals another spell while a spell is stolen, the previous spell immediately reverts to its original owner. This ability requires visual components. This performance replaces inspire courage.

Slumber Song (Sp): At 6th level, a sandman can use his performance to cause a creature he has already fascinated to fall asleep (as *deep slumber*, but with no HD limit). Otherwise, this ability functions like suggestion. This performance replaces suggestion.

Dramatic Subtext (Su): At 9th level, a sandman can use bardic performance to cast spells without obvious visual or audible components while retaining the spell's normal effects. Observers must succeed at a Perception check opposed by a sandman's Sleight of Hand check to notice that the sandman is the source of the spellcasting (though spellcasting still provokes attacks of opportunity). The bard must use this performance for at least 2 rounds before casting a spell; otherwise he is automatically detected and the performance ends. This ability replaces inspire greatness.

Greater Stealspell (Su): A sandman's stealspell power improves at 15th level. When a target fails a save against his stealspell performance, the sandman discovers its spell resistance (if any) and all spells it has prepared or knows. He can then choose which spell to steal. The sandman may forgo stealing a spell and instead reduce the target's SR by

an amount equal to half his bard level and gain that amount of spell resistance for as long as he continues performing. If he steals additional spell resistance, it stacks with previously stolen SR. If he steals a spell or ceases performing, the spell resistance immediately reverts back to its owner. This performance replaces inspire heroics.

Mass Slumber Song (Sp): At 18th level, a sandman can use slumber song to affect any number of fascinated creatures within 30 feet. Otherwise, this ability functions like *mass suggestion*. This performance replaces *mass suggestion*.

Spell Catching (Su): At 20th level, a sandman who saves against a spell or spell-like ability that targets only him (not including area spells) may use bardic performance as an immediate action. He must attempt a caster level check (DC 10 + the spell's original caster level). If it succeeds, the sandman can absorb the spell effect without harm and immediately recast that spell (using the original caster's level and save DC) or any spell he knows of that level or lower. Using this ability consumes a number of rounds of bardic performance equal to the spell's level, even if the check fails. This performance replaces deadly performance.

Master of Deception (Ex): A sandman gains a bonus equal to half his level on Bluff, Sleight of Hand, and Stealth checks. He may also disarm magical traps with Disable Device as a rogue's trapfinding ability. This ability replaces bardic knowledge.

Sneakspell (Ex): At 2nd level, a sandman adds +1 to the save DC of spells and bardic performance against opponents who are denied their Dex bonus. This increases to +2 at 10th level and +3 at 18th level. In addition, at 6th level he gains a +2 bonus on caster level checks to overcome spell resistance against such foes, and this bonus increases to +4 at 14th level. This ability replaces versatile performance.

Trap Sense (Ex): At 3rd level, a sandman gains a +1 bonus on Reflex saves against traps and a +1 dodge bonus to AC against traps. These bonuses increase by +1 every three levels after 3rd. This ability replaces inspire competence.

Sneak Attack (Ex): At 5th level, a sandman inflicts +1d6 points of damage against targets within 30 feet that he flanks or that are denied their Dex bonus to AC against him. This damage increases by +1d6 every five levels after 5th. This ability replaces lore master.

SAVAGE SKALD

Far from civilization, furious tribes have their own war-singers, work-chanters, and lore-keepers, savaging enemies with song and sword alike.

Bardic Performance: A savage skald gains the following types of bardic performance.

Inspiring Blow (Su): A savage skald roars his war-cries with each telling blow. When he confirms a critical hit, he can start this performance as an immediate action (ending any other performances). He gains temporary

hit points equal to his Charisma modifier (if positive), and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn. These temporary hit points remain until the bard ends his performance. This performance replaces fascinate.

Incite Rage (Su): At 6th level, a savage skald can induce a furious rage in one creature within 30 feet. This effect functions as a *rage* spell that lasts as long as the target can hear the bard's performance; however, unwilling creatures can be affected if they fail a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. The bard cannot target himself with this ability. If the target has the rage class feature, it can instead immediately rage and stay in this rage without consuming rounds of rage per day as long as the bard continues performing. This mind-affecting effect requires audible components. This performance replaces suggestion.

Song of the Fallen (Sp): At 10th level, a savage skald can duplicate the effect of a *horn of Valhalla*. This effect requires 10 continuous rounds of performance and summons barbarians as a silver horn at 10th level, as a brass horn at 13th level, as a bronze horn at 16th level, and as an iron horn at 19th level. The warriors remain only as long as the bard continues his performance. This ability requires audible components. This performance replaces jack of all trades.

Berserkerang (Ex): At 12th level, a savage skald can inspire a rapturous battle trance that suppresses pain, stunning, and fear effects for one creature, plus one additional creature per three levels after 12th. Affected creatures also gain DR 5/— (DR 10/— against nonlethal damage); this benefit stacks with the damage reduction class ability of barbarians. This mind-affecting ability requires audible components. This performance replaces soothing performance.

Battle Song (Su): At 18th level, a savage skald can affect all allies within 30 feet when using performance to incite rage. This performance replaces mass suggestion.

SEA SINGER

The sea singer calls the blue waters his home, and is much in demand among sea captains wishing good fortune for their crew and hull as they ply the tradewinds far and wide.

Bardic Performance: A sea singer gains the following types of bardic performance.

Sea Shanty (Su): A sea singer learns to counter seasickness and exhaustion during long sea voyages. Each round of a sea shanty, he makes a Perform skill check. Allies within 30 feet (including the sea singer) may use his Perform check in place of a saving throw against becoming exhausted, fatigued, nauseated, or sickened; if already under such an effect, a new save is allowed each round of the sea shanty, using the bard's Perform check for the save. A sea shanty has no effect on instantaneous effects or effects that do

not allow saves. This ability requires audible components. This performance replaces countersong.

Still Water (Su): At 3rd level, a sea singer can use performance to calm rough waters within 30 feet, reducing the DC for Profession (sailor) and Swim checks, as well as for Acrobatics and Climb checks aboard ship, by an amount equal to the bard's level (to a minimum of DC 10) for as long he continues to perform. He can extend this duration to 1 hour by playing for 10 consecutive rounds. This ability requires audible components. This performance replaces inspire competence.

Whistle the Wind (Su): A sea singer of 6th level or higher can use performance to create a *gust of wind*. This wind lasts for as long as he continues his performance. He can extend this duration to 1 minute by playing for 5 consecutive rounds. This performance replaces suggestion.

Call the Storm (Su): At 18th level, a sea singer can use performance to duplicate *control water*, *control weather*, *control winds*, or *storm of vengeance*, using his bard level as the caster level. Using this ability requires 1 round of continuous performance per level of the spell (as if he were a druid). These effects continue for as long as the bard continues performing (the effects of *control weather* happen immediately), but not longer than the spell's normal duration. This performance replaces mass suggestion.

World Traveler (Ex): A sea singer gains a bonus equal to half his bard level on Knowledge (geography), Knowledge (local), Knowledge (nature), and Linguistics checks. He can reroll a check against one of these skills, but must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level and every five levels thereafter. This ability replaces bardic knowledge.

Familiar: At 2nd level, a sea singer acquires an exotic pet—a monkey or parrot (treat as raven)—that gains abilities as a wizard's familiar, using the sea singer's bard level as his wizard level. This ability replaces versatile performance.

Sea Legs (Ex): At 2nd level, a sea singer gains a +4 bonus on saving throws against air and water effects and effects that would cause the sea singer to slip, trip, or otherwise be knocked prone. He gains a +2 bonus to CMD against grapple, overrun, and trip. This ability replaces well-versed.

STREET PERFORMER

Whether acrobat, troubadour, or thespian, the street performer mixes with the masses, singing for his supper.

Bardic Performance: A street performer gains the following types of bardic performance.

Disappearing Act (Su): A street performer can use performance to divert attention from an ally. All creatures within 30 feet that fail a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) treat one creature chosen by the bard as if it were *invisible*. This performance affects one additional creature at 5th level and every 6 levels

thereafter. If the targets take any action that would cause them to become visible, they become visible to everyone. The bard cannot use this ability on himself. This ability is a mind-affecting effect that requires visual components. This performance replaces inspire courage.

Harmless Performer (Su): At 3rd level, a street performer can use performance to appear meek and unworthy of being attacked. While using this performance, whenever an enemy targets the street performer, the enemy must succeed at a Will save (DC 10 + 1/2 the bard's level + the bard's Cha bonus) or be unable to attack the bard this round, as per *sanctuary*. The enemy loses the attack that targeted the bard, but may spend additional attacks targeting other creatures. If the opponent was targeting the street performer with a spell, it must succeed at a concentration check at the same DC or lose the spell. If this check succeeds, it may target another creature with the spell instead. This mind-affecting ability requires audible or visual components. This performance replaces inspire competence.

Madcap Prank (Su): At 9th level, a street performer can use performance to discomfit a target within 30 feet, causing its clothing to become tangled, its headgear to fall down over its eyes, or even causing it to slip and fall or otherwise be made to appear a fool. The target must make a Reflex save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) each round that it hears or sees the performance, or it takes one of the following random effects each round: 1—blinded, 2—dazzled, 3—deafened, 4—entangled, 5—fall prone, 6—nauseated. Each effect lasts 1 round. This performance replaces inspire greatness.

Slip through the Crowd (Su): At 15th level, a street performer's disappearing act enables affected creatures to move through crowd squares and enemy-occupied squares without impediment. Affected creatures are treated as if having *greater invisibility*, but enemies gain a new saving throw to notice them each time they are attacked. This performance replaces inspire heroics.

Gladhanding: A street performer earns double the normal amount of money from Perform checks. As a standard action, he may use a Bluff check in place of a Diplomacy check to improve a creature's attitude for 1 minute, after which its attitude becomes one step worse than originally. This ability replaces countersong.

Streetwise: A street performer gains a bonus equal to half his level on Bluff, Disguise, Knowledge (local), and Sleight of Hand checks, Diplomacy or Intimidate checks made to influence crowds, and Diplomacy checks to gather information (minimum +1). This replaces bardic knowledge.

Quick Change (Ex): At 5th level, a street performer can don a disguise as a standard action by taking a –5 penalty on his check. He can take 10 on Bluff and Disguise checks and use Bluff to create a diversion to hide as a swift action. He can take 20 on a Bluff or Disguise check once per day, plus one time per six levels beyond 5th. This ability replaces lore master.

CLERIC

Clerics are messengers and servants of the gods, venturing forth into the world to spread their patrons' gospel through compassion, reason, bargaining, or righteous conquest. They are the bearers of divine guidance—and divine wrath. From gentle and penitent village priests to holy warriors and church heads whose decrees can rock nations and foment upheaval across entire worlds, clerics are everywhere, their callings and methods as varied as the gods they serve. They are living proof of the gods' power and interest in the world of mortals, and to deny them is to invite destruction, both in this world and the next.

SUBDOMAINS

Presented in the section below are new rules for subdomains—more specific focuses for clerical worship and power that allow players greater flexibility in customizing their characters. Every domain has a number of subdomains associated with it (see Table 2–11 for a complete list). Each subdomain replaces a granted power and a number of spells in the domain's granted spell list. Spells marked with an asterisk (*) are detailed in Chapter 5 of this book. A cleric who chooses a subdomain must have access to both the domain and its subdomain from her deity (see Table 2–12). If a cleric selects a subdomain, she cannot select its associated domain as her other domain choice (in effect, the subdomain replaces its associated domain). Subdomains are treated as equivalent to their associated domain for any effect or prerequisite based on domains. If a subdomain has two associated domains, the cleric can only select the subdomain for one of her domains. Subdomains can be selected by druids (except the metal subdomain) and inquisitors (if their deity allows it).

If a subdomain ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character's cleric level + her Wisdom modifier.

Agathion Subdomain

Associated Domain: Good.

Replacement Power: The following granted power replaces the holy lance power of the Good domain. Agathions are a race of neutral good outsiders (see *Pathfinder RPG Bestiary 2*).

Protective Aura (Su): At 8th level, you can emit a 30-foot protective aura as a standard action. Allies in this aura receive a +2 deflection bonus to AC and a +2 resistance bonus on all saving throws. In addition, allies in the area gain the benefits of *protection from evil* (although the AC bonus and saving throw bonus do not stack with those granted by this effect). You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not have to be consecutive.

Replacement Domain Spells: 1st—*shield of faith*, 3rd—*tongues*, 6th—*planar ally* (agathions only).

Ancestors Subdomain

Associated Domain: Repose.

Replacement Power: The following granted power replaces the ward against death power of the Repose domain.

Speak With Dead (Su): At 8th level, as a standard action, you can ask one question of a dead creature as if using *Speak With Dead*. The dead creature you are questioning does not gain a Will saving throw if your alignments are different. You can use this ability a number of times per day equal to your cleric level.

Replacement Domain Spells: 4th—*rest eternal**, 6th—*geas/quest*.

Arcane Subdomain

Associated Domain: Magic.

Replacement Power: The following granted power replaces the hand of the acolyte power of the Magic domain.

Arcane Beacon (Su): As a standard action you can become a beacon of arcane energy until the end of your next turn. The aura emanates 15 feet from you. All arcane spells cast within the aura either gain a +1 bonus to their caster level or increase their saving throw DC by +1. The caster chooses the benefit when she casts the spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st level—*magic aura*, 4th—*arcane eye*, 6th—*analyze dweomer*.

Archon Subdomain

Associated Domains: Good, Law.

Replacement Power: The following granted power replaces the holy lance power of the Good domain or the staff of order power of the Law domain. Archons are a race of lawful good outsiders (*Bestiary*, 18).

Aura of Menace (Su): At 8th level, you can emit a 30-foot aura of menace as a standard action. Enemies in this aura take a –2 penalty to AC and on attacks and saves as long as they remain inside the aura. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 1st—*divine favor*, 3rd—*prayer*, 6th—*planar ally* (archon only).

Ash Subdomain

Associated Domain: Fire.

Replacement Power: The following granted power replaces the fire resistance power of the Fire domain.

Wall of Ashes (Su): At 8th level, you can create a wall of swirling ashes anywhere within 100 feet. This wall is up to 20 feet high and up to 10 feet long per cleric level you possess. The wall of ash blocks line of sight, and any

creature passing through it must make a Fortitude save or be blinded for 1d4 rounds. The wall of ash reveals invisible creatures that are inside it or adjacent to it, although they become invisible again if they move away from the wall. You can use this ability for a number of minutes per day equal to your cleric level, but these minutes do not need to be consecutive.

Replacement Domain Spells: 7th—*disintegrate*, 9th—*fiery body*.*

Azata Subdomain

Associated Domains: Chaos, Good.

Replacement Power: The following granted power replaces the touch of chaos power of the Chaos domain or the touch of good power of the Good domain. Azatas are a race of chaotic good outsiders (*Pathfinder RPG Bestiary* 23).

Elysium's Call (Su): With a touch, you can imbue creatures with the spirit of Elysium, lifting their spirits and freeing them from bonds. The creatures touched can immediately reroll any failed saving throws against spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, targets receive a +2 sacred bonus on such saving throws and a +2 sacred bonus on CMB checks to escape a grapple. Finally, targets can ignore up to 5 feet of difficult terrain each round, as if they had the Nimble Moves feat. These bonuses last for a number of rounds equal to 1/2 your cleric level (minimum 1), although the saving throw reroll only applies when the creature is touched. You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*expeditious retreat*, 3rd—*fly*, 6th—*planar ally* (azata only).

Blood Subdomain

Associated Domain: War.

Replacement Power: The following granted power replaces the weapon master power of the War domain.

Wounding Blade (Su): At 8th level, you can give a weapon that you touch the *wounding* special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Replacement Domain Spells: 3rd—*vampiric touch*, 5th—*wall of thorns*, 7th—*inflict serious wounds (mass)*.

Catastrophe Subdomain

Associated Domain: Destruction.

Replacement Power: The following granted power replaces the destructive aura power of the Destruction domain.

Deadly Weather (Su): At 8th level, you can unleash a furious call to the heavens, summoning forth an ever-changing storm of destruction for a number of rounds

TABLE 2-II: SUBDOMAINS

Domain	Subdomains
Air	Cloud, Wind
Animal	Feather, Fur
Artifice	Construct, Toil
Chaos	Azata, Demon, Protean
Charm	Love, Lust
Community	Family, Home
Darkness	Loss, Night
Death	Murder, Undead
Destruction	Catastrophe, Rage
Earth	Caves, Metal
Evil	Daemon, Demon, Devil
Fire	Ash, Smoke
Glory	Heroism, Honor
Good	Agathion, Archon, Azata
Healing	Restoration, Resurrection
Knowledge	Memory, Thought
Law	Archon, Devil, Inevitable
Liberation	Freedom, Revolution
Luck	Curse, Fate
Madness	Insanity, Nightmare
Magic	Arcane, Divine
Nobility	Leadership, Martyr
Plant	Decay, Growth
Protection	Defense, Purity
Repose	Ancestors, Souls
Rune	Language, Wards
Strength	Ferocity, Resolve
Sun	Day, Light
Travel	Exploration, Trade
Trickery	Deception, Thievery
War	Blood, Tactics
Water	Ice, Oceans
Weather	Seasons, Storms

per day equal to your cleric level. This storm has a radius of 5 feet per cleric level. Each round, the storm has one of the following effects: driving rain (–4 on all Perception checks and ranged attack rolls), howling winds (–8 on Fly skill checks and ranged attack rolls), heavy snow (all terrain is considered difficult), or lightning bolt (as *call lightning*). Other effects depending on the weather might also apply (at the GM's discretion). You choose which effect takes place each round, but no effect may be repeated on the following round. These rounds do not need to be consecutive.

Replacement Domain Spells: 2nd—*gust of wind*, 3rd—*call lightning*, 7th—*control weather*.

Caves Subdomain

Associated Domain: Earth.

Replacement Power: The following granted power replaces the acid resistance power of the Earth domain.

Tunnel Runner (Su): At 8th level, you can move through tunnels and caves with ease. Activating this ability is a standard action. You can move across any stone surface as if under the effects of *spider climb*. You can also see very well in darkness, gaining darkvision out to a range of 60 feet. If you already possess darkvision, extend the range by 60 feet. While underground, you also gain an insight bonus equal to your cleric level on Stealth skill checks and an insight bonus equal to your Wisdom modifier on initiative checks. You can use this ability for 1 minute per day per cleric level you possess. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

Replacement Domain Spells: 2nd—*create pit**, 3rd—*spiked pit**, 6th—*hungry pit**.

Cloud Subdomain

Associated Domain: Air.

Replacement Power: The following granted power replaces the electricity resistance power of the Air domain.

Thundercloud (Su): At 8th level, you can, as a standard action, summon a storm cloud. This power functions as *fog cloud* except that creatures inside the cloud are deafened and take 2d6 points of electricity damage each round from the flashes of thunder and lightning. Once created, you can concentrate on the cloud to move it up to 30 feet each round. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 4th—*solid fog*, 9th—*storm of vengeance*.

Construct Subdomain

Associated Domain: Artifice.

Replacement Power: The following granted power replaces the dancing weapon power of the Artifice domain.

Animate Servant (Su): At 8th level, as a standard action, you can give life to inanimate objects. This ability functions as *animate objects* using your cleric level as the caster level. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.

Replacement Domain Spells: 7th—*limited wish*, 8th—*polymorph any object*.

Curse Subdomain

Associated Domain: Luck.

Replacement Power: The following granted power replaces the bit of luck power of the Luck domain.

Malign Eye (Su): As a standard action, you can afflict one target within 30 feet with your malign eye, causing it to take a –2 penalty on all saving throws against your spells.

The effect lasts for 1 minute or until the target hits you with an attack. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st level—*bane*, 3rd—*bestow curse*, 6th—*eyebite*.

Daemon Subdomain

Associated Domain: Evil.

Replacement Power: The following granted power replaces the scythe of evil power of the Evil domain. Daemons are a race of neutral evil outsiders (see *Pathfinder RPG Bestiary 2*).

Whispering Evil (Su): At 8th level, as a standard action, you can whisper a hypnotizing litany of empty promises. Each enemy within a 30-foot emanation that can hear you must succeed on a Will saving throw or become fascinated for as long as you continue the litany. You can use this power a number of rounds per day equal to your cleric level, but these rounds do not need to be consecutive. This is a mind-affecting effect.

Replacement Domain Spells: 1st—*cause fear*, 3rd—*vampiric touch*, 6th—*planar binding* (daemons only).

Day Subdomain

Associated Domain: Sun.

Replacement Power: The following granted power replaces the nimbus of light power of the Sun domain.

Day's Resurgence (Su): At 8th level, you can restore a single creature as if it had just completed 8 hours of rest. It takes 10 minutes to use this power. If the use of this power is disrupted, it must be restarted, but it is not lost. At the end of the 10 minutes, a single willing creature that you have touched regains hit points as if it had rested for the night and may make new saving throws against effects that require a save once per day. The target does not suffer any negative effects if such saving throws are failed, but success counts toward removing the affliction (if possible). This ability does not allow a target to prepare spells an additional time per day. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

Replacement Domain Spells: 2nd level—*continual flame*, 3rd—*daylight*.

Decay Subdomain

Associated Domain: Plant.

Replacement Power: The following granted power replaces the bramble armor power of the Plant domain.

Aura of Decay (Su): At 8th level, you can emit a 30-foot aura of decay as a standard action. Living creatures in this aura (except you) take 1d6 points of damage per round as their flesh rots. They also take a cumulative –1 penalty to Strength each round they remain in the aura.



Once outside the aura, the penalty fades at the rate of -1 per round, but it begins building again if they reenter the aura. Plant creatures take $2d6$ points of damage per round. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 3rd—*contagion*, 4th—*poison*, 6th—*harm*.

Deception Subdomain

Associated Domain: Trickery.

Replacement Power: The following granted power replaces the copycat power of the Trickery domain.

Sudden Shift (Sp): In the blink of an eye, you can appear somewhere else. As an immediate action, after you are missed by a melee attack, you can teleport up to 10 feet to a space that you can see. This space must be inside the reach of the creature that attacked you. You can use this power a number of times each day equal to $3 +$ your Wisdom modifier.

Replacement Domain Spells: 2nd—*mirror image*, 7th—*project image*.

Defense Subdomain

Associated Domain: Protection.

Replacement Power: The following granted power replaces the resistant touch power of the Protection domain.

Deflection Aura (Su): Once each day, you can emit a 20-foot aura for a number of rounds equal to your cleric level. Allies within the aura gain a $+2$ deflection bonus to AC and combat maneuver defense.

Replacement Domain Spells: 1st—*shield*, 2nd—*barkskin*, 7th—*deflection**.

Demon Subdomain

Associated Domains: Chaos, Evil.

Replacement Power: The following granted power replaces the touch of chaos power of the Chaos domain or the touch of evil power of the Evil domain. Demons are a race of chaotic evil outsiders (see *Pathfinder RPG Bestiary*, page 56).

Fury of the Abyss (Su): As a swift action, you can give yourself an enhancement bonus equal to $1/2$ your cleric level (minimum $+1$) on melee attacks, melee damage rolls, and combat maneuver checks. This bonus lasts for 1 round. During this round, you take a -2 penalty to AC.

You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*doom*, 3rd—*rage*, 6th—*planar binding* (demons only).

Devil Subdomain

Associated Domains: Evil, Law.

Replacement Power: The following granted power replaces the touch of evil power of the Evil domain or the touch of law power of the Law domain. Devils are a race of lawful evil outsiders (see *Pathfinder RPG Bestiary*, page 71).

Hell's Corruption (Su): You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a –2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*command*, 3rd—*suggestion*, 6th—*planar binding* (devils only).

Divine Subdomain

Associated Domain: Magic.

Replacement Power: The following granted power replaces the hand of the acolyte power of the Magic domain.

Divine Vessel (Su): Whenever you are the target of a divine spell, you can, as a swift action, grant each ally within 15 feet of you a divine boon. This boon grants a +2 bonus on the next attack roll, skill check, or ability check made before the end of their next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd level—*bless water*, 5th—*cleanse**, 7th—*resurrection*, 9th—*miracle*.

Exploration Subdomain

Associated Domain: Travel.

Replacement Power: The following granted power replaces the agile feet power of the Travel domain.

Door Sight (Su): You can lay your hand upon any surface and see what is on the other side, as if using *clairvoyance*. Using this power takes 1 minute, during which time you must be touching the surface you want to see through. You can keep looking for as long as 10 minutes with each use of this power, but must touch the surface and take no other action the entire time. The surface cannot be thicker than 6 inches plus 1 inch per cleric level you possess. You can use this power a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*expeditious retreat*, 4th—*locate creature*, 9th—*world wave**.

Family Subdomain

Associated Domain: Community.

Replacement Power: The following power replaces the calming touch power of the Community domain.

Binding Ties (Su): As a standard action, you can touch an ally and remove one condition affecting the ally by transferring it to yourself. This transfer lasts a number of rounds equal to your cleric level, but you can end it as a free action on your turn. At the end of this effect, the condition reverts to the original creature, unless it has ended or is removed by another effect. While this power is in use, the target is immune to the transferred condition. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*calm emotions*, 3rd—*create food and water*.

Fate Subdomain

Associated Domain: Luck.

Replacement Power: The following granted power replaces the good fortune power of the Luck domain.

Tugging Strands (Su): At 8th level, you can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll. You can use this ability once per day at 8th level, and one additional time per day for every 6 levels beyond 8th.

Replacement Domain Spells: 2nd—*augury*, 3rd—*borrow fortune**.

Feather Subdomain

Associated Domain: Animal.

Add Fly to your list of class skills. In addition, whenever you cast a spell that grants you a fly speed, your maneuverability increases by one step (up to perfect).

Replacement Power: The following granted power replaces the speak with animals power of the Animal domain.

Eyes of the Hawk (Ex): You gain a racial bonus on Perception checks equal to 1/2 your cleric level (minimum +1). In addition, if you can act during a surprise round, you receive a +2 racial bonus on your Initiative check.

Replacement Domain Spells: 2nd—*feather fall*, 3rd—*fly*, 6th—*fly (mass)**.

Ferocity Subdomain

Associated Domain: Strength.

Replacement Power: The following granted power replaces the strength surge power of the Strength domain.

Ferocious Strike (Su): Whenever you make a melee attack, you can designate that attack as a ferocious strike. If the attack hits, it deals additional damage equal to 1/2 your

TABLE 2-12: DEITIES OF THE PATHFINDER CAMPAIGN SETTING

Deity	Domains	Subdomains
Abadar	Earth, Law, Nobility, Protection, Travel	Defense, Inevitable, Leadership, Martyr, Metal, Trade
Asmodeus	Evil, Fire, Law, Magic, Trickery	Arcane, Ash, Deception, Devil, Divine, Smoke
Calistria	Chaos, Charm, Knowledge, Luck, Trickery	Azata, Curse, Deception, Lust, Memory, Thievery
Cayden Cailean	Chaos, Charm, Good, Strength, Travel	Azata, Exploration, Ferocity, Love, Lust, Resolve
Desna	Chaos, Good, Liberation, Luck, Travel	Azata, Curse, Exploration, Fate, Freedom, Revolution
Erastil	Animal, Community, Good, Law, Plant	Archon, Family, Feather, Fur, Growth, Home
Gorum	Chaos, Destruction, Glory, Strength, War	Blood, Ferocity, Protean, Rage, Resolve, Tactics
Gozreh	Air, Animal, Plant, Water, Weather	Cloud, Decay, Growth, Oceans, Seasons, Wind,
Iomedae	Glory, Good, Law, Sun, War	Archon, Day, Heroism, Honor, Light, Tactics
Irori	Healing, Knowledge, Law, Rune, Strength	Inevitable, Language, Memory, Restoration, Resolve, Thought
Lamashtu	Chaos, Evil, Madness, Strength, Trickery	Deception, Demon, Ferocity, Insanity, Nightmare, Thievery
Nethys	Destruction, Knowledge, Magic, Protection, Rune	Arcane, Catastrophe, Divine, Defense, Thought, Wards
Norgorber	Charm, Death, Evil, Knowledge, Trickery	Daemon, Deception, Memory, Murder, Thievery, Thought
Pharasma	Death, Healing, Knowledge, Repose, Water	Ancestors, Ice, Memory, Resurrection, Souls, Thought
Rovagug	Chaos, Destruction, Evil, War, Weather	Blood, Catastrophe, Demon, Protean, Rage, Storms
Sarenrae	Fire, Glory, Good, Healing, Sun	Agathion, Day, Heroism, Light, Restoration, Resurrection
Shelyn	Air, Charm, Good, Luck, Protection	Agathion, Cloud, Defense, Fate, Love, Purity
Torag	Artifice, Earth, Good, Law, Protection	Archon, Caves, Construct, Defense, Metal, Toil
Urgathoa	Death, Evil, Magic, Strength, War	Blood, Daemon, Divine, Ferocity, Murder, Undead
Zon-Kuthon	Darkness, Death, Destruction, Evil, Law	Catastrophe, Devil, Loss, Murder, Night, Undead

cleric level (minimum +1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*rage*, 6th—*bull's strength (mass)*.

Freedom Subdomain

Associated Domain: Liberation.

Replacement Power: The following granted power replaces the liberation power of the Liberation domain.

Liberty's Blessing (Sp): You touch a willing creature as a standard action, granting it a boon. A creature with this boon can, as a swift action, make a saving throw against a single spell or effect it is suffering from that grants a save. The DC of the saving throw is equal to the original DC of the spell or effect. If the saving throw is successful, the effect ends. This boon lasts for 1 minute or until successfully used to remove a spell or effect, whichever duration is shorter. You can use this ability for a number of times equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*sanctuary*, 5th—*plane shift*.

Fur Subdomain

Associated Domain: Animal.

Replacement Power: The following granted power replaces the speak with animals power of the Animal domain.

Predator's Grace (Su): You can, as a swift action, grant yourself a +10-foot bonus to your base speed for 1 round.

This bonus increases by 5 feet for every 5 cleric levels you possess. In addition, you gain low-light vision for 1 round. If you already possess low-light vision, the range of your sight becomes three times that of a human in dim light for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*magic fang*, 3rd—*beast shape I* (animals only).

Growth Subdomain

Associated Domain: Plant.

Replacement Power: The following granted power replaces the wooden fist power of the Plant domain.

Enlarge (Su): As a swift action you can enlarge yourself for 1 round, as if you were the target of the *enlarge person* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*enlarge person*, 5th—*righteous might*.

Heroism Subdomain

Associated Domain: Glory.

Replacement Power: The following granted power replaces the divine presence power of the Glory domain.

Aura of Heroism (Su): At 8th level, you can emit a 30-foot aura of heroism for a number of rounds per day equal to your cleric level. Using this ability is a swift action. Allies in the area are treated as if they were under the effects of *heroism*. These rounds do not need to be consecutive.

Replacement Domain Spells: 3rd—*heroism*, 6th—*heroism (greater)*.

Home Subdomain

Associated Domain: Community.

Replacement Power: The following granted power replaces the unity power of the Community domain.

Guarded Hearth (Su): At 8th level, you can create a ward that protects a specified area. Creating this ward takes 10 minutes of uninterrupted work. This ward has a maximum radius of 5 feet per 2 cleric levels you possess. When the ward is completed, you designate any number of creatures inside its area. Should any other creature enter the warded area, all of the selected creatures are immediately alerted (and awoken if they were asleep). The designated creatures also receive a sacred bonus equal to your Wisdom modifier on all saving throws and attack rolls while inside the warded area. This ward immediately ends if you leave the area. The ward lasts for 1 hour per cleric level. You can use this ability once per day.

Replacement Domain Spells: 1st—*alarm*, 3rd—*glyph of warding*, 7th—*guards and wards*.

Honor Subdomain

Associated Domain: Glory.

Replacement Power: The following granted power replaces the touch of glory power of the Glory domain.

Honor Bound (Su): With a touch, you can remind a creature of its duties and responsibilities, granting it a new saving throw against each enchantment (charm) or enchantment (compulsion) effect that currently affects it. If the saving throw is successful, the enchantment effect is ended. This power only affects effects that allow a save. If you fail a save against such an effect, you can use this ability as an immediate action to grant yourself an additional save. Once the target (either you or a touched creature) has made one additional save per effect, this ability has no further effect on that particular enchantment effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*zone of truth*, 6th—*geas/quest*.

Ice Subdomain

Associated Domain: Water.

Replacement Power: The following granted power replaces the cold resistance power of the Water domain.

Body of Ice (Su): At 8th level, you can transmute your body and equipment to ice for a period of time. It takes a standard action to take on the form of ice, and you can end the transmutation with a free action on your turn. When you take on the form of ice, you are immune to cold and have DR 5/—, but you take twice the normal amount of

damage from fire. You can take on the form of ice for a number of rounds per day equal to your cleric level. The rounds need not be consecutive.

Replacement Domain Spells: 7th—*freezing sphere*, 9th—*polar ray*.

Inevitable Subdomain

Associated Domain: Law.

Replacement Power: The following granted power replaces the touch of law power of the Law domain. Inevitables are a race of lawful neutral outsiders (see *Pathfinder RPG Bestiary 2*).

Command (Su): As a standard action, you can give a creature an emotionless yet undeniable order, as per the spell *command*. A Will save negates this effect. You cannot target a creature more than once per day with this ability. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*command undead*, 5th—*command (greater)*, 6th—*planar binding* (inevitables only).

Insanity Subdomain

Associated Domain: Madness.

Replacement Power: The following granted power replaces the visions of madness power of the Madness domain.

Insane Focus (Su): You can touch a willing creature as a standard action, granting it a +4 bonus on all saving throws made against mind-affecting effects and immunity to confusion. This bonus lasts for 1 minute. If the creature fails a saving throw against a mind-affecting effect during this period, it loses its immunity to confusion and is immediately confused for one round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 4th—*moonstruck**, 6th—*phantasmal web**.

Language Subdomain

Associated Domain: Rune.

Replacement Power: The following granted power replaces the spell rune power of the Rune domain.

Rune Shift (Su): At 6th level, as a swift action, you can change the location of one of your blast runes. The rune must be within 30 feet. You can place the blast rune in any square adjacent to you, including one occupied by another creature.

Replacement Domain Spells: 1st—*comprehend languages*, 2nd—*share language**, 3rd—*tongues*, 5th—*telepathic bond*.

Leadership Subdomain

Associated Domain: Nobility.

Replacement Power: The following granted power replaces the inspiring word power of the Nobility domain.

Inspiring Command (Su): As a standard action, you can issue an inspiring command to your allies. The inspiring command affects one ally plus one additional ally for every three cleric levels you possess, who must all be within 30 feet of you. Affected allies gain a +2 insight bonus on attack rolls, AC, combat maneuver defense, and skill checks for 1 round. This is a language-dependant mind-affecting effect.

Replacement Domain Spells: 1st level—*bless*, 3rd—*prayer*, 6th—*brilliant inspiration**.

Light Subdomain

Associated Domain: Sun.

Replacement Power: The following granted power replaces the sun's blessing power of the Sun domain.

Blinding Flash (Su): As a standard action, you can emit a flash of light from your holy symbol or divine focus. The most powerful light emanates out 20 feet from you. Creatures with fewer Hit Dice than your cleric level within this area are blinded for 1d4 rounds unless they succeed at a Fortitude save. All creatures in this area are dazzled for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*faerie fire*, 3rd—*daylight*.

Loss Subdomain

Associated Domain: Darkness.

Replacement Power: The following granted power replaces the eyes of darkness power of the Darkness domain.

Aura of Forgetfulness (Su): At 8th level, you can emit a 30-foot aura of forgetfulness for a number of rounds per day equal to your cleric level. Creatures you target in this area must make a Will save or have no memory of any time spent inside the area. In addition, spellcasters in the area lose one prepared spell or available spell slot per round spent in the area, starting with 1st-level spells and going up through higher-level spells. Spellcasters are allowed a save each round to negate this loss (this save is separate from the memory loss save). These rounds do not need to be consecutive.

Replacement Domain Spells: 5th—*enervation*, 6th—*modify memory*, 9th—*energy drain*.

Love Subdomain

Associated Domain: Charm.

Replacement Power: The following granted power replaces the dazing touch power of the Charm domain.

Adoration (Su): As an immediate action, you can attempt to thwart a melee or ranged attack that targets you. This ability functions as *sanctuary*, but only against one individual attack. You must use the ability after the

attack is declared but before the roll is made. The creature attacking you receives a Will save to negate this effect. If a creature has more than one attack, this ability only affects one of the attacks. You can use the ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

Replacement Domain Spells: 2nd—*enthral*, 8th—*euphoric tranquility**.

Lust Subdomain

Associated Domain: Charm.

Replacement Power: The following granted power replaces the charming smile power of the Charm domain.

Anything to Please (Su): At 8th level, you can compel a creature within 30 feet to attempt to please you as a standard action. The creature receives a Will save to negate this affect. If the save fails, the creature attacks your enemies for 1 round, gives you its most valuable item, or drops prone at your feet and grovels for 1d4 rounds (GM's choice). You can use this ability once per day at 8th level and one additional time per day for every four levels beyond 8th. This is a mind-affecting effect.

Replacement Domain Spells: 2nd—*touch of idiocy*, 4th—*confusion*.

Martyr Subdomain

Associated Domain: Nobility.

Replacement Power: The following granted power replaces the leadership power of the Nobility domain.

Sacrificial Bond (Su): At 8th level, when an ally within 30 feet takes damage from an attack, you can, as an immediate action, transfer this damage to yourself. This power also transfers any effects that accompany the damage. The damage done to you cannot be reduced in any way. You can use this ability once per day at 8th level, plus on additional time per day at 14th level and 20th level.

Replacement Domain Spells: 2nd—*shield other*, 6th—*sacrificial oath**.

Memory Subdomain

Associated Domain: Knowledge.

Replacement Power: The following granted power replaces the lore keeper power of the Knowledge domain.

Recall (Su): With a touch, you can cause a creature to recall some bit of forgotten lore or information. The creature can retry any Knowledge skill check it has made within the past minute, gaining a insight bonus on the check equal to your Wisdom modifier. You can use this ability a number times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*memory lapse**; 6th—*modify memory*, 8th—*moment of prescience*.

Metal Subdomain

Associated Domain: Earth.

Replacement Power: The following granted power replaces the acid dart power of the Earth domain.

Metal Fist (Su): As a swift action, you can turn your fists into metal for 1 round, allowing you to make unarmed strikes that deal 1d6 points of bludgeoning damage plus your Strength modifier. These unarmed strikes do not provoke attacks of opportunity, but attacking with both uses the two-weapon fighting rules as normal. In addition, these unarmed strikes ignore the hardness of items with a hardness of 10 or less. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*heat metal*, 6th—*wall of iron*, 8th—*iron body*.

Murder Subdomain

Associated Domain: Death.

Replacement Power: The following granted power replaces the death's embrace power of the Death domain.

Killing Blow (Su): At 8th level, weapons you use become infused with the power of death. Whenever you confirm a critical hit with a melee or ranged weapon, your attack deals an additional amount of bleed damage equal to half your cleric level. You can use this ability once per day at 8th level, plus one additional time per day for every four levels beyond 8th.

Replacement Domain Spells: 3rd—*keen edge*, 5th—*suffocation**, 9th—*suffocation (mass)**.

Night Subdomain

Associated Domain: Darkness.

Replacement Power: The following granted power replaces the touch of darkness power of the Darkness domain.

Night Hunter (Su): As a standard action, you can blend into the shadows of the night, becoming nearly invisible. As long as you are in an area of dim light or darkness, you are invisible (as per *invisibility*) to creatures without darkvision. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*sleep*, 6th—*nightmare*.

Nightmare Subdomain

Associated Domain: Madness.

Replacement Power: The following granted power replaces the vision of madness power of the Madness domain.

Fearful Touch (Su): As a standard action, you can make a melee touch attack against a creature, causing it to experience terrible hallucinations for 1 round. During this time, the creature loses any immunity to fear effects

it might possess and takes a –2 penalty on attack rolls made against you. In addition, the creature takes a penalty on Will saves made against fear effects equal to 1/2 your cleric level (minimum –1). This power is a mind-affecting effect. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 4th—*phantasmal killer*, 6th—*cloak of dreams**.

Oceans Subdomain

Associated Domain: Water.

Replacement Power: The following granted power replaces the icicle power of the Water domain.

Surge (Su): As a standard action, you can cause a mighty wave to appear that pushes or pulls a single creature. Make a combat maneuver check against the target, using your cleric level + your Wisdom modifier as your CMB. If successful, you may pull or push the creature as if using the bull rush or drag combat maneuver. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*slipstream**, 3rd—*water walk*, 9th—*tsunami**.

Protean Subdomain

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade power of the Chaos domain. Proteans are a race of chaotic neutral outsiders (see *Pathfinder RPG Bestiary 2*).

Aura of Chaos (Su): At 8th level, you can surround yourself with a field wild energies. These energies manifest as a 30-foot aura of chaos for a number of rounds per day equal to your cleric level. All enemies within this aura must declare one type of action at the start of their turn (attack, cast a spell, move, use an item, or activate a special ability) and make a Will save. Creatures that fail the Will save must take an action other than their declared action. If they succeed, they must take the declared action. Creatures cannot select actions that they cannot perform.

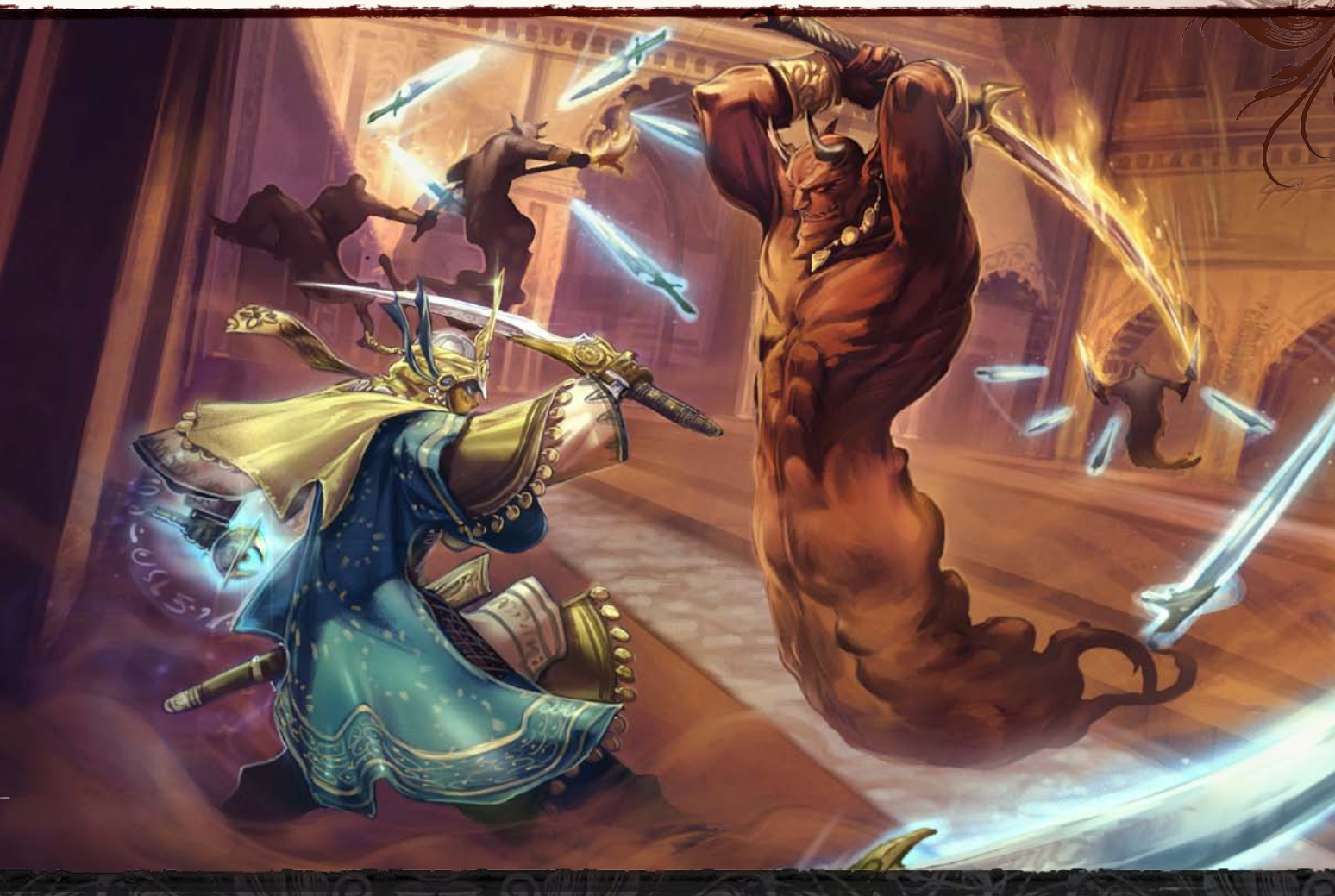
Replacement Domain Spells: 1st—*confusion (lesser)*, 3rd—*displacement*, 6th—*planar binding* (proteans only).

Purity Subdomain

Associated Domain: Protection.

Replacement Power: The following granted power replaces the aura of protection power of the Protection domain.

Purifying Touch (Su): At 8th level, you can touch a willing creature with divine power, giving it a saving throw against each effect currently affecting it, using the original saving throw DC of the effect. Each successful saving throw ends the related effect. The creature can choose not to make a save against an effect. You can use



this ability once per day at 8th level, plus one additional time per day at 14th and 20th level.

Replacement Domain Spells: 1st—*protection from chaos/evil/good/law*, 3rd—*remove blindness/deafness*, 5th—*atonement*.

Rage Subdomain

Associated Domain: Destruction.

Replacement Power: The following granted power replaces the destructive aura power of the Destruction domain.

Rage (Su): At 8th level, you can enter a fearsome rage, like a barbarian, for a number of rounds per day equal to your cleric level. At 12th and 16th level, you can select one rage power. You cannot select any rage power that possesses a level requirement, but otherwise your barbarian level is equal to 1/2 your cleric level. These rounds of rage stack with any rounds of rage you might have from levels of barbarian.

Replacement Domain Spells: 2nd—*bull's strength*, 6th—*moonstruck**.

Resolve Subdomain

Associated Domain: Strength.

Replacement Power: The following granted power replaces the might of the gods power of the Strength domain.

Bestow Resolve (Su): At 8th level, you can bless creatures with the boldness of your deity. You can bestow a number of temporary hit points equal to your level + your Wisdom modifier to all allies within 20 feet. The temporary hit points remain for 1 minute. You can use this ability once per day at 8th level, plus one additional time per day for every 4 levels you possess beyond 8th.

Replacement Domain Spells: 1st—*bless*, 6th—*heroes' feast*.

Restoration Subdomain

Associated Domain: Healing.

Replacement Power: The following granted power replaces the rebuke death power of the Healing domain.

Restorative Touch (Su): You can touch a creature, letting the healing power of your deity flow through you to relieve the creature of a minor condition. Your touch can remove the dazed, fatigued, shaken, sickened, or staggered condition. You choose which condition is removed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*remove disease*, 4th—*neutralize poison*, 5th—*break enchantment*.

Resurrection Subdomain

Associated Domain: Healing.

Replacement Power: The following granted power replaces the healer's blessing power of the Healing domain.

Gift of Life (Su): At 8th level, you can touch a creature that has died within the past minute to grant it a few moments of life. The dead creature returns to life for a number of rounds equal to your cleric level. Creatures returned to life in this way have a number of hit points equal to half your cleric level, and continue to be affected by any still-active spells, conditions, or afflictions present at the time of their death. At the end of this time, the creature dies again. The creature is free to act as it sees fit during this time. You are granted no control over it. You can use this power once per day at 8th level, plus one additional time per day for every four levels beyond 8th.

Replacement Domain Spells: 5th—*raise dead*, 7th—*resurrection*, 9th—*true resurrection*.

Revolution Subdomain

Associated Domain: Liberation.

Replacement Power: The following granted power replaces the freedom's call power of the Liberation domain.

Powerful Persuader (Su): At 8th level, when you make a Diplomacy or Intimidate check, you can roll twice and take the higher result. Using this ability is a free action. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

Replacement Domain Spells: 2nd—*enthrall*, 6th—*symbol of persuasion*.

Seasons Subdomain

Associated Domain: Weather.

Replacement Power: The following granted power replaces the storm burst power of the Weather domain.

Untouched by the Seasons (Su): By touching a creature, you can grant it the benefits of *endure elements*, which last for 1 hour per cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*goodberry*, 4th—*blight*, 8th—*sunburst*.

Smoke Subdomain

Associated Domain: Fire.

Replacement Power: The following granted power replaces the fire bolt power of the Fire domain.

Cloud of Smoke (Su): As a standard action, you can create a 5-foot-radius cloud of smoke. This power has a range of 30 feet. Creatures inside the cloud take a –2 penalty

on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting the cloud. Creatures inside the cloud gain concealment from attacks made by opponents that are not adjacent to them. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*pyrotechnics*, 3rd—*stinking cloud*.

Souls Subdomain

Associated Domain: Repose.

Replacement Power: The following granted power replaces the gentle rest power of the Repose domain.

Touch the Spirit World (Su): With a touch, you can empower a weapon to affect incorporeal creatures. The weapon touched deals half damage to incorporeal creatures, or full damage if it is a magic weapon. This benefit lasts for a number of rounds equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*animate dead*, 6th—*antilife shield*, 9th—*trap the soul*.

Storms Subdomain

Associated Domain: Weather.

Replacement Power: The following granted power replaces the lightning lord power of the Weather domain.

Gale Aura (Su): At 6th level, as a standard action, you can create a 30-foot aura of gale-like winds that slows the progress of enemies. Creatures in the aura cannot take a 5-foot step. Enemies in the aura treat each square that brings them closer to you as difficult terrain. They can move normally in any other direction. You can use this ability for a number of rounds per day equal to your cleric level. The rounds do not need to be consecutive.

Replacement Domain Spells: 5th—*call lightning storm*, 6th—*sirocco**.

Tactics Subdomain

Associated Domain: War.

Replacement Power: The following granted power replaces the battle rage power of the War domain.

Seize the Initiative (Su): Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*aid*, 5th—*command (greater)*, 8th—*planar ally (greater)*.

Thievery Subdomain

Associated Domain: Trickery.

Replacement Power: The following granted power replaces the master's illusions power of the Trickery domain.

Thief of the Gods (Su): At 8th level, when you make a Disable Device or Sleight of Hand check, you can roll twice and take the higher result. Using this ability is a free action. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

Replacement Domain Spells: 3rd—*locate object*, 7th—*ethereal jaunt*.

Thought Subdomain

Associated Domain: Knowledge.

Replacement Power: The following granted power replaces the remote viewing power of the Knowledge domain.

Read Minds (Su): At 8th level, you can broaden your mental spectrum to encompass those around you. Doing so allows you to read the mind of every creature within 30 feet as if you had cast *detect thoughts*. This ability allows you to read the surface thoughts of any creature that you are aware of after only 1 round of concentration. Creatures in this area are allowed a Will save to negate the effect. The DC of this Will save is 10 + 1/2 your cleric level + your Wisdom modifier. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 3rd—*seek thoughts**, 5th—*telepathic bond*, 8th—*mind blank*.

Toil Subdomain

Associated Domain: Artifice.

Replacement Power: The following granted power replaces the dancing weapon power of the Artifice domain.

Aura of Repetition (Su): At 8th level, you can emit a 30-foot aura of repetition for a number of rounds per day equal to your cleric level. All enemies within this aura must make a Will save each round or repeat their action from the previous round (if possible). Creatures that attacked on the previous round attack again on the following round, although they may change their target. Creatures that moved the previous round must take the same move action again, although they may change their route. Creatures that drank a potion must do so again, even they can only drink from an empty bottle. Actions that cannot be repeated are wasted. These rounds do not need to be consecutive.

Replacement Domain Spells: 1st—*command*, 5th—*waves of fatigue*, 7th—*waves of exhaustion*.

Trade Subdomain

Associated Domain: Travel.

Replacement Power: The following granted power replaces the agile feet power of the Travel domain.

Silver-Tongued Hagglers (Su): Whenever you make a Bluff, Diplomacy, or Sense Motive check, you can, as a free action, grant yourself a bonus on the roll equal to 1/2 your cleric level (minimum +1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*floating disk*, 5th—*overland flight*, 9th—*gate*.

Undead Subdomain

Associated Domain: Death.

Replacement Power: The following granted power replaces the bleeding touch power of the Death domain.

Death's Kiss (Su): You can cause a creature to take on some of the traits of the undead with a melee touch attack. Touched creatures are treated as undead for the purposes of effects that heal or cause damage based on positive and negative energy. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). It does not apply to the Turn Undead or Command Undead feats. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*ghoul touch*, 4th—*enervation*, 9th—*energy drain*.

Wards Subdomain

Associated Domain: Rune.

Replacement Power: The following granted power replaces the spell rune power of the Rune domain.

Warding Rune (Su): At 6th level, when a creature is damaged by your blast rune, it cannot attack you for a number of rounds equal to 1/2 your cleric level unless it succeeds at a Will save, as per the spell *sanctuary*. Using this ability is an immediate action when a creature triggers one of your blast runes. The ability does not prevent you from being attacked or affected by area of effect spells or abilities. You can use this ability once per day at 8th level, plus one additional time per day at 14th level and 20th level.

Replacement Domain Spells: 1st level—*arcane lock*, 4th—*dimensional anchor*, 6th—*guards and wards*.

Wind Subdomain

Associated Domain: Air.

Replacement Power: The following granted power replaces the lightning arc power of the Air domain.

Wind Blast (Su): As a standard action, you can unleash a blast of air in a 30-foot line. Make a combat maneuver check against each creature in the line, using your caster level as your base attack bonus and your Wisdom modifier in place of your Strength modifier. Treat the results as a bull rush attempt. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*whispering wind*, 6th—*wind walk*, 9th—*winds of vengeance**.

DRUID

Druids are the keepers of the wildlands, the guardians watching at nature's border to ensure that hubristic civilization does not overreach its bounds. From the highest mountain peaks to the steaming jungles and seas, druids learn and draw their power from their surrounding environment and the creatures that live there. Like nature itself, druids can be gentle and succoring or red in tooth and claw, and need answer only to the wind and the rain.

Presented below are new variant class rules to help you customize your druid for specific terrain types, as well as rules for druidic shamans who worship specific totem animals.

AQUATIC DRUID

Shepherds of the lakes and seas, aquatic druids guard ecosystems ranging from shallows streams to deep ocean trenches, ministering to their residents and communing with the tides.

Wild Empathy (Ex): An aquatic druid's wild empathy functions only on creatures that have a swim speed or the aquatic or water subtype; however, she can improve the attitude of any such creature with Intelligence 2 or less regardless of type, including mindless creatures.

Aquatic Adaptation (Ex): At 2nd level, an aquatic druid gains an insight bonus on Initiative checks and Knowledge (geography), Perception, Stealth, Survival, and Swim checks equal to 1/2 her druid level in aquatic terrain, and she cannot be tracked such environments. This ability replaces woodland stride.

Natural Swimmer (Ex): At 3rd level, an aquatic druid gains a swim speed equal to half her land speed. This ability replaces trackless step.

Resist Ocean's Fury (Ex): At 4th level, an aquatic druid gains a +4 bonus on saving throws against spells of the water type or the exceptional or supernatural abilities of creatures with the aquatic or water subtype. This ability replaces resist nature's lure.

Wild Shape (Su): An aquatic druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2.

Seaborn (Ex): At 9th level, an aquatic druid gains the aquatic subtype, the amphibious trait, and a swim speed equal to her land speed. She also can endure cold climate effects as if using *endure elements*. This ability replaces venom immunity.

Deep Diver (Ex): At 13th level, an aquatic druid gains DR/slashing or piercing equal to 1/2 her level. This damage reduction also applies against spells and spell-like abilities that inflict damage by grappling or crushing (e.g., *black tentacles*, *crushing hand*). She never

takes pressure damage from deep water. This ability replaces a thousand faces.

ARCTIC DRUID

An arctic druid watches over the stark landscape of the far frozen reaches of the world, tending the stunted and rugged life that ekes out its survival in the least habitable climes.

Arctic Native (Ex): At 2nd level, an arctic druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in cold or icy terrain, and she cannot be tracked in cold or icy terrain. This ability replaces woodland stride.

Icewalking (Ex): At 3rd level, an arctic druid suffers no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions and can walk across snow crusts or thin ice without breaking through. This ability replaces trackless step.

Arctic Endurance (Ex): At 4th level, an arctic druid ignores the effects of a cold climate as if using *endure elements*. She is also immune to being dazzled. This ability replaces resist nature's lure.

Wild Shape (Su): An arctic druid gains this ability at 6th level, except that her effective druid level for this ability is equal to her druid level – 2.

Snowcaster (Su): At 9th level, an arctic druid can see normally in *ice storm*, *sleet storm*, or similar natural snowstorms. In addition, she can prepare any druid spell with the fire subtype as a cold spell, with an identical effect but inflicting cold damage instead of fire damage. This ability replaces venom immunity.

Flurry Form (Ex): At 13th level, an arctic druid can assume the form of a swirling column of snow equivalent to *gaseous form* at will. While in this form, she gains a circumstance bonus on Stealth checks made in cold terrain equal to her druid level. This ability replaces a thousand faces.

BLIGHT DRUID

The devoted servants of nature corrupted, ruined, and destroyed, blight druids are the caretakers of lands ravaged by natural disaster. While some are devoted to reforming and reclaiming lands despoiled by the ravages of civilization, others seek out the more rapacious violence inherent in nature and feed the creeping rot and decay that brings an end to all things.

Nature Bond (Ex): A blight druid may not bond with an animal companion, but may either call a familiar as a wizard of her druid level or select from the Darkness, Death, and Destruction domains in addition to those normally available.

Vermin Empathy (Su): A blight druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The blight druid can also improve the attitude of animals and mindless

undead creatures that were formerly animals, but she takes a -4 penalty on the check unless the animal or undead has a disease special attack. This ability replaces wild empathy.

Miasma (Ex): Starting at 5th level, if a blight druid is adjacent to a creature at the beginning of its turn, the creature must succeed at a Fortitude save with a DC of $10 + \frac{1}{2}$ the druid's level + the druid's Wisdom modifier or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease. This ability replaces trackless step and resist nature's lure.

Blightblooded (Ex): At 9th level, a blight druid gains immunity to all diseases, including natural and supernatural diseases. She also becomes immune to effects that would cause her to become sickened or nauseated. This ability replaces venom immunity.

Plaguebearer (Su): Starting at 13th level, any creature that strikes a blight druid with a touch attack, unarmed strike, or natural weapon must succeed at a Fortitude save with a DC of $10 + \frac{1}{2}$ the druid's level + the druid's Wisdom modifier or contract a disease, as the *contagion* spell. If the creature makes its save, it is immune to this effect for 24 hours. This ability replaces a thousand faces.

CAVE DRUID

Far from the green fields of the world above lies a lightless expanse beneath the surface. This darkling fairyland is not without beauty and natural wonders of its own, and a few druids seek to preserve this hidden realm and purge it of the fell horrors that creep up from below.

Cavesense (Ex): A underground druid adds Knowledge (dungeoneering) rather than Knowledge (geography) as a class skill and gains a +2 bonus on Knowledge (dungeoneering) and Survival skill checks. This ability replaces the nature sense ability.

Nature Bond: A cave druid may select the Darkness domain in addition to the choices normally allowed, but may not select the Air or Weather domains.

Wild Empathy (Ex): A cave druid can influence oozes, rather than magical beasts, with a -4 penalty on her wild empathy check.

Tunnelrunner (Ex): At 2nd level, a cave druid can move through areas of rubble or narrow passages that require squeezing at her normal movement rate and without penalty. This ability replaces woodland stride.

Lightfoot (Ex): At 3rd level, a cave druid cannot be detected with tremorsense. This ability replaces trackless step.

Resist Subterranean Corruption (Ex): At 4th level, a cave druid gains a +2 bonus on saves against exceptional, supernatural, and spell-like abilities of oozes and aberrations. This ability replaces resist nature's lure.

Wild Shape (Su): A cave druid gains this ability at 6th level, except that her effective druid level for this ability is equal to her druid level - 2. She cannot use wild shape to adopt a plant form. At 10th level, the cave druid can assume the form of a Small or Medium ooze as if using *beast shape III*, and at 12th level that of a Tiny or Large ooze as if using *beast shape IV* (treating the ooze as if it were a magical beast without a natural armor bonus). When in ooze form, the cave druid has no discernible anatomy and is immune to poison, sneak attacks, and critical hits.

DESERT DRUID

Not all climates are verdant paradises, but even in the sere deserts there is life—though often hidden from the sun and rarely friendly—and raw, desolate beauty. Here desert druids come to pay homage, protect and maintain the few habitable locales, and witness nature's majesty in all its burning, merciless glory.

Desert Native (Ex): At 2nd level, a desert druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to $\frac{1}{2}$ her druid level in desert terrain, and she cannot be tracked in such environments. This ability replaces woodland stride.

Sandwalker (Ex): At 3rd level, a desert druid suffers no penalty to speed or on Acrobatics or Stealth checks when moving through sandy or desert terrain. This ability replaces trackless step.

Desert Endurance (Ex): At 4th level, a desert druid ignores the effects of a hot climate as if using *endure elements*. She also has a reduced need to eat and drink, as if wearing a *ring of sustenance* (though normal sleep is still required). This ability replaces resist nature's lure.

Wild Shape (Su): A desert druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level - 2. A desert druid cannot use wild shape to adopt a plant form. At 10th level she can assume the form of a Small or Medium vermin, at 12th level a Tiny or Large vermin, and at 14th level a Diminutive or Huge vermin. This effect functions as *beast shape IV* (treating the vermin as an animal to determine its ability and natural armor modifiers).

Shaded Vision (Ex): At 9th level, a desert druid becomes immune to blinding and dazzling effects and gains a +2 bonus on saving throws against gaze attacks and illusions of the figment and pattern subschools. This ability replaces venom immunity.

Dunemeld (Ex): At 13th level, a desert druid can assume the form of a swirling mass of sand at will. This is equivalent to *gaseous form*, but the druid gains a land and burrow speed of 10 feet rather than a fly speed. While in this form, the druid gains a circumstance bonus on Stealth checks made in desert terrain equal to her druid level. This ability replaces a thousand faces.

JUNGLE DRUID

The fecund jungles of the equatorial regions are rich in life and ancient tradition; druidical guardians of sacred pools, elder trees, and trembling volcanoes watch over crumbling temples and the inevitable reclamation of lost civilizations by the beating heart of nature untamed.

Jungle Guardian (Ex): At 2nd level, a jungle druid gains a bonus on Initiative checks and Climb, Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in jungle terrain, and she cannot be tracked in such environments. This ability replaces woodland stride.

Woodland Stride (Ex): A jungle druid gains this ability at 3rd level. This ability replaces trackless step.

Torrid Endurance (Ex): At 4th level, a jungle druid ignores the effects of a hot climate as if under the effects of *endure elements*. She also gains a +4 bonus on saves against disease and the exceptional abilities of animals and magical beasts. This ability replaces resist nature's lure.

Wild Shape (Su): A jungle druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2.

Verdant Sentinel (Ex): At 13th level, a jungle druid can cast *tree shape* at will. This ability replaces a thousand faces.

MOUNTAIN DRUID

As more and more of the soft, easy lands become cultivated and civilized, many druids look for refuge and solitude among the eternal peaks of the highest mountains.

Mountaineer (Ex): At 2nd level, a mountain druid gains a bonus on Initiative checks and Climb, Knowledge (geography), Perception, Stealth, and Survival checks equal to half her druid level in mountainous terrain, and she cannot be tracked in such an environment. This ability replaces woodland stride.

Sure-Footed (Ex): At 3rd level, a mountain druid suffers no penalty to speed or on Acrobatics or Stealth checks when walking across steep slopes, rubble, or scree. This ability replaces trackless step.

Spire Walker (Ex): At 4th level, a mountain druid does not lose her Dexterity bonus when climbing. A mountain druid is immune to altitude sickness and ignores the effects of a cold climate as if under the effects of *endure elements*. This ability replaces resist nature's lure.

Wild Shape (Su): A mountain druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2. A mountain druid cannot use wild shape to adopt a plant form. However, at 12th level she can assume the form of a Large giant as if using *giant form I*. At 16th level, she may assume the form of a Huge giant as if using *giant form II*.

Mountain Stance (Ex): At 9th level, a mountain druid gains immunity to petrification and receives a +4 bonus

on saving throws or to CMD to resist any attempt to push, pull, bull rush, or drag her, or to resist any other effect that would physically move her from her position (e.g., *repel wood*, *reverse gravity*, or being blown away by high winds). This does not protect her against being tripped, grappled, or overrun. This ability replaces venom immunity.

Mountain Stone (Ex): At 13th level, a mountain druid can transform her body into a weathered stone outcrop and back at will. This effect functions as *statue*. This ability replaces a thousand faces.

PLAINS DRUID

Out upon the wide and rolling prairies and savannahs, plains druids stand guard over the grasslands. These druids range far and wide, watching over nomadic tribes and wandering herds and preserving the sometimes fragile ecosystem of the wide open spaces.

Plains Traveler (Ex): At 2nd level, a plains druid gains a bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in plains terrain, and she cannot be tracked in such an environment. This ability replaces woodland stride.

Run Like the Wind (Ex): At 3rd level, a plains druid gains +10 feet to her land speed when wearing light or no armor and carrying a light load, and once per hour, she may run or charge at double the normal speed for 1 round. If riding her animal companion, it gains this ability instead. This ability replaces trackless step.

Savanna Ambush (Ex): At 4th level, a plains druid gains concealment whenever she is prone in natural surroundings, and can make Stealth checks at no penalty when prone and not moving or at –5 when crawling. A plains druid can stand up from prone as an immediate action during a surprise round. This ability replaces resist nature's lure.

Wild Shape (Su): A plains druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2.

Canny Charger (Ex): At 9th level, a plains druid can charge through allies' squares without difficulty (whether mounted or afoot) and can turn up to 90 degrees once during a charge, provided the last 10 feet toward the target are in a straight line. She also gains a +4 dodge bonus to AC against enemy charge attacks and a +4 bonus to damage with a readied action against a charging foe. This ability replaces venom immunity.

Evasion (Ex): At 13th level, a plains druid gains evasion when wearing light or no armor and carrying a light load. This functions as the rogue ability of the same name. This ability replaces a thousand faces.

SWAMP DRUID

Some druids eschew pleasant glades and groves and instead seek out dank marshes, misty bogs and heaths,



and trackless swamps as the place they call home and watch over with care, finding beauty and life in abundance in places few others would willingly enter.

Marshwight (Ex): At 2nd level, a swamp druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, Swim, and Survival checks equal to 1/2 her druid level in swamp terrain, and she cannot be tracked in such an environment. This ability replaces woodland stride.

Swamp Strider (Ex): At 3rd level, a swamp druid suffers no penalty to speed or on Acrobatics or Stealth checks in bogs and undergrowth. This ability replaces trackless step.

Pond Scum (Ex): At 4th level, a swamp druid gains a +4 bonus on saves against disease and the exceptional, supernatural, and spell-like abilities of monstrous humanoids. A swamp druid also gains DR/— equal to half her druid level against attacks by swarms. If this damage resistance prevents damage, the druid is unaffected by distraction or other special attacks of the swarm. This ability replaces resist nature's lure.

Wild Shape (Su): A swamp druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2.

Slippery (Ex): At 13th level, a swamp druid gains continuous *freedom of movement*. This ability replaces a thousand faces.

URBAN DRUID

While many druids keep to the wilderness, some make their way within settlements, communing with the animals and vermin who live there and speaking for the nature that runs rampant in civilization's very cradle.

Spontaneous Casting: An urban druid can channel stored spell energy into domain spells that she has not prepared ahead of time. She can “lose” a prepared spell in order to cast any domain spell of the same level or lower. This ability replaces the ability to spontaneously cast summon nature's ally spells.

Nature Bond (Ex): An urban druid may not select an animal companion. Instead, she must choose from the following domains, rather than those usually available

to druids: Charm, Community, Knowledge, Nobility, Protection, Repose, Rune, or Weather.

Lorekeeper (Ex): At 2nd level, an urban druid adds Diplomacy, Knowledge (history), Knowledge (local), and Knowledge (nobility) skills to her list of class skills. She also receives a +2 bonus on these skill checks. This ability replaces a druid's woodland stride and trackless step abilities.

Resist Temptation (Ex): At 4th level, an urban druid gains a +2 bonus on saves vs. divinations and enchantments. This replaces the resist nature's lure ability.

A Thousand Faces (Su): An urban druid gains this ability at 6th level.

Wild Shape (Su): An urban druid gains this ability at 8th level, except that her effective druid level for the ability is equal to her druid level – 4.

Mental Strength (Ex): At 9th level, an urban druid gains immunity to charm and compulsion effects. This ability replaces venom immunity.

ANIMAL SHAMANS

Some druids form a close bond with one type of animal. The following animal shamans represent just some of the possibilities, exploring the unique bond between a druid and her totem. These shamans all possess similar powers, which are explained fully in the bear shaman description.

Bear Shaman

A shaman with this focus calls upon the mighty bear, titan of the woodlands and mountains, a paragon of strength and ferocity, and yet also a quiet protector rich in wisdom.

Nature Bond: A bear shaman who chooses an animal companion must select a bear. If choosing a domain, the bear shaman must choose from the Animal, Earth, Protection, and Strength domains.

Wild Empathy (Ex): A bear shaman can use wild empathy with bears and wolverines as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a bear shaman may adopt an aspect of the bear while retaining her normal form. She gains one of the following bonuses: movement (+10 enhancement bonus to land speed, +4 racial bonus on Swim checks), senses (low-light vision, scent), toughness (+2 natural armor bonus to AC, Endurance feat), or natural weapons (bite [1d6] and 2 claws [1d4] for a Medium shaman, +2 to CMB on grapple checks). While using totem transformation, the bear shaman may speak normally and can cast *speak with animals* (mammals 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 bear 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, a bear shaman may cast *summon nature's ally* as a standard action when summoning bears, and summoned bears gain temporary hit points equal to her druid level. She can apply the young template to any bear 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, a bear shaman's wild shape ability functions at her druid level – 2. If she takes on the form of a bear, she instead uses her druid level + 2.

Bonus Feat: At 9th level and every 4 levels thereafter, a bear shaman gains one of the following bonus feats: Diehard, Endurance, Great Fortitude, Improved Great Fortitude, Toughness. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

Eagle Shaman

A shaman with this totem calls upon the noble eagle, stern and proud, soaring high above the world with keen and pitiless eyes that miss nothing.

Nature Bond: An eagle shaman who chooses an animal companion must select a bird (eagle). If choosing a domain, the eagle shaman must choose from the Air, Animal, Nobility, and Weather domains.

Wild Empathy (Ex): An eagle shaman can use wild empathy with birds as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, an eagle shaman may adopt an aspect of the eagle while retaining her normal form. This ability functions as the bear shaman ability, but the druid may select from the following bonuses: movement (fly speed 30 feet [average], the druid must be 5th level to select this bonus), senses (low-light vision, +4 racial bonus to Perception), or natural weapons (bite [1d4], 2 talons [1d4] for a Medium shaman). While using totem transformation, the eagle shaman may speak normally and can cast *speak with animals* (birds only) at will.

Totemic Summons (Su): At 5th level, an eagle shaman may cast *summon nature's ally* as a standard action when summoning eagles, rocs, and giant eagles (added to the 4th-level list), and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the bear shaman ability.

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

Bonus Feat: At 9th level and every 4 levels thereafter, an eagle shaman gains one of the following bonus feats: Flyby Attack, Improved Lightning Reflexes, Lightning Reflexes,

Skill Focus (Perception), or Wind Stance. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

Lion Shaman

A shaman with this totem calls upon the proud lion, imposing and majestic, the mighty leader of deadly hunters.

Nature Bond: A lion shaman who chooses an animal companion must select a lion. If choosing a domain, the lion shaman must choose from the Animal, Glory, Nobility, and Sun domains.

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

Totem Transformation (Su): At 2nd level, a lion shaman may adopt an aspect of the lion while retaining her normal form. This ability functions as the bear shaman ability, but the druid may select from the following bonuses: movement (+20 enhancement bonus to land speed), senses (low-light vision, scent), or natural weapons (bite [1d4], 2 claws [1d4] for a Medium druid, rake, +2 CMB to grapple). While using totem transformation, the lion shaman may speak normally and can cast *speak with animals* (felines only) at will.

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

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

Bonus Feat: At 9th level and every 4 levels thereafter, a lion shaman gains one of the following bonus feats: Dodge, Lunge, Improved Iron Will, Iron Will, or Skill Focus (Acrobatics). She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

Serpent Shaman

A shaman with this totem calls upon the cunning serpent, the stealthy deceiver who draws the weak minded in and strikes while they are unaware. Some hate its treacherous nature, while others praise its thoughtful pragmatism.

Nature Bond: A serpent shaman who chooses an animal companion must select a snake. If choosing a domain, the serpent shaman must choose from the Animal, Charm, Trickery, and Water domains.

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

Totem Transformation (Su): At 2nd level, a serpent shaman may adopt an aspect of the snake while retaining her normal form. This ability functions as the bear shaman ability, but the druid may select from the following bonuses: movement (climb speed 20 feet, swim speed 20 feet), scales

(+2 natural armor bonus to AC), senses (low-light vision, scent), or natural weapons (bite [1d4], poison [frequency 1 round (6), effect 1 Con damage, Cure 1 save, Con-based DC] for a Medium druid, +2 CMB to grapple). While using totem transformation, the serpent shaman may speak normally and can cast *speak with animals* (reptiles only) at will.

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

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

Bonus Feat: At 9th level and every 4 levels thereafter, a serpent shaman gains one of the following bonus feats: Combat Expertise, Improved Feint, Skill Focus (Bluff), Stealthy, or Strike Back. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

Wolf Shaman

A shaman with this totem calls upon the clever wolf, capable of roaming alone yet wise enough to run with a pack when facing dangers too great for one alone.

Nature Bond: A wolf shaman who chooses an animal companion must select a wolf. If choosing a domain, the wolf shaman must choose from the Animal, Community, Liberation, and Travel domains.

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

Totem Transformation (Su): At 2nd level, a wolf shaman may adopt an aspect of the wolf while retaining her normal form. This ability functions as the bear shaman ability, but the druid may select from the following bonuses: movement (+20 enhancement bonus to land speed), senses (low-light vision, scent, +4 racial bonus to Survival when tracking by scent), or natural weapons (bite [1d4 plus trip] for a Medium druid, +2 CMB to trip). While using totem transformation, the wolf shaman may speak normally and can cast *speak with animals* (canines only) at will.

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

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

Bonus Feat: At 9th level and every 4 levels thereafter, a wolf shaman gains one of the following bonus feats: Greater Trip, Improved Trip, Mobility, Skill Focus (Stealth), or Spring Attack. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

FIGHTER

From dockside brawlers to legendary champions, poor foot soldiers to the greatest duelists of the nobility, fighters are those who devote themselves wholeheartedly to the art of combat. While barbarians tap into raw fury in battle, fighters know that the mind is the keenest weapon, and they use theirs to great effect, mastering numerous armaments and fighting styles in a never-ending quest to be the last warrior standing.

Presented below are a number of common martial themes, complete with variant class abilities to help customize characters to their chosen fighting style.

ARCHER

The archer is dedicated to the careful mastery of the bow, perfecting his skills with years of practice honed day after day on ranges and hunting for game, or else on the battlefield, raining destruction down on the enemy lines.

Hawkeye (Ex): At 2nd level, an archer gains a +1 bonus on Perception checks, and the range increment for any bow he uses increases by 5 feet. These bonuses increase by +1 and 5 additional feet for every 4 levels beyond 2nd. This ability replaces bravery.

Trick Shot (Ex): At 3rd level, an archer can choose one of the following combat maneuvers or actions: disarm, feint, or sunder. He can perform this action with a bow against any target within 30 feet, with a -4 penalty to his CMB. Every four levels beyond 3rd, he may choose an additional trick shot to learn. These maneuvers use up arrows as normal.

At 11th level, he may also choose from the following combat maneuvers: bull rush, grapple, trip. A target grappled by an arrow can break free by destroying the archer's arrow (hardness 5, hit points 1, break DC 13) or with an Escape Artist or CMB check (against the archer's CMD -4). This ability replaces armor training 1, 2, 3, and 4.

Expert Archer (Ex): At 5th level, an archer gains a +1 bonus on attack and damage rolls with bows. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Safe Shot (Ex): At 9th level, an archer does not provoke attacks of opportunity when making ranged attacks with a bow. This ability replaces weapon training 2.

Evasive Archer (Ex): At 13th level, an archer gains a +2 dodge bonus to AC against ranged attacks. This bonus increases to +4 at 17th level. This ability replaces weapon training 3.

Volley (Ex): At 17th level, as a full-round action, an archer can make a single bow attack at his highest base attack bonus against any number of creatures in a 15-foot-radius burst, making separate attack and damage rolls for each creature. This ability replaces weapon training 4.

Ranged Defense (Ex): At 19th level, an archer gains DR 5/— against ranged attacks. In addition, as an immediate action, he can catch an arrow fired at him and shoot it any target he chooses, as if he had the Snatch Arrows feat. This ability replaces armor mastery.

Weapon Mastery (Ex): An archer must choose a type of bow.

CROSSBOWMAN

The crossbowman has perfected the deadly use of the crossbow, a simple but cruelly efficient weapon, as a craftsman mastering a lethal tool.

Deadshot (Ex): At 3rd level, when a crossbowman attacks with a crossbow as a readied action, he may add 1/2 his Dexterity bonus (minimum +1) on his damage roll. This ability replaces armor training 1.

Crossbow Expert (Ex): At 5th level, a crossbowman gains a +1 bonus on attack and damage rolls with crossbows. This bonus increases by +1 per four levels after 5th. This ability replaces weapon training 1.

Improved Deadshot (Ex): At 7th level, when a crossbowman attacks with a crossbow as a readied action, his target is denied its Dexterity bonus to its AC. This ability replaces armor training 2.

Quick Sniper (Ex): At 9th level, a crossbowman gains a bonus equal to 1/2 his fighter level on Stealth checks when sniping. When he is hit with a ranged attack, he can shoot his crossbow at his attacker as an immediate action if it is loaded. This ability replaces weapon training 2.

Greater Deadshot (Ex): At 11th level, when a crossbowman attacks with a crossbow as a readied action, he may add his Dexterity bonus (minimum +1) on his damage roll. This ability replaces armor training 3.

Safe Shot (Ex): At 13th level, a crossbowman does not provoke attacks of opportunity when making ranged attacks with a crossbow. This ability replaces weapon training 3.

Pinpoint Targeting: At 15th level, a crossbowman gains Pinpoint Targeting as a bonus feat. This ability replaces armor training 4.

Meteor Shot (Ex): At 17th level, as a standard action, a crossbowman can make one attack with a crossbow at a -4 penalty. If the attack hits, it inflicts damage normally and the target is subject to a bull rush or a trip maneuver using the attack roll as the combat maneuver check. The crossbowman must decide which maneuver to attempt before making his attack roll. This ability replaces weapon training 4.

Penetrating Shot (Ex): At 19th level, when a crossbowman confirms a critical hit with a crossbow, the bolt pierces the target and can strike another creature in line behind it. The crossbowman must be able to trace a line starting at his space and passing through both targets to make this additional attack. The secondary attack is made at a -4 penalty, in addition to any modifiers for added range. If this attack is

also a critical hit, the bolt can continue to hit another target, but the penalties stack. This ability replaces armor mastery.

Weapon Mastery (Ex): A crossbowman must choose a type of crossbow.

FREE HAND FIGHTER

The free hand fighter specializes in the delicate art of handling a single weapon in one hand while using his free hand to balance, block, tip, and distract his opponents. While not a brawler, his open hand is as much a weapon as a bow or blade. His fighting school benefits only apply when he is using a one-handed weapon and carrying nothing in his other hand.

Deceptive Strike (Ex): At 2nd level, a free hand fighter gains a +1 bonus to CMB and CMD on disarm checks and on Bluff checks to feint or create a diversion to hide. This bonus increases by +1 for every four levels after 2nd. This ability replaces bravery.

Elusive (Ex): At 3rd level, a free hand fighter gains a +1 dodge bonus to AC. This bonus increases by +1 for every four levels after 2nd. This bonus does not apply when wearing medium or heavy armor or carrying a medium or heavier load. This ability replaces armor training 1, 2, 3, and 4.

Singleton (Ex): At 5th level, a free hand fighter gains a +1 bonus on attack and damage rolls when wielding a melee weapon in one hand and leaving his other hand free. This bonus increases by +1 per six levels after 5th. This ability replaces weapon training 1 and 4.

Timely Tip (Ex): At 9th level, a free hand fighter can make a disarm combat maneuver against a target he threatens as a move action to push aside the target's shield. If successful, the target loses its shield bonus to AC against the free hand fighter's next attack. This ability replaces weapon training 2.

Interference (Ex): At 13th level, a free hand fighter can make a disarm or trip combat maneuver against a target he threatens as a move action to push his opponent off balance. If successful, the target becomes flat-footed. This condition lasts until the target takes damage from a melee or ranged attack or until the beginning of the free hand fighter's next turn, whichever comes first. This ability replaces weapon training 3.

Reversal (Ex): At 19th level, a free hand fighter can make a disarm combat maneuver against a creature he threatens as an immediate action when he is the target of a melee attack from another creature. If successful, the attack changes to target the target of the free hand fighter's maneuver instead of the free hand fighter himself. This ability replaces armor mastery.

MOBILE FIGHTER

Where some fighters focus on strength and raw power, the mobile fighter relies on swiftness and mobility, gliding

across the battlefield like a steel whirlwind and leaving destruction in his wake.

Agility (Ex): At 2nd level, a mobile fighter gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Leaping Attack (Ex): At 5th level, when a mobile fighter moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1, 2, 3, and 4.

Rapid Attack (Ex): At 11th level, a mobile fighter can combine a full attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal. This ability replaces armor training 3.

Fleet Footed (Ex): At 15th level, the mobile fighter's speed increases by 10 feet. He can take 10 on Acrobatics checks even while distracted or threatened, and can take 20 on an Acrobatics check once per day for every five fighter levels he possesses. This ability replaces armor training 4.

Whirlwind Blitz (Ex): At 20th level, a mobile fighter can make a full-attack action as a standard action. He may also use the Whirlwind Attack feat as a standard action. This ability replaces weapon mastery.

PHALANX SOLDIER

The phalanx soldier specializes in defensive tactics, using his shield to guard himself and his allies and forming a shield wall like an unbreakable anvil against which his enemies break.

Stand Firm (Ex): At 2nd level, a phalanx soldier gains a +1 bonus to CMD against bull rush, drag, overrun, and trip attempts. This bonus also applies on saves against trample attacks. The bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Phalanx Fighting (Ex): At 3rd level, when a phalanx soldier wields a shield, he can use any polearm or spear of his size as a one-handed weapon. This ability replaces armor training 1.

Ready Pike (Ex): At 5th level, a phalanx soldier can, once per day, ready a weapon with the brace property as an immediate action, gaining a +1 bonus on attack and damage rolls. For every four levels beyond 5th, this bonus increases by +1, and he can use the ability one additional time per day. He cannot use this ability when flat-footed. This ability replaces weapon training 1.

Deft Shield (Ex): At 7th level, the armor check penalty from a shield and the attack roll penalty are reduced by -1 for a phalanx soldier using a tower shield. At 11th level,

these penalties are reduced by -2 . This ability replaces armor training 2 and 3.

Shield Ally (Ex): At 9th level, when a phalanx fighter is using a heavy or tower shield, he can, as a move action, provide partial cover (+2 cover bonus to AC, +1 bonus on Reflex saves) to himself and all adjacent allies until the beginning of his next turn.

At 13th level, he can instead provide cover (+4 cover bonus to AC, +2 bonus on Reflex saves) and evasion (as a rogue) to one adjacent ally until the beginning of his next turn. This cover does not allow Stealth checks.

At 17th level, he can provide cover to himself and all adjacent allies, or he can provide improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves, improved evasion) to a single adjacent ally. This ability replaces weapon training 2, 3, and 4.

Irresistible Advance (Ex): At 15th level, a phalanx fighter gains a bonus on bull rush and overrun CMB checks. This bonus depends on the type of shield used: +1 with a buckler, +2 with a light shield, +3 with a heavy shield, or +4 with a tower shield. This ability replaces armor training 4.

Shielded Fortress (Ex): At 20th level, a phalanx fighter's shield cannot be disarmed or sundered. He gains evasion (as a rogue) when using a shield (improved evasion when using a tower shield). As a move action, a phalanx fighter can provide evasion to all adjacent allies until the beginning of his next turn. As an immediate action, he can provide improved evasion to an adjacent ally against one attack. This ability replaces weapon mastery.

POLEARM MASTER

The polearm master is schooled in the ancient wisdom that enemies are best faced at the end of long striking pole, lashing like a serpent before clumsy swords and axes can even be brought to bear.

Pole Fighting (Ex): At 2nd level, as an immediate action, a polearm master can shorten the grip on his spear or polearm with reach and use it against adjacent targets. This action results in a -4 penalty on attack rolls with that weapon until he spends another immediate action to return to the normal grip. The penalty is reduced by -1 for every four levels beyond 2nd. This ability replaces bravery.

Steadfast Pike (Ex): At 3rd level, a polearm master gains a +1 bonus on attack rolls with readied attacks and attacks of opportunity made with a spear or polearm. The bonus increases by +1 for every four levels beyond 3rd. This ability replaces armor training 1, 2, 3, and 4.

Polearm Training (Ex): At 5th level, a polearm master gains a +1 bonus on attack and damage rolls with spears and polearms. The bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Flexible Flanker (Ex): At 9th level, a polearm master may choose any square adjacent to him and treat that square

as his location for determining who he is flanking, even if that square is occupied by a creature, object, or solid barrier. This ability replaces weapon training 2.

Sweeping Fend (Ex): At 13th level, a polearm master can use any spear or pole arm to make a bull rush or trip maneuver, though he takes a -4 penalty to his CMB when making such attempts. Weapons with the trip property do not incur this penalty on trip maneuvers. This ability replaces weapon training 3.

Step Aside (Ex): At 17th level, when a creature threatened by a polearm master takes a 5-foot step into a square adjacent to him, he can take a 5-foot step as an immediate action. This 5-foot step must be subtracted from his movement on the next turn. He also gains a +2 dodge bonus to his AC against that opponent until the end of his next turn. This ability replaces weapon training 4.

Polearm Parry (Ex): At 19th level, when an opponent threatened by a polearm master makes a melee attack against an ally, he may take an immediate action to grant his ally a +2 shield bonus to AC and DR $5/—$ against that attack. He may use this ability to protect himself, but only if the attacking creature is not adjacent to him. This ability replaces armor mastery.

Weapon Mastery (Ex): A polearm master must choose a spear or polearm.

ROUGH RIDER

Roughriders study and practice the fine points of mounted combat, drilling endlessly with warbeasts—from noble thoroughbreds to trained monsters—to form a perfect synergy between rider and steed.

Steadfast Mount (Ex): At 2nd level, after a roughrider has spent 1 hour practicing with a mount, the mount gains a +1 dodge bonus to AC and a +1 morale bonus on saves, but only while the roughrider is mounted on it or adjacent to it. This bonus increases by +1 for every four levels after 2nd. This ability replaces bravery.

Armored Charger (Ex): At 3rd level, a roughrider no longer suffers armor check penalties on Ride skill checks. His mount's speed is not reduced when carrying a medium load or wearing medium barding. This ability replaces armor training 1.

Mounted Mettle (Ex): At 5th level, a roughrider and his mount gain a +1 bonus on attack and damage rolls when he is mounted or adjacent to his mount. This bonus increases by +1 for every four levels after 5th. This ability replaces weapon training 1, 2, 3, and 4.

Leap from the Saddle (Ex): At 7th level, after a roughrider's mount takes a single move, he may attempt a fast dismount (DC 20 Ride check). If he succeeds, he can take a full attack action. This ability replaces armor training 2.

Relentless Steed (Ex): At 11th level, a roughrider's mount does not reduce its speed when wearing heavy barding or



carrying a heavy load. The roughrider may also reroll a Ride skill check or a saving throw made by the mount once per day, but must use the second roll even if it is worse. This ability may be used one additional time per day for every four levels beyond 11th. This ability replaces armor training 3.

Ride Them Down (Ex): At 15th level, can spur his mount on while readying an attack. If a roughrider's mount takes a single move, the roughrider can make a full attack, taking his attacks at any point during his mount's movement. If he has the Trample feat, he may substitute an overrun combat maneuver for each of his attacks. This movement provokes attacks of opportunity against the roughrider but not his mount. This ability replaces armor training 4.

Unavoidable Onslaught (Ex): At 15th level, a roughrider's mounted charge is not blocked by friendly creatures or difficult terrain. This ability replaces armor training 4.

Indomitable Steed (Ex): At 19th level, a roughrider and his steed gain DR 5/— when mounted. This ability replaces armor mastery.

SAVAGE WARRIOR

Warriors' might is not measured only by their skill with steel, but also by their ability to inflict death with fang and claw, horn and hoof, and every exotic appendage the natural and unnatural world has to offer.

Spark of Life (Ex): At 2nd level, a savage warrior gains a +1 bonus on saving throws made against energy drain and death effects. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Natural Savagery (Ex): At 5th level, a savage warrior gains a +1 bonus on attack and damage rolls with natural weapons. This bonus also applies to CMB and CMD for grappling. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Savage Charge (Ex): At 9th level, when a savage warrior attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to half his fighter level, while suffering a penalty to his AC equal to half his fighter level. These replace the normal attack roll bonus and AC penalty for charging. This bonus

also applies to his CMB for a bull rush or overrun combat maneuvers made when charging. This ability replaces weapon training 2.

Careful Claw (Ex): At 13th level, when using a natural weapon to attack a creature using *fire shield* or a similar effect that damages creatures attacking it (such as a barbed devil's barbed defense), a savage warrior reduces the damage from such effects by an amount equal to 1/2 his fighter level. This ability replaces weapon training 3.

Greater Savage Charge (Ex): At 17th level, when using savage charge, the AC penalty is reduced to 1/4 his fighter level instead of 1/2 his fighter level. In addition, a savage warrior can charge through friendly creatures and difficult terrain. This ability replaces weapon training 4.

Natural Weapon Mastery (Ex): At 20th level, a savage warrior must choose one natural weapon. This ability replaces weapon mastery.

SHIELDED FIGHTER

A shielded fighter focuses on both offense and defense, blending weapon and shield in perfect balance to impede his enemies while delivering deadly blows, and even turning the shield itself into a formidable weapon. These fighting school benefits apply when wielding a weapon and a shield simultaneously.

Active Defense (Ex): At 3rd level, a shielded fighter gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every four levels beyond 3rd. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn. This ability replaces armor training 1, 2, 3, and 4.

Shield Fighter (Ex): At 5th level, a shielded fighter gains a +1 bonus on attack and damage rolls when making a shield bash. These bonuses increase by +1 every four levels beyond 5th. With a full attack action, a shielded fighter may alternate between using his weapon or his shield for each attack. This action does not grant additional attacks or incur penalties as two-weapon fighting does. This ability replaces weapon training 1.

Shield Buffet (Ex): At 9th level, as a move action, a shielded fighter may make a combat maneuver check to use his shield to impede an adjacent enemy. If successful, the target suffers a –2 penalty on its attack rolls against the shielded fighter and a –2 penalty to AC on attacks made by the shielded fighter until the beginning of his next turn.

At 13th level, a shielded fighter may use this ability as a swift action. This ability replaces weapon training 2 and 3.

Shield Guard (Ex): At 17th level, as a swift action, a shielded fighter may designate one square adjacent

to him. He may designate two squares if using a heavy shield or three squares if using a tower shield, but these squares must be contiguous. Enemies in these squares cannot flank the shielded fighter and do not count for flanking with other creatures. This effect lasts until he moves from his position or uses another swift action to change the affected squares. This ability replaces weapon training 4.

Shield Mastery (Ex): At 19th level, a shielded fighter gains DR 5/—when wielding a shield. This ability replaces armor mastery.

Shield Ward (Ex): At 20th level, a shielded fighter gains evasion (as a rogue) while wielding a shield, and adds his shield bonus to his AC (not including enhancement bonuses) on Reflex saves and to his touch AC. In addition, his shield cannot be disarmed or sundered. This ability replaces weapon mastery.

TWO-HANDED FIGHTER

Some fighters focus their efforts on finding the biggest, heaviest, most imposing weapon they can find and training to manage and harness the weight of their massive weapons for maximum impact. These fighting school benefits only apply when using two-handed weapons.

Shattering Strike (Ex): At 2nd level, a two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd. This ability replaces bravery.

Overhand Chop (Ex): At 3rd level, when a two-handed fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls. This ability replaces armor training 1.

Weapon Training (Ex): As the fighter class feature, but the bonuses only apply when wielding two-handed melee weapons.

Backswing (Ex): At 7th level, when a two-handed fighter makes a full attack with a two-handed weapon, he adds double his Strength bonus on damage rolls for all attacks after the first. This ability replaces armor training 2.

Piledriver (Ex): At 11th level, as a standard action, a two-handed fighter can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity. This ability replaces armor training 3.

Greater Power Attack (Ex): At 15th level, when using Power Attack with a two-handed melee weapon, the bonus damage from Power Attack is doubled (+100%) instead of increased by half (+50%). This ability replaces armor training 4.

Devastating Blow (Ex): At 19th level, as a standard action, a two-handed fighter may make a single melee attack with a two-handed weapon at a –5 penalty. If the attack hits, it is treated as a critical threat. Special weapon abilities that activate only on a critical hit do not activate if this critical hit is confirmed. This ability replaces armor mastery.

TWO-WEAPON WARRIOR

Trained under great masters who preached the simple truth that two are better than one when it comes to weapons, the two-weapon warrior is a terror when his hands are full. From paired daggers to exotic double weapons, all combinations come equally alive in his skilled hands.

Defensive Flurry (Ex): At 3rd level, when a two-weapon warrior makes a full attack with both weapons, he gains a +1 dodge bonus to AC against melee attacks until the beginning of his next turn. This bonus increases by +1 every four levels after 3rd. This ability replaces armor training 1 and 2.

Twin Blades (Ex): At 5th level, a two-weapon warrior gains a +1 bonus on attack and damage rolls when making a full attack with two weapons or a double weapon. This bonus increases by +1 for every four levels after 5th. This ability replaces weapon training 1.

Doublestrike (Ex): At 9th level, a two-weapon warrior may, as a standard action, make one attack with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally. This ability replaces weapon training 2.

Improved Balance (Ex): At 11th level, the attack penalties for fighting with two weapons are reduced by –1 for a two-weapon warrior. Alternatively, he may use a one-handed weapon in his off-hand, treating it as if it were a light weapon with the normal light weapon penalties. This ability replaces armor training 3.

Equal Opportunity (Ex): At 13th level, when a two-weapon warrior makes an attack of opportunity, he may attack once with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally. This ability replaces weapon training 3.

Perfect Balance (Ex): At 15th level, the penalties for fighting with two weapons are reduced by an additional –1 for a two-weapon warrior. This benefit stacks with improved balance. If he is using a one-handed weapon in his off hand, treating it as a light weapon, he uses the normal light weapon penalties. This ability replaces armor training 4.

Deft Doublestrike (Ex): At 17th level, when a two-weapon warrior hits an opponent with both weapons, he can make a disarm or sunder attempt (or trip, if one or both weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity. This ability replaces weapon training 4.

Deadly Defense (Ex): At 19th level, when a two-weapon warrior makes a full attack with both weapons, every creature that hits him with a melee attack before the beginning of his next turn provokes an attack of opportunity from the warrior. This ability replaces armor mastery.

WEAPON MASTER

Devoted to the perfection of a single weapon, the weapon master's meditations upon his favored weapon border on the obsessive, but none can deny his consummate skill. The weapon master must select a single type of weapon (such as longsword or shortbow). All of his abilities apply to that weapon type.

Weapon Guard (Ex): At 2nd level, a weapon master gains a +1 bonus to CMD against disarm and sunder attempts while wielding his chosen weapon. This bonus also applies on saves against any effect that targets his chosen weapon (for example, *grease*, *heat metal*, *shatter*, *warp wood*). The bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Weapon Training (Ex): At 3rd level, a weapon master gains a +1 bonus on attack and damage rolls with his chosen weapon. The bonus improves by +1 for every four levels beyond 3rd. This ability replaces armor training 1, 2, 3, and 4.

Reliable Strike (Ex): At 5th level, a weapon master may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. He must accept the second roll even if it is worse. He can use this ability once per day at 5th level, plus one additional time per day for every five levels beyond 5th. This ability replaces weapon training 1.

Mirror Move (Ex): At 9th level, a weapon master gains his weapon training bonus as an insight bonus to AC when attacked by his chosen weapon. This ability replaces weapon training 2.

Deadly Critical (Ex): At 13th level, when a weapon master confirms a critical hit with his chosen weapon, he can increase the weapon's damage multiplier by +1 as an immediate action. He can use this ability once per day at 13th level, plus one additional time per day for every three levels above 13th. This ability replaces weapon training 3.

Critical Specialist (Ex): At 17th level, the save DCs of any effects caused by a critical hit with a weapon master's chosen weapon increase by +4. This ability replaces weapon training 4.

Unstoppable Strike (Ex): At 19th level, a weapon master can take a standard action to make one attack with his chosen weapon as a touch attack that ignores damage reduction (or hardness, if attacking an object). This ability replaces armor mastery.

MONK

Monks are martial mystics. Through meditation and discipline, and sometimes by way of secrets passed down for generations within a monastery, a monk progresses toward his perfect self—along the way turning his body into an astonishing fighting machine. But though some masters would lead their students to think otherwise, the path toward the perfect self isn't set. Different monks confront the road to enlightenment in different ways, and sometimes even with different goals, from harmony with the universe to physical perfection and immortality.

The themes and alternate class features presented below introduce not only variations in fighting techniques, but alternate philosophies for monks seeking perfection.

Bonus feats marked with asterisks (*) are found in the feat section of this book.

DRUNKEN MASTER

Most monks lead lives of moderation and quiet contemplation. But the drunken master finds perfection through excess. Powered by strong wine, he uses his intoxication to reach a state where his *ki* is more potent, if somewhat fleeting. A drunken master has the following class features.

Drunken Ki (Su): At 3rd level, a drunken master can drink a tankard of ale or strong alcohol and gain one temporary *ki* point. The act of drinking is a standard action that does not provoke attacks of opportunity. The monk can have a maximum number of drunken *ki* points equal to 1 plus one additional point for every two levels thereafter (5th, 7th, and so on). The monk can gain this temporary *ki* even before he gains a *ki* pool at 4th level. These drunken *ki* points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunken *ki* point, the monk can spend 1 *ki* point as a swift action to move 5 feet without provoking attacks of opportunity. This ability replaces still mind.

Drunken Strength (Su): At 5th level, a drunken master can spend 1 point of *ki* as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. The monk can choose to apply the damage after the attack roll is made. At 10th level, the monk may spend 2 drunken *ki* points to increase the extra damage to 2d6. At 15th level, the monk may spend 3 drunken *ki* points to increase the extra damage to 3d6. At 20th level, the monk may spend 4 drunken *ki* points to increase the extra damage to 4d6. The monk must have at least 1 drunken *ki* point to use this ability. This ability replaces purity of body.

Drunken Courage (Su): At 11th level, a drunken master is immune to fear as long as he has at least 1 point of drunken *ki*. This ability replaces diamond body.

Drunken Resilience (Ex): At 13th level, a drunken master gains DR 1/— as long as he has at least 1 point of drunken *ki*. At 16th level, the DR increases to 2/—. At 19th level, it increases to 3/—. This ability replaces diamond soul.

Firewater Breath (Su): At 19th level, a drunken master can take a drink and expel a gout of alcohol-fueled fire in a 30-foot cone. Creatures within the cone take 20d6 points of fire damage. A successful Reflex saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier) halves the damage. Using this ability is a standard action that consumes 4 *ki* points from the monk's *ki* pool. The monk must have at least 1 drunken *ki* point to use this ability. This ability replaces empty body.

HUNGRY GHOST MONK

The hungry ghost monk looks to spirits that prey upon the living as models of perfection. He sees the life energy of the universe as a resource to be manipulated, even stealing it from other creatures. It is through this constant influx of energy that the hungry ghost monk reaches his ultimate goal: power—personal, pure, and simple. A hungry ghost monk has the following class features.

Punishing Kick (Ex): At 1st level, a hungry ghost monk gains Punishing Kick as a bonus feat, even if he does not meet the prerequisites. At 10th level, and every five levels thereafter, the monk can push the target of his Punishing Kick an additional 5 feet (10 feet at 10th level, 15 feet at 15th level, and 20 feet at 20th level). At 15th level, he can instead choose to push the target 5 feet and knock the target prone with the same attack. The target still gets a saving throw to avoid being knocked prone. This ability replaces Stunning Fist.

Steal Ki (Ex): At 5th level, a hungry ghost monk can steal *ki* from other creatures, though this ability is controversial in some circles of monks, who see it as nothing less than a form of vampirism. If the monk scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he can steal some of that creature's *ki*. This ability replenishes 1 spent *ki* point to the monk's *ki* pool, as long as the monk has at least 1 *ki* point in his pool. He cannot exceed his *ki* pool's maximum. At 11th level, each time the monk successfully steals *ki*, he can make an immediate saving throw against one disease he is suffering from. There is no penalty for failing this saving throw. The monk gains a bonus equal to his Wisdom modifier on the saving throw. This ability replaces purity of body.

Life Funnel (Su): At 7th level, a hungry ghost monk can steal a creature's life force to replenish his own. If the monk has at least 1 *ki* point in his *ki* pool and scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he heals a number of hit points

equal to his monk level. As with steal *ki*, some monks believe that life funnel is an unsavory act, no better than what the undead do to the living. A monk with this ability cannot steal both *ki* and hit points at the same time. This ability replaces wholeness of body.

Life from a Stone (Su): At 11th level, a hungry ghost monk can steal *ki* or life force from any creature, not just living creatures. If the monk has at least 1 *ki* point in his pool, he gains the benefit of life funnel and steal *ki* when he confirms a critical hit against any creature or reduces any creature to 0 or fewer hit points. This ability replaces diamond body.

Sipping Demon (Su): A 13th level, a hungry ghost monk gains 1 temporary hit point each time he hits an enemy with a melee attack. The monk gains a number of temporary hit points equal to his Wisdom modifier when he scores a critical hit. The maximum number of temporary hit points the monk can have is equal to his monk level. The temporary hit points disappear 1 hour later. The monk can only use this ability when he has at least 1 *ki* point in his *ki* pool. This ability is a proscribed manipulation of *ki* considered by many good monks to be a corruption. The ability replaces diamond soul.

KI MYSTIC

The *ki* mystic believes that violence is sometimes necessary, but knowing and understanding is the true root of perfection. Through meditation and spiritual visions, a *ki* mystic can see beyond the veil of reality to the underlying truth of all existence. A *ki* mystic has the following class features.

Ki Mystic (Su): At 3rd level, a *ki* mystic gains a pool of *ki* points equal to his Wisdom modifier. The pool increases to 1/2 his monk level + his Wisdom modifier + 2 at level 4. If the monk has at least 1 point of *ki* in his *ki* pool, he gains a +2 bonus on all Knowledge skill checks. As a swift action, the monk can spend 1 *ki* point immediately before making an ability, or skill check to gain a +4 insight bonus on the check. This ability replaces still mind.

Mystic Insight (Su): At 5th level, a *ki* mystic becomes apt at giving just the right word of advice in just the nick of time. As an immediate action, the monk can spend 2 *ki* points to grant an ally within 30 feet the ability to reroll a single attack roll or saving throw. The ally must be able to hear the monk to gain the reroll benefit. This ability replaces purity of body.

Mystic Visions (Su): At 11th level, a *ki* mystic may receive mystic visions when he rests. These visions can come as a dream, an epiphany, or even as the voice of an old friend whispering in the monk's mind. The effect is similar to a *divination* spell with a caster level equal to the monk's level. The *divination* has no casting time; it is just part of the normal dreams or visions that occur every night.

Using this ability costs 2 *ki* points that are removed from the next day's total. This ability replaces diamond body.

Mystic Prescience (Su): At 13th level, a *ki* mystic gains a +2 insight bonus to AC and CMD. At 20th level, the bonus increases to +4. This ability replaces diamond soul.

Mystic Persistence (Su): At 19th level, a *ki* mystic can create an aura once per day as a swift action at the cost of at least 2 points of *ki*. The aura emanates out to a 20-foot radius. The monk and all allies within the aura can roll two dice when making an attack roll or a saving throw and take the better result. The aura lasts for 1 round, plus an additional round for every 2 *ki* points spent when the monk created the aura. The monk can dismiss the aura at any time as a free action, but the *ki* points for the full duration of the aura are lost. This ability replaces empty body.

MONK OF THE EMPTY HAND

The monk of the empty hand eschews normal weapons in favor of whatever is lying around—rocks, chair legs, flagons of ale, even a simple quill pen all become deadly weapons in the hands of such a monk. A monk of the empty hand draws on his own *ki* to infuse his improvised weapons with power, and can transform a broken bottle into a magical weapon.

Weapon and Armor Proficiency: Monks of the empty hand are proficient with the shuriken only. A monk of the empty hand treats normal weapons as improvised weapons with the following equivalencies (substituting all of their statistics for the listed weapon): a light weapon functions as a light hammer, a one-handed weapon functions as a club, and a two-handed weapon functions as a quarterstaff. This replaces the normal monk weapon proficiencies.

Flurry of Blows (Ex): Starting at 1st level, a monk of the empty hand can make a flurry of blows using any combination of unarmed strikes or attacks with an improvised weapon. He may not make a flurry of blows with any other weapons, including special monk weapons. A monk of the empty hand's flurry of blows otherwise functions as normal for a monk of his level.

Bonus Feat: A monk of the empty hand adds the following feats to his list of bonus feats at 6th level: Improved Dirty Trick*, Improved Steal*, and Improved Weapon Mastery.

Versatile Improvisation (Ex): At 3rd level, as a swift action, a monk of the empty hand may use an improvised weapon to deal damage as if it were another type (bludgeoning, piercing, or slashing) for 1 round, regardless of the weapon's normal damage type. This ability replaces still mind.

Ki Pool (Su): At 4th level, in addition to the normal abilities of his *ki* pool, a monk of the empty hand may spend 1 point from his *ki* pool to increase the range increment for an improvised thrown weapon or shuriken by 20 feet for 1 round.

Ki Weapons (Su): At 5th level, a monk of the empty hand may spend 1 point from his *ki* pool as a swift action to deal damage equal to his unarmed strike damage with an improvised weapon for 1 round. At 11th level, the monk may spend *ki* to grant an enhancement bonus or magical weapon abilities to an improvised weapon for 1 round, at the rate of 1 point of *ki* per +1 bonus or its equivalent. The monk may not spend more than 3 points of *ki* at one time for this purpose. For example, a monk can spend 2 points of *ki* to give his improvised weapon a +1 enhancement bonus and the *ki focus* quality, or just the *flaming burst* quality. At 15th level, the limit increases to 5 *ki* per round. The monk may use this ability to add magical weapon qualities to improvised weapons that could not normally have such a quality, such as adding the *disruption* quality to a slashing weapon, or the *vorpal* quality to a bludgeoning weapon. This ability replaces purity of body and diamond body.

MONK OF THE FOUR WINDS

The monk of the four winds is connected to the natural world in a way few other creatures—even other monks—can hope to match. He can call upon the elements and the spirits of the world in times of need, and as he nears his goal of perfection, he gains the ability to slow down time and even defeat death itself. A monk of the four winds has the following class features.

Elemental Fist (Su): At 1st level, a monk of the four winds gains Elemental Fist as a bonus feat, even if he does not meet the prerequisites. At 5th level, and every five levels thereafter, the monk increases the damage of his Elemental Fist by 1d6 (2d6 at 5th level, 3d6 at 10th level, and so on). This ability replaces Stunning Fist.

Slow Time (Su): At 12th level, a monk of the four winds can use his *ki* to slow time or quicken his movements, depending on the observer. As a swift action, the monk can expend 6 *ki* points to gain three standard actions during his turn instead of just one. The monk can use these actions to do the following: take a melee attack action, use a skill, use an extraordinary ability, or take a move action. The monk cannot use these actions to cast spells or use spell-like abilities, and cannot combine them to take full-attack actions. Any move actions the monk makes this turn do not provoke attacks of opportunity. This ability replaces abundant step.

Aspect Master (Su): At 17th level, a monk of the four winds must choose an aspect of one of the great spirits of the world. Once made, this choice cannot be changed. This spirit grants the monk a new appearance and new abilities, as well as changing or augmenting the monk's personality in some way. Once this choice is made, it cannot be changed. The monk must abide by the alignment restrictions of the aspect. If the monk ever changes his alignment to something outside the aspect's alignment restrictions, he

loses this ability and cannot regain it unless his alignment later changes again to match that of the aspect. This ability replaces timeless body.

Aspect of the Carp: The monk's skin becomes a coat of golden, iridescent fish scales, his neck grows gills, and his fingers become webbed. He can breathe water and gains a swim speed equal to his land speed. The carp is heroic and adventurous—a monk must be nonevil to take on the aspect of the carp.

Aspect of the Ki-Rin: The monk's skin takes on a golden luminescence, and a silvery mane that cannot be bound grows atop his head. He gains a fly speed equal to his land speed, but he must end each turn on the ground. If the monk does not land by the end of his turn, he falls from whatever height he has attained. The ki-rin is honorable, honest, and self-sacrificing—a monk must be lawful good to take on the aspect of the ki-rin.

Aspect of the Monkey: The monk's face becomes that of a monkey, and he grows a prehensile tail. The monk can pick up objects and make unarmed attacks with his tail (though the tail does not grant additional unarmed attacks or natural attacks). In addition, the monk gains a climb speed equal to his land speed. The monkey is a creature of whimsy and a lover of pranks—a monk of any alignment can take on the aspect of the monkey.

Aspect of the Oni: The monk's skin becomes pitch black, and his hair turns white, black, red, or violet. He can assume *gaseous form* (as the spell) as a standard action for 1 minute per day per monk level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The oni is treacherous and deceitful, and it hungers for the pain and death of living creatures—a monk must be evil to take on the aspect of the oni.

Aspect of the Owl: The monk grows feathers, and his head becomes avian, with wide, unblinking eyes. He gains a fly speed of 30 feet. The owl is a sage creature, deeply serious, and driven toward a single goal—a monk of any alignment can take on the aspect of the owl.

Aspect of the Tiger: Dark stripes appear on the monk's skin, and his face becomes more feline. His eyes become catlike, with vertical pupils, and his canines enlarge. Once per hour, the monk can move at 10 times his normal land speed when he makes a charge and is treated as if he had the pounce ability. The tiger is swift, fierce, and deadly—a monk of any alignment can take on the aspect of the tiger.

Immortality (Su): At 20th level, a monk of the four winds no longer ages. He remains in his current age category forever. Even if the monk comes to a violent end, he spontaneously *reincarnates* (as the spell) 24 hours later in a place of his choosing within 20 miles of the place he died. The monk must have visited the place in which he returns back to life at least once. This ability replaces perfect self.



MONK OF THE HEALING HAND

Monks of the healing hand seek perfection through helping others. By focusing their meditations on the flow of life within themselves and all creation they gain an understanding of how to share their *ki* with others, healing wounds and even bringing the dead back to life. For such a monk, sacrificing himself to save another is the surest way to achieve transcendence. A monk of the healing hand has the following class features.

Ancient Healing Hand (Su): At 7th level, a monk of the healing hand can heal another creature's wounds with a touch. As a full-round action, the monk can spend 2 *ki* points to heal a number of hit points equal to the monk's level. He needs at least one hand free to use this ability, and cannot heal himself. If the action is interrupted, the subject heals no hit points, and the *ki* points are lost. This ability replaces wholeness of body.

Ki Sacrifice (Su): At 11th level, a monk of the healing hand can use his entire *ki* pool to bring a person back to life. It takes 1 hour to perform this ritual. At the end of the ritual, the monk sacrifices all of his *ki* in order to cast *raise dead* (as

the spell) with a caster level equal to his monk level. The ritual uses all of the *ki* in the monk's *ki* pool; the monk must have at least 6 points of *ki* in his *ki* pool to use this ability. At 15th level, the monk may sacrifice his *ki* to cast *resurrection*. The monk must have at least 8 points of *ki* in his *ki* pool to use this ability. These rituals do not require material components. When this ability is used, the monk's *ki* pool is not replenished until 24 hours have passed. This ability replaces both diamond body and quivering palm.

True Sacrifice (Su): At 20th level, in a final selfless act, a monk of the healing hand can draw in his entire *ki*, which then explodes outward in a 50-foot-radius emanation. All dead allies within the emanation are brought back to life, as if they were the subject of a *true resurrection* spell with a caster level equal to the monk's level. When the monk does this, he is truly and utterly destroyed. A monk destroyed in this way can never come back to life, not even by way of a *wish* or *miracle* spell or by the power of a deity. Furthermore, the monk's name can never be spoken or written down again. All written mentions of his name become nothing more than a blank space. This ability replaces perfect self.

MONK OF THE LOTUS

Monks are warriors who hone their bodies into deadly weapons, but some monks eschew violence in favor of a more peaceful philosophy. While a monk of the lotus realizes that combat cannot always be avoided—and is more than capable in a fight—he understands that all creatures are connected, and to harm another is to harm the self. Instead, he strives to find peaceful resolutions to conflicts, and in doing so, hopes to achieve inner peace. A monk of the lotus has the following class features.

Touch of Serenity (Su): At 1st level, a monk of the lotus gains Touch of Serenity as a bonus feat, even if he does not meet the prerequisites. At 6th level, and every six levels thereafter, the duration of Touch of Serenity increases by 1 round. Each round on its turn, the target may attempt a new Will save to end the effect. This duration does not stack; only the longest remaining duration applies. This ability replaces Stunning Fist.

Touch of Surrender (Su): At 12th level, a monk of the lotus makes a foe into a friend with a single show of mercy. As an immediate action, when one of his melee attacks would reduce a creature to 0 or fewer hit points, the monk can spend 6 *ki* points to make the target of that attack surrender. When the target surrenders, it is reduced to 0 hit points, becomes disabled, and is charmed, as if the monk had cast *charm monster* with a caster level equal to the monk's level. The target does not get a saving throw against this effect. This charm lasts until its duration expires, until the monk dismisses it or uses it on another creature, or until the target is again reduced to 0 or fewer hit points, whichever happens first. The monk can only have one creature charmed with touch of surrender at a time. This is a mind-affecting charm effect. This ability replaces abundant step.

Touch of Peace (Su): At 15th level, a monk of the lotus can set up vibrations within the body of another creature to win over the creature's mind. The monk can use touch of peace once per day, and must announce his intent before making his attack roll. On a successful hit, the attack deals no damage, but the target is charmed as if the monk had cast *charm monster* with a caster level equal to the monk's level. The target does not get a saving throw against this effect. The creature is charmed for 1 day per level. If the monk or his allies attack the charmed creature, or if the monk asks or commands the charmed creature to take hostile actions, the effect ends. This is a mind-affecting charm effect. This ability replaces quivering palm.

Learned Master (Ex): At 17th level, a monk of the lotus gains all Knowledge skills and the Linguistics skill as class skills. The monk uses Wisdom instead of Intelligence as the key ability for these skills. This ability replaces tongue of the sun and the moon.

MONK OF THE SACRED MOUNTAIN

The monk of the sacred mountain finds strength and power in the earth beneath his feet. Rather than spinning though the battlefield with the fluid motion of the river, he roots himself to the ground, as immovable and unshakable as the stones of the mountain. A monk of the sacred mountain has the following class features.

Iron Monk (Ex): At 2nd level, a monk of the sacred mountain gains Toughness as a bonus feat. In addition, the monk gains a +1 natural armor bonus. This ability replaces evasion.

Bastion Stance (Ex): At 4th level, a monk of the sacred mountain becomes like stone, nearly impossible to move when he stands his ground. If the monk starts and ends his turn in the same space, he cannot be knocked prone or forcibly moved until the start of his next turn, except by mind-affecting or teleportation effects. At 16th level, he is immune to any attempts to force him to move, even mind-affecting and teleportation effects. This ability replaces slow fall.

Iron Limb Defense (Ex): At 5th level, a monk of the sacred mountain can deflect blows with an active defense that complements his bastion stance. If the monk starts and ends his turn in the same space, he gains a +2 shield bonus to AC and CMD until the start of his next turn. As a swift action, he can spend 1 *ki* point to increase this bonus to +4. This ability replaces high jump.

Adamantine Monk (Ex): At 9th level, a monk of the sacred mountain has muscles so strong and skin so resilient that he gains DR 1/—. This DR increases by 1 for every three levels thereafter. As a swift action, the monk can spend 1 *ki* point to double his DR until the beginning of his next turn. This ability replaces improved evasion.

Vow of Silence (Su): At 17th level, a monk of the sacred mountain becomes as impassive as stone, making a vow of silence in exchange for greater abilities. The monk gains a +2 insight bonus to AC and CMD and a +4 bonus on Sense Motive, Stealth, and Perception checks. The monk does not lose the capacity for speech, but if he ever speaks, he loses this feature for 24 hours. This ability replaces tongue of the sun and the moon.

WEAPON ADEPT

While all monks train in both unarmed combat and with weapons, the weapon adept seeks to become one with his weapons, transforming them into perfect extensions of his own body. Through such training, a weapon adept seeks to attain perfection by becoming a living weapon himself. A weapon adept has the following class features.

Perfect Strike (Ex): At 1st level, a weapon adept gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. At 10th level, the monk can roll his attack roll three times and take the higher result. If one

of these rolls is a critical threat, he can choose which one of his other two rolls to use as his confirmation roll. This ability replaces Stunning Fist.

Way of the Weapon Master (Ex): At 2nd level, a weapon adept gains Weapon Focus as a bonus feat with one of his monk weapons. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.

Evasion (Ex): At 9th level, the monk gains evasion. This ability replaces improved evasion.

Uncanny Initiative (Ex): At 17th level, a weapon adept does not need to roll for initiative. He always treats his initiative roll as if it resulted in any number of his choosing (from 1 to 20). This ability replaces timeless body.

Pure Power: At 20th level, a weapon adept forsakes the ideals of the perfect self to become a bastion of the physical and mental virtues monks hold dear. The monk gains a +2 bonus to Strength, Dexterity, and Wisdom. This ability replaces perfect self.

ZEN ARCHER

Some monks seek to become one with another weapon entirely—the bow. The zen archer takes a weapon most other monks eschew and seeks perfection in the pull of a taut bowstring, the flex of a bow's limbs, and the flight of an arrow fired true.

Weapon and Armor Proficiency: Zen archers are proficient with longbows, shortbows, composite longbows, and composite shortbows in addition to their normal weapon proficiencies.

Flurry of Blows (Ex): Starting at 1st level, a zen archer can make a flurry of blows as a full-attack action, but only when using a bow (even though it is a ranged weapon). He may not make a flurry of blows with his unarmed attacks or any other weapons. A zen archer does not apply his Strength bonus on damage rolls made with flurry of blows unless he is using a composite bow with a Strength rating. A zen archer's flurry of blows otherwise functions as normal for a monk of his level.

A zen archer cannot use Rapid Shot or Manyshot when making a flurry of blows with his bow.

Bonus Feats: A zen archer's bonus feats must be taken from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point-Blank Shot, Precise Shot, and Rapid Shot. At 6th level, the following feats are added to the list: Focused Shot*, Improved Precise Shot, Manyshot, Mobility, and Parting Shot*. At 10th level, the following feats are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows. A monk need not have any of the prerequisites normally required for these feats to select them. These feats replace the monk's normal bonus feats.

Perfect Strike (Ex): At 1st level, a zen archer gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. A zen archer can use Perfect Strike with any bow. At 10th level, the monk can roll his attack roll three times and take the highest result. If one of these rolls is a critical threat, the monk must choose one of his other two rolls to use as his confirmation roll. This ability replaces Stunning Fist.

Way of the Bow (Ex): At 2nd level, a zen archer gains Weapon Focus as a bonus feat with one type of bow. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.

Zen Archery (Ex): At 3rd level, a zen archer may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a bow. This ability replaces maneuver training.

Point Blank Master (Ex): At 3rd level, a zen archer gains Point Blank Master* as a bonus feat, even if he does not meet the prerequisites. This ability replaces still mind.

Ki Pool (Su): At 4th level, in addition to the normal abilities of his *ki* pool, a zen archer may spend 1 point from his *ki* pool to increase the range increment for his bow by 50 feet for 1 round.

Ki Arrows (Su): At 5th level, a zen archer may spend 1 point from his *ki* pool as a swift action to change the damage dice of arrows he shoots to that of his unarmed strikes. This lasts until the start of his next turn. For example, a Medium zen archer's short bow normally deals 1d6 damage; using this ability, his arrows deal 1d8 damage until the start of his next turn. This ability replaces purity of body.

Reflexive Shot (Ex): At 9th level, a zen archer can make attacks of opportunity with arrows from his bow. The monk still threatens squares he could reach with unarmed strikes, and can still only make one attack of opportunity per round (unless he has Combat Reflexes). This ability replaces improved evasion.

Trick Shot (Su): At 11th level, a zen archer may hit targets that he might otherwise miss. By spending 1 point from his *ki* pool as a swift action, the zen archer can ignore concealment. By spending 2 points, he can ignore total concealment or cover. By spending 3 points, he can ignore total cover, even firing arrows around corners. The arrow must still be able to reach the target; a target inside a closed building with no open doors or windows cannot be attacked. These effects last for 1 round. This ability replaces diamond body.

Ki Focus Bow (Su): At 17th level, as long as he has at least 1 point of *ki* in his *ki* pool, a zen archer may treat arrows fired from his bow as if they were *ki focus* weapons, allowing him to use his special *ki* attacks as if his arrows were unarmed attacks. This ability replaces tongue of the sun and moon.

PALADIN

Holy warriors and defenders of the faith, paladins know that the only thing more abhorrent than an evil creature is a fundamentally good creature too timid to strive against the forces of darkness. Paladins are divine champions, gladly giving their lives in the service of light and justice, asking only that they may protect the innocent and cleanse the world to the best of their ability. Theirs is a hard path, requiring great sacrifice and ultimate devotion to a moral code, yet with her last breath a paladin can take comfort in a life of absolute righteousness.

Presented below are several variant class features to help flesh out common paladin archetypes, the better to customize characters for fighting the good fight.

DIVINE DEFENDER

Some paladins see themselves as the last line of defense between the teeming hordes of evil and the innocent folk trying to make a living in a harsh, unforgiving world. These defenders spend their lives protecting others and taking on foes that the common man should not even know exist. To aid them in their holy mission, they have special powers to protect themselves and those around them. The divine defender has the following class features.

Shared Defense (Su): At 3rd level, a divine defender can spend one use of her lay on hands ability as a standard action to grant all adjacent allies (including paladins) a bonus. At 3rd level, adjacent allies receive a +1 sacred bonus to their AC and CMD and on their saving throws. These bonuses last for a number of rounds equal to the divine defender's Charisma modifier. At 9th level and 15th level, this bonus increases by +1. At 6th level, these bonuses are granted to all allies within 10 feet, and allies that are at fewer than 0 hit points within this area are automatically stabilized. At 12th level, these bonuses are granted to all allies within 15 feet, and allies within this area are immune to bleed damage. At 18th level, these bonuses are granted to all allies within 20 feet, and allies within this area gain a 25% chance to negate any sneak attack or critical hit scored against them. This ability does not stack with the chance provided from the light, medium, or heavy *fortification* armor special abilities. These bonuses are cumulative with each other. Allies only benefit from these bonuses while in the listed area. This ability replaces mercy.

Divine Bond (Su): At 5th level, instead of forming a divine bond with her weapon or a mount, a divine defender can form a bond with her armor. As a standard action, a divine defender can enhance her armor by calling upon the aid of a celestial spirit. This bond lasts for 1 minute per paladin level. When called, the spirit causes the armor to shed light like a torch. At 5th level, the spirit grants the armor a +1 enhancement

bonus. For every three levels beyond 5th, the armor gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the armor, stacking with existing armor bonuses to a maximum of +3, or they can be used to add any of the following armor properties (asterisks note new armor properties found in Chapter 7): *champion**, *ghost touch*, *heavy fortification*, *invulnerability*, *light fortification*, *moderate fortification*, *spell resistance* (13, 15, 17, or 19). Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15–4 of the *Core Rulebook*). In addition, the bonuses can be consumed at the listed amount to add any of the following armor properties: *energy resistance* for +3 bonus, *improved energy resistance* for +5 bonus, or *righteous** for +4 bonus. These bonuses are added to any properties the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties 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 armor is worn by anyone other than the divine defender, but it resumes giving bonuses if the divine defender dons the armor again. A divine defender can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a suit of armor with a celestial spirit is destroyed, the divine defender loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the divine defender takes a –1 penalty on attack and weapon damage rolls.

HOSPITALER

Paladins are known for their charity and for tending to the sick. The hospitaler takes to this calling above all others, spending much of her time healing the poor, and giving aid and succor to those in need. The hospitaler has the following class features.

Smite Evil (Su): This functions as the paladin ability, but the hospitaler can smite evil one additional time per day at 7th level, and every six levels thereafter (instead of 4th level and every three levels thereafter).

Channel Positive Energy (Su): When a hospitaler reaches 4th level, she gains the ability to channel positive energy as a cleric equal to her paladin level –3. She can use this ability a number of times per day equal to 3 + her Charisma modifier. Using this ability does not expend uses of lay on hands, as it does with other paladins. This replaces the standard paladin's channel positive energy ability.

Aura of Healing (Su): At 11th level, a hospitaler can expend one use of her channel positive energy ability to emit a 30-foot aura of healing for a number of rounds equal to her paladin level. Allies in this aura (including the hospitaler) automatically stabilize if below 0 hit points and

are immune to bleed damage. In addition, allies (including the paladin) that spend at least 1 full round inside the aura are healed an amount of damage equal to their total number of Hit Dice and may make a saving throw against any afflictions they are suffering from, such as a curse, disease, or poison. This saving throw only counts toward curing the affliction and does not impose any penalty on a failed save. Allies can only be healed once by a use of this ability and they can only attempt additional saving throws once per day, even if they are exposed to this aura multiple times. This ability replaces aura of justice.

SACRED SERVANT

Paladins as a general rule, venerate the gods of good and purity, but some take this a step further, dedicating themselves to a specific deity and furthering the cause of the faith. These sacred servants are rewarded for their devotion with additional spells and powerful allies. A sacred servant must select one deity to worship. This deity's alignment must be lawful good, lawful neutral, or neutral good. A sacred servant has the following class features.

Smite Evil (Su): This functions as the paladin ability, but the sacred servant can smite evil one additional time per day at 7th level, and every six levels thereafter (instead of 4th level and every three levels thereafter). This replaces smite evil.

Spells: At 4th level, when a sacred servant gains the ability to cast spells, she also chooses one domain associated with her deity. Her effective cleric level for this domain is equal to her paladin level -3 . In addition, she also gains one domain spell slot for each level of paladin spells she can cast. Every day she must prepare the domain spell from her chosen domain in that spell slot.

Divine Bond (Su): At 5th level, instead of forming a divine bond with her weapon or a mount, a sacred servant forms a bond with her holy symbol. As a standard action, a sacred servant can bind a celestial spirit to her holy symbol for 1 minute per paladin level. When called, the spirit causes the sacred servant's holy symbol to shed light like a torch. At 5th level, the spirit grants one bonus. For every three levels beyond 5th, the spirit grants one additional bonus. These bonuses can be spent in a number of ways to grant the paladin enhanced abilities to channel positive energy and to cast spells. Each bonus can be used to grant one of the following enhancements: +1 caster level to any paladin spell cast, +1 to the DC to halve the damage of channel positive energy when used to harm undead, +1d6 to channel positive energy, +1 use/day of lay on hands. These enhancements stack and can be selected multiple times. The enhancements granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. If the sacred servant increases her number of uses of lay on hands per day in this way, that choice is set for the

rest of the day, and once used, these additional uses are not restored (even if the spirit is called again that day). The celestial spirit imparts no enhancements if the holy symbol is held by anyone other than the sacred servant, but resumes giving enhancements if returned to the sacred servant. A sacred servant can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a holy symbol with a celestial spirit is destroyed, the sacred servant loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the sacred servant takes a -1 penalty on attack and weapon damage rolls.

Call Celestial Ally (Sp): At 8th level, a sacred servant can call upon her deity for aid, in the form of a powerful servant. This allows the sacred servant to cast *lesser planar ally* once per week as a spell-like ability without having to pay the material component cost or the servant (for reasonable tasks). At 12th level, this improves to *planar ally* and at 16th level, this improves to *greater planar ally*. The sacred servant's caster level for this effect is equal to her paladin level. This ability replaces aura of resolve.

SHINING KNIGHT

While paladins often are seen mounted atop a loyal steed, the shining knight is the true symbol of mounted bravery. They are never far from their steeds and are always clad in brightly polished armor. The shining knight has the following class features.

Skilled Rider (Ex and Su): At 3rd level, a shining knight does not take any penalty to her Ride skill due to her armor check penalty. In addition, any mount she is riding gains the benefit of her divine grace class feature, adding her Charisma bonus (if any) to its saving throws. This ability replaces divine health.

Divine Bond (Su): Upon reaching 5th level, a shining knight must form a bond with a mount. This ability otherwise functions as the paladin ability.

Knight's Charge (Su): At 11th level, whenever a mounted shining knight charges a foe, her movement does not provoke attacks of opportunity, for either her or her mount. In addition, if her target is also the target of her smite evil ability and the charge attack hits, the target must make a Will save or be panicked for a number of rounds equal to $1/2$ the shining knight's level. The DC of this save is equal to $10 + 1/2$ the shining knight's level + the shining knight's Charisma modifier. This ability replaces aura of justice.

UNDEAD SCOURGE

Undead are an abomination in the eyes of the just and righteous. It is no surprise then that there are some

paladins that dedicate themselves to wiping these unholy terrors from the world. The following are the class features of the undead scourge.

Smite Evil (Su): This functions as the paladin ability of the same name, but the undead scourge does not deal 2 points of damage per level on the first successful attack against evil dragons and evil outsiders. She does deal 2 points of damage per level on all smite attacks made against evil undead creatures.

Aura of Life (Su): At 8th level, an undead scourge emits a 10-foot aura of life around her that weakens undead creatures. Undead in this aura take a -4 penalty on Will saves made to resist positive energy. In addition, undead in this aura do not regain hit points from channeled negative energy. This ability replaces aura of resolve.

Undead Annihilation (Su): At 11th level, an undead scourge can expend one use of her smite evil ability as a standard action and make a single melee attack against an undead creature. If this attack hits, the undead creature must make a Will save or be destroyed. The save DC is equal to 10 + 1/2 the undead scourge's level + the undead scourge's Charisma modifier. Undead with twice as many Hit Dice as the undead scourge are unaffected by this ability. If the attack misses, the smite evil is wasted without effect. This ability replaces aura of justice.

WARRIOR OF THE HOLY LIGHT

Some paladins use their gifts to focus on the holy light that shines within their souls. With the gifts of purity and redemption, these paladins spend much of their lives helping others find the true path. Unleashing this power takes patience and comes at a steep price. Warriors of the holy light have the following class features.

Power of Faith (Su): At 4th level, a warrior of the holy light learns to use the power of her faith to bolster her defenses and aid her allies. This class feature replaces the paladin's spells class feature. A warrior of the holy light does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

At 4th level, the warrior of the holy light gains one additional use of her lay on hands ability per day. She gains one additional use of lay on hands per day for every four levels she attains beyond 4th. She can spend a use of her lay on hands ability to call upon the power of her faith as a standard action. This causes a nimbus of *light* to emanate from the warrior of the holy light in a 30-foot radius. All allies in this area (including the warrior of the holy light) receive a +1 morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of light. This power lasts for 1 minute.

At 8th level, the nimbus of light heals the paladin and her allies, curing of them of 1d4 points of ability damage,

as per the spell *lesser restoration*. A creature can only be healed in this way once per day.

At 12th level, the nimbus of light is treated as *daylight* for the purposes of affecting creatures with sensitivity to light. In addition, the nimbus grants the warrior of the holy light and her allies in the area resistance 10 to one type of energy, selected by the warrior of the holy light when this power is activated.

At 16th level, the nimbus of light grants the warrior of the holy light and her allies protection from critical hits. There is a 25% chance that critical hits made against the warrior of the holy light and her allies in the area are instead treated as normal hits. This does not stack with other abilities that grant similar protection (such as *light fortification*).

At 20th level, the nimbus of light increases in size out to a range of 60 feet. In addition, all of its bonuses increase. The morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear increases to +2. The amount of ability damage healed increases to 2d4. The energy resistance increases to 20 against one energy type. Finally, protection against critical hits increases to 50%.

Shining Light (Su): At 14th level, a warrior of the holy light can unleash a 30-foot burst of pure, white light as a standard action. Evil creatures within this burst take 1d6 points of damage for every two paladin levels and are blinded for 1 round. Evil dragons, evil outsiders, and evil undead are blinded for 1d4 rounds on a failed save. A Reflex save halves this damage and negates the blindness. The DC of this save is equal to 10 + 1/2 the warrior of the holy light's level + the warrior of the holy light's Charisma modifier. Good creatures within this burst are healed 1d6 points of damage per two paladin levels and receive a +2 sacred bonus on ability checks, attack rolls, saving throws, and skill checks for 1 round. A warrior of the holy light can use this ability once per day at 14th level plus one additional time per day at 17th and 20th levels. This ability replaces aura of faith.

ANTIPALADIN (ALTERNATE CLASS)

Although it is a rare occurrence, paladins do sometimes stray from the path of righteousness. Most of these wayward holy warriors seek out redemption and forgiveness for their misdeeds, regaining their powers through piety, charity, and powerful magic. Yet there are others, the dark and disturbed few, who turn actively to evil, courting the dark powers they once railed against in order to take vengeance on their former brothers. It's said that those who climb the farthest have the farthest to fall, and antipaladins are living proof of this fact, their pride and hatred blinding them to the glory of their forsaken patrons.

Antipaladins become the antithesis of their former selves. They make pacts with fiends, take the lives of



the innocent, and put nothing ahead of their personal power and wealth. Champions of evil, they often lead armies of evil creatures and work with other villains to bring ruin to the holy and tyranny to the weak. Not surprisingly, paladins stop at nothing to put an end to such nefarious antiheroes.

The antipaladin is an alternate class. Making use of and altering numerous facets of the paladin core class, this villainous warrior can't truly be considered a new character class by its own right. By the changes made here, though, the details and tones of the paladin class are shifted in a completely opposite direction and captures an entirely different fantasy theme, without needlessly designing an entire new class. While a redesign of sorts, this alternate class can be used just as any of the other base classes found in the first part of this chapter.

Role: Antipaladins are villains at their most dangerous. They care nothing for the lives of others and actively seek to bring death and destruction to ordered society. They rarely travel with those that they do not subjugate, unless as part of a ruse to bring ruin from within.

As an alternate paladin class, the antipaladin uses Table 2–13 to determine its base attack bonus, saving throw bonuses, and spells per day. These details, along with the class's new special abilities, can be found on Table 2–13.

Alignment: Chaotic evil.

Hit Die: d10.

CLASS SKILLS

The antipaladin's class skills are Bluff (Cha), Craft (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the antipaladin.

Weapon and Armor Proficiency: Antipaladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura of Evil (Ex): The power of an antipaladin's aura of evil (see the *detect evil* spell) is equal to his antipaladin level. A paladin who uses smite evil on an antipaladin deals 2 points of damage per paladin level on his first successful attack.

Detect Good (Sp): At will, an antipaladin can use *detect good*, as the spell. An antipaladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the antipaladin does not detect good in any other object or individual within range.

Smite Good (Su): Once per day, an antipaladin can call out to the dark powers to crush the forces of good. As a swift action, the antipaladin chooses one target within sight to smite. If this target is good, the antipaladin adds his Charisma bonus (if any) on his attack rolls and adds his antipaladin level on all damage rolls made against the target of his smite. If the target of smite good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 2 points of damage per level the antipaladin possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess.

In addition, while smite good is in effect, the antipaladin gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If the antipaladin targets a creature that is not good, the smite is wasted with no effect.

The smite good effect remains until the target of the smite is dead or the next time the antipaladin rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the antipaladin may smite good one additional time per day, as indicated on Table 2–13, to a maximum of seven times per day at 19th level.

Unholy Resilience (Su): At 2nd level, an antipaladin gains a bonus equal to his Charisma bonus (if any) on all saving throws.

Touch of Corruption (Su): Beginning at 2nd level, an antipaladin surrounds his hand with a fiendish flame, causing terrible wounds to open on those he touches. Each day he can use this ability a number of times equal to $1/2$ his antipaladin level + his Charisma modifier. As a touch attack, an antipaladin can cause 1d6 points of damage for every two antipaladin levels he possesses. Using this ability is a standard action that does not provoke attacks of opportunity.

Alternatively, an antipaladin can use this power to heal undead creatures, restoring 1d6 hit points for every two levels the antipaladin possesses. This ability is modified

by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants an antipaladin 2 additional uses of the touch of corruption class feature.

Aura of Cowardice (Su): At 3rd level, an antipaladin radiates a palpably daunting aura that causes all enemies within 10 feet to take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of an antipaladin with this ability. This ability functions only while the antipaladin remains conscious, not if he is unconscious or dead.

Plague Bringer (Ex): At 3rd level, the powers of darkness make an antipaladin a beacon of corruption and disease. An antipaladin does not take any damage or take any penalty from diseases. He can still contract diseases and spread them to others, but he is otherwise immune to their effects.

Cruelty (Su): At 3rd level, and every three levels thereafter, an antipaladin can select one cruelty. Each cruelty adds an effect to the antipaladin's touch of corruption ability. Whenever the antipaladin uses touch of corruption to deal damage to one target, the target also receives the additional effect from one of the cruelties possessed by the antipaladin. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is equal to $10 + 1/2$ the antipaladin's level + the antipaladin's Charisma modifier. At 3rd level, the antipaladin can select from the following initial cruelties.

- *Fatigued:* The target is fatigued.
- *Shaken:* The target is shaken for 1 round per level of the antipaladin.
- *Sickened:* The target is sickened for 1 round per level of the antipaladin.

At 6th level, an antipaladin adds the following cruelties to the list of those that can be selected.

- *Dazed:* The target is dazed for 1 round.
- *Diseased:* The target contracts a disease, as if the antipaladin had cast *contagion*, using his antipaladin level as his caster level.
- *Staggered:* The target is staggered for 1 round per two levels of the antipaladin.

At 9th level, an antipaladin adds the following cruelties to the list of those that can be selected.

- *Cursed:* The target is cursed, as if the antipaladin had cast *bestow curse*, using his antipaladin level as his caster level.
- *Exhausted:* The target is exhausted. The antipaladin must have the fatigue cruelty before selecting this cruelty.

- **Frightened:** The target is frightened for 1 round per two levels of the antipaladin. The antipaladin must have the shaken cruelty before selecting this cruelty.
- **Nauseated:** The target is nauseated for 1 round per three levels of the antipaladin. The antipaladin must have the sickened cruelty before selecting this cruelty.
- **Poisoned:** The target is poisoned, as if the antipaladin had cast *poison*, using the antipaladin's level as the caster level.

At 12th level, an antipaladin adds the following cruelties to the list of those that can be selected.

- **Blinded:** The target is blinded for 1 round per level of the antipaladin.
- **Deafened:** The target is deafened for 1 round per level of the antipaladin.
- **Paralyzed:** The target is paralyzed for 1 round.
- **Stunned:** The target is stunned for 1 round per four levels of the antipaladin.

These abilities are not cumulative. For example, a 12th-level antipaladin's touch of corruption ability deals 6d6 points of damage and might also cause the target to become fatigued, dazed, poisoned, or diseased. Once a cruelty is chosen, it can't be changed.

Channel Negative Energy (Su): When an antipaladin reaches 4th level, he gains the supernatural ability to channel negative energy like a cleric. Using this ability consumes two uses of his touch of corruption ability. An antipaladin uses his level as his effective cleric level when channeling negative energy. This is a Charisma-based ability.

Spells: Beginning at 4th level, an antipaladin gains the ability to cast a small number of divine spells which are drawn from the antipaladin spell list presented in Chapter 5. An antipaladin must choose and prepare his spells in advance. To prepare or cast a spell, an antipaladin must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an antipaladin's spell is 10 + the spell level + the antipaladin's Charisma modifier. Like other spellcasters, an antipaladin can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as that of a paladin and is given on Table 2–13. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 in the *Core Rulebook*). When Table 2–13 indicates that the antipaladin gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

An antipaladin must spend 1 hour each day in quiet prayer and meditation to regain his daily allotment of spells. An antipaladin may prepare and cast any spell on the antipaladin spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

FALL FROM GRACE

Not all paladins that fall become antipaladins. In fact, the transformation is quite rare. Most paladins spend months or even years regaining their paladinhood, but they never stray so far from the path as to become irredeemable. Rarely, a paladin turns from the light and seeks instead to make a pact with the dark powers. Often this is through temptation or some sort of ruse, but once the deal is struck, the paladin finds himself on the path to damnation.

When such a fall occurs, the transformation can be swift. The paladin trades in all of his paladin levels for antipaladin levels on a 1-for-1 basis. This is usually a traumatic experience, involving a complex ritual that involves a living sacrifice and dark oaths made to foul powers (who sometimes send minions to bear witness). Once complete, the antipaladin emerges, ready to bring ruin to the world.

It should be noted that not all antipaladins are fallen heroes. Some warriors are trained from a young age to assume the mantle of antipaladin, forged through pain and trauma into exemplars of evil. These cruel warriors know nothing of compassion or loyalty, but they can teach a great deal about pain and suffering.

Through 3rd level, an antipaladin has no caster level. At 4th level and higher, his caster level is equal to his antipaladin level –3.

Fiendish Boon (Sp): Upon reaching 5th level, an antipaladin receives a boon from his dark patrons. This boon can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of boon allows the antipaladin to enhance his weapon as a standard action by calling upon the aid of a fiendish spirit for 1 minute per antipaladin level. When called, the spirit causes the weapon to shed unholy light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *anarchic*, *flaming*, *flaming burst*, *keen*, *speed*, *unholy*, *vicious*, *vorpal*, and *wounding*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15–9 in the *Core Rulebook*). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit

TABLE 2-13: ANTIPALADIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of evil, detect good, smite good 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Touch of corruption, unholy resilience	—	—	—	—
3rd	+3	+3	+1	+3	Aura of cowardice, cruelty, plague bringer	—	—	—	—
4th	+4	+4	+1	+4	Channel negative energy, smite good 2/day	0	—	—	—
5th	+5	+4	+1	+4	Fiendish boon	1	—	—	—
6th	+6/+1	+5	+2	+5	Cruelty	1	—	—	—
7th	+7/+2	+5	+2	+5	Smite good 3/day	1	0	—	—
8th	+8/+3	+6	+2	+6	Aura of despair	1	1	—	—
9th	+9/+4	+6	+3	+6	Cruelty	2	1	—	—
10th	+10/+5	+7	+3	+7	Smite good 4/day	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Aura of vengeance	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Cruelty	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Smite good 5/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Aura of sin	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Cruelty	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Smite good 6/day	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Aura of depravity	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Cruelty	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Smite good 7/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Unholy champion	4	4	3	3

are determined when the spirit is called and cannot be changed until the spirit is called again. The fiendish spirit imparts no bonuses if the weapon is held by anyone other than the antipaladin but resumes giving bonuses if returned to the antipaladin. These bonuses apply to only one end of a double weapon. An antipaladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a fiendish spirit is destroyed, the antipaladin loses the use of this ability for 30 days, or until he gains a level, whichever comes first. During this 30-day period, the antipaladin takes a -1 penalty on attack and weapon damage rolls.

The second type of bond allows an antipaladin to gain the service of a fiendish servant. This functions as *summon monster III*, except the duration is permanent and the antipaladin can only gain the service of a single creature and that creature must either have the chaotic and evil subtypes or it must be a fiendish animal. Once selected, the choice is set, but it may be changed whenever the antipaladin gains a level. Upon reaching 7th level, and every two levels thereafter, the level of the *summon monster* spell increases by one, to a maximum of *summon monster IX* at 17th level.

Once per day, as a full-round action, an antipaladin may magically call his servant to his side. This ability

is the equivalent of a spell of a level equal to one-third the antipaladin's level. The servant immediately appears adjacent to the antipaladin. An antipaladin can use this ability once per day at 5th level, and one additional time per day for every four levels thereafter, for a total of four times per day at 17th level.

At 11th level, the servant gains the advanced template (see the *Pathfinder RPG Bestiary*). At 15th level, an antipaladin's servant gains spell resistance equal to the antipaladin's level + 11.

Should the antipaladin's fiendish servant die or be banished, the antipaladin may not summon another servant for 30 days or until he gains an antipaladin level, whichever comes first. During this 30-day period, the antipaladin takes a -1 penalty on attack and weapon damage rolls.

Aura of Despair (Su): At 8th level, enemies within 10 feet of an antipaladin take a -2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice.

This ability functions only while the antipaladin is conscious, not if he is unconscious or dead.

Aura of Vengeance (Su): At 11th level, an antipaladin can expend two uses of his smite good ability to grant the ability to smite good to all allies within 10 feet, using his bonuses. Allies must use this smite good ability by the start of the antipaladin's next turn and the bonuses

last for 1 minute. Using this ability is a free action. Good creatures gain no benefit from this ability.

Aura of Sin (Su): At 14th level, an antipaladin's weapons are treated as evil-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of him is treated as evil-aligned for the purposes of overcoming damage reduction. This ability functions only while the antipaladin is conscious, not if he is unconscious or dead.

Aura of Depravity (Su): At 17th level, an antipaladin gains DR 5/good. Each enemy within 10 feet takes a -4 penalty on saving throws against compulsion effects. This ability functions only while the antipaladin is conscious, not if he is unconscious or dead.

Unholy Champion (Su): At 20th level, an antipaladin becomes a conduit for the might of the dark powers. His DR increases to 10/good. Whenever he uses smite good and successfully strikes a good outsider, the outsider is also subject to a *banishment*, using his antipaladin level as the caster level (his weapon and unholy symbol automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever he channels negative energy or uses touch of corruption to damage a creature, he deals the maximum possible amount.

Code of Conduct: An antipaladin must be of chaotic evil alignment and loses all class features except proficiencies if he willingly and altruistically commits good acts. This does not mean that an antipaladin cannot take actions someone else might qualify as good, only that such actions must always be in service of his own dark ends. An antipaladin's code requires that he place his own interests and desires above all else, as well as impose tyranny, take advantage whenever possible, and punish the good and just, provided such actions don't interfere with his goals.

Associates: While he may adventure with evil or neutral allies, an antipaladin avoids working with good characters or with anyone who consistently attempts to do good deeds. Under exceptional circumstances, an antipaladin can ally with good associates, but only to defeat them from within and bring ruin to their ranks. An antipaladin does not need an *atonement* spell during

such an unusual alliance as long as his nefarious goals are met in the end—evil cares only about results. An antipaladin may accept only henchmen, followers, or cohorts who are chaotic evil.

EX-ANTIPALADINS

A antipaladin who ceases to be chaotic evil, who willfully commits a good act, or who violates the code of conduct loses all antipaladin spells and class features (including the fiendish boon, but not weapon, armor, and shield proficiencies). He may not progress any further in levels as an antipaladin. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell), as appropriate.



RANGER

Where the average druid eschews settlements entirely, seeking solace in the wilds, rangers are the border riders, living on civilization's tattered edge. They are the scouts and the bounty hunters, the trackers and woodsmen, and in their chosen environments they are unmatched. Self-sufficient and keenly aware of their surroundings, rangers survive through strength, wit, and adaptability, stalking their prey and melting into the woods or wastes without a trace. It is this very adaptability and staunch, pioneering sense of independence that leads rangers out of more formal society or schooling and into a number of different specializations and combat styles, from two-handed fighting and breathtaking feats of archery to mastery of particular terrains or communication with the beasts around them.

Presented below are a number of alternate class features and archetypes to help customize your ranger, whether he's a bold master of beasts or a shifty forest scout adept at tracking the enemy and picking off the unwary.

NEW COMBAT STYLES

At 2nd level, a ranger must select one of the two combat styles on page 65 of the *Core Rulebook* or one of the following new combat styles: crossbow, mounted combat, natural weapon, two-handed weapon, or weapon and shield style. The ranger can choose feats from his selected combat style even if he does not have the normal prerequisites.

Crossbow: If the ranger selects crossbow style, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload. At 6th level, he adds Crossbow Mastery and Improved Precise Shot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

Mounted Combat: If the ranger selects mounted combat, he can choose from the following list whenever he gains a combat style feat: Mounted Combat, Mounted Archery, Ride-By Attack, and Trick Riding*. At 6th level, he adds Mounted Shield* and Spirited Charge to the list. At 10th level, he adds Mounted Skirmisher* and Unseat to the list.

Natural Weapon: If the ranger selects natural weapon style, he can choose from the following list whenever he gains a combat style feat: Aspect of the Beast*, Improved Natural Weapon**, Rending Claws*, and Weapon Focus. At 6th level, he adds Eldritch Fangs* and Vital Strike to the list. At 10th level, he adds Multiattack** and Improved Vital Strike to the list.

Two-Handed Weapon: If the ranger selects two-handed weapon style, he can choose from the following list whenever he gains a combat style feat: Cleave, Power Attack, Pushing Assault*, and Shield of Swings*. At 6th level, he adds Furious

Focus* and Great Cleave to the list. At 10th level, he adds Dreadful Carnage* and Improved Sunder to the list.

Weapon and Shield: If the ranger selects weapon and shield style, he can choose from the following list whenever he gains a combat style feat: Improved Shield Bash, Shield Focus, Shield Slam, and Two-Weapon Fighting. At 6th level, he adds Saving Shield* and Shield Master to the list. At 10th level, he adds Bashing Finish* and Greater Shield Focus to the list.

* These feats are found in the feat section of this book.

** These feats are found in the *Pathfinder RPG Bestiary*.

BEAST MASTER

Some rangers, particularly those in primitive lands or who were raised by animals, have unusually strong bonds with animals. Unique among rangers, they can bond with multiple animals of any kind, creating a menagerie of wild yet loyal creatures, like a strange family. A beast master has the following class features.

Class Skills: A beast master's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Wis). These replace the standard ranger class skills.

Animal Companion (Ex): A beast master forms a close bond with an animal companion. This ability functions like the druid animal companion ability except that the ranger's effective druid level is equal to his ranger level - 3. The ranger gains a +2 bonus on wild empathy and Handle Animal checks made regarding his animal companion. Unlike a normal ranger, a beast master's choice of animal companion is not limited to a subset of all possible animal companion choices—he may choose freely among all animal companion choices, just as a druid can.

The beast master may have more than one animal companion, but he must divide up his effective druid level between his companions to determine the abilities of each companion. For example, a beast master with an effective druid level of 4 can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion. Each time a beast master's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the ranger's service (he must release a companion or wait until a companion dies to allocate its levels to another companion). The share spells animal companion ability does not give the ranger the ability to cast a single spell so that it affects all of his animal companions. This ability replaces hunter's bond.

Improved Empathic Link (Su): The beast master gains an empathic link with all of his animal companions. This functions like an empathic link with a familiar, except the ranger can also see through a companion's eyes as a swift action, maintaining this connection as long as he likes (as long as the companion is within 1 mile) and ending it as a free action. The ranger can only see through the eyes of one companion at a time, and is blinded while maintaining this connection. This replaces the 6th-level combat style feat.

Strong Bond (Ex): At 12th level, the ranger strengthens his bond with his animal companions. The ranger's effective druid level for his animal companions is now equal to his ranger level; he may immediately allocate these additional levels to his companions as he sees fit. This ability replaces camouflage.

GUIDE

Many rangers are loners, but some choose to use their familiarity with the land to guide others safely through the wilderness. The guide forgoes a favored enemy to focus on the task or foe at hand, and can pass his knowledge and luck on to his charges. A guide has the following class features.

Ranger's Focus (Ex): At 1st level, once per day, the guide can focus on a single enemy within line of sight as a swift action. That creature remains the ranger's focus until it is reduced to 0 or fewer hit points or surrenders, or until the ranger designates a new focus, whichever occurs first. The ranger gains a +2 bonus on attack and damage rolls against the target of his focus. At 5th level, and every five levels thereafter, this bonus increases by +2.

At 4th level, and every 3 levels thereafter, the ranger can use this ability one additional time per day. This ability replaces favored enemy.

Terrain Bond (Ex): At 4th level, the guide forms a bond with the land itself, enabling him to direct others in such terrain. When in his favored terrain, the ranger 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 ranger's allies leave no trail and can't be tracked. The ranger can choose for the group to leave a trail, or even specific members of the group to leave a trail if he so desires. This ability replaces hunter's bond.

Ranger's Luck (Ex): Upon reaching 9th level, once per day the guide can either reroll one of his attack rolls or force an enemy who just hit him with an attack to reroll the attack roll. The ranger must take the result of the second roll even if it is worse. A ranger can use this ability once per day at 9th level, plus one additional time per day at 14th and 19th levels. This ability replaces evasion.

Inspired Moment (Ex): At 11th level, the guide can have an inspired moment once per day as a free action. The ranger gains the following benefits until the end of his next turn.

His speed increases by 10 feet. He can take an extra move or swift action on his turn. He gains a +4 bonus to AC and on attack rolls, skill checks, or ability checks. Finally, he automatically confirms any critical threat he scores. He can use this ability one additional time per day at 19th level. This ability replaces quarry and improved quarry.

Improved Ranger's Luck (Ex): Upon reaching 16th level, the ranger's luck increases. He gains a +4 bonus on his rerolls made with the ranger's luck ability, or if he forces an enemy to reroll an attack, that enemy takes a -4 penalty on the roll. This bonus or penalty is also applied on any roll to confirm critical hits. This ability replaces improved evasion.

HORSE LORD

Rangers of the plains use horses or other riding beasts to hunt their lands, forging a near-mystical relationship with their mounts. Horse lords are unparalleled mounted combatants, the envy of even the most dedicated cavalier. Though called "horse lords" as a generic term, these rangers are not restricted to horses for their animal companions—any creature the ranger can ride is included in these abilities. A horse lord has the following class features.

Combat Style Feat (Ex): At 2nd level, a horse lord must choose the mounted combat style.

Mounted Bond (Ex): At 4th level, the horse lord forms a bond with an animal he can use as a mount, which becomes his animal companion. A Medium ranger can select a camel or a horse. A small ranger can select a pony or wolf, but can also select a boar or dog if he is at least 7th level. This ability functions like the druid animal companion ability except that the ranger's effective druid level is equal to his ranger level - 3. The ranger gains a +2 bonus on Handle Animal and Ride checks with his animal companion mount. This ability replaces hunter's bond.

Strong Bond (Ex): At 12th level, the horse lord strengthens his bond with his mount. The ranger's effective druid level for his mount is now equal to his ranger level. This ability replaces camouflage.

Spiritual Bond (Su): At 17th level, the horse lord can grant his animal companion temporary hit points equal to his ranger level once per day. While these temporary hit points last, when his mount is within 30 feet of the him, he can choose to share the damage taken by his mount as if using *shield other*. This ability replaces hide in plain sight.

INFILTRATOR

Some rangers study their favored enemies and learn their ways, applying this knowledge to their own abilities and using their foes' strengths against them. Infiltrators are willing to walk a mile in an enemy's shoes so as to learn everything there is to know about their foes in order to more effectively hunt and kill them.

Adaptation (Ex): At 3rd level, an infiltrator learns how to copy the unusual abilities of his prey. He chooses one type of creature he has selected as a favored enemy, such as “aberrations.” The ranger selects one ability or feat from the adaptation list for that type (see below). A ranger can use adaptations for 10 minutes per day per ranger level he possesses. This duration does not need to be consecutive, but it must be used in 10-minute increments. If the adaptation requires the ranger to make a more specific choice (such as what skill to use with Skill Focus), this choice is permanent and cannot be changed.

At 8th, 13th, and 15th-level, the ranger chooses another one of his favored enemy types and selects one adaptation from that type’s list, as well as an additional adaptation from any one list of a creature type he’s selected (including the one just chosen, if so desired). The infiltrator can only use one adaptation at a time. This class ability replaces favored terrain.

Aberration: amphibious, darkvision 60 ft., Iron Will, natural armor +2.

Animal: climb 15 ft., darkvision 60 ft., Great Fortitude, Lightning Reflexes, low-light vision, natural armor (+2), swim 15 ft.

Construct: darkvision 60 ft., Great Fortitude, Lightning Reflexes, low-light vision.

Dragon: darkvision 60 ft., Great Fortitude, Iron Will, Lightning Reflexes, low-light vision, Lunge.

Fey: Iron Will, Lightning Reflexes, low-light vision.

Humanoid (aquatic): low-light vision, natural armor +2, darkvision, swim 15 ft.

Humanoid (dwarf): darkvision 60 ft., defensive training, greed, hatred, hardy, slow and steady, stability, stonecunning, weapon familiarity.

Humanoid (elf): elf blood, low-light vision, elven immunities, elven magic, keen senses, Skill Focus (choose one skill), weapon familiarity.

Humanoid (giant): low-light vision, Lunge, natural armor +2, resist energy 10 (choose cold, electricity, or fire), Throw Anything.

Humanoid (gnoll): darkvision 60 ft., Exotic Weapon Proficiency (dire flail), natural armor +2.

Humanoid (gnome): defensive training, gnome magic, hatred, illusion resistance, keen senses, low-light vision, obsessive, weapon familiarity.

Humanoid (goblinoid): darkvision 60 ft., goblin fast, Skill Focus (Stealth), natural armor (+2).

Humanoid (halfling): fearless, halfling luck, keen senses, sure-footed, weapon familiarity.

Humanoid (human): Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (choose one skill).

Humanoid (orc): darkvision 60 ft., ferocity, intimidating, orc blood, weapon familiarity.

Humanoid (reptilian): darkvision 60 ft., kobold fast (as goblin fast), lizardfolk hold breath, natural armor +2, Skill Focus (choose Acrobatics, Perception, or Stealth).

Magical Beast: darkvision 60 ft., Great Fortitude, low-light vision, natural armor +2.

Monstrous Humanoid: darkvision 60 ft., Lightning Reflexes, low-light vision, natural armor +2.

Ooze: acid resistance 10, Great Fortitude, Iron Will, Skill Focus (choose Climb, Escape Artist, or Perception).

Outsider: darkvision 60 ft., energy resistance 5 (choose one type of energy from acid, cold, electricity, or fire), Great Fortitude, Iron Will, Lightning Reflexes.

Plant: low-light vision, Great Fortitude, Iron Will.

Undead: darkvision 60 ft., Great Fortitude, Iron Will, natural armor (+2). Skill Focus (Stealth).

Vermin: climb 15 ft., darkvision 60 ft., Great Fortitude, Iron Will, swim 15 ft.

SHAPESHIFTER

Most rangers venture into the wilderness, but there are some who let the wilderness seep into them. Whether by curse, disease, ancient rite, a slight lycanthropic influence in the blood, or the corrupting influence of chaos, these rangers embrace the wild to transform themselves into something untamed and feral. Shapeshifters are often held in awe, but are even more often feared. A shapeshifter has the following class features.

Combat Style Feat (Ex): At 2nd level, a shapeshifter ranger must choose the natural weapon combat style.

Shifter’s Blessing (Su): At 3rd level, the shapeshifter can take on the aspects of a wild creature once per day as a swift action. He can remain in this form for a number of rounds equal to his ranger level + his Wisdom modifier. While in one of his shifter’s blessing forms, the ranger gains the shapeshifter subtype.

The shapeshifter must choose one of the following forms. Once this choice is made, it cannot be changed.

Form of the Bear: The ranger’s muscles enlarge and tighten, and his facial features become more ursine. While in this form, the ranger gains a +4 enhancement bonus to Strength, but his base speed becomes 20 feet.

Form of the Cat: The ranger’s muscles become lean and defined, and his gait more deliberate and graceful. While in this form, the ranger increases his base speed by 10 feet, and he gains a +4 bonus on Acrobatics and Climb checks.

Form of the Dragon: The ranger’s skin becomes rough and scaly. While in this form, the ranger gains a +2 natural armor bonus to AC.

Form of the Eagle: The ranger’s skin stretches, his nose becomes hooked, and his eyes enlarge. While in this form, the ranger gains a +10 bonus on Perception checks.

Form of the Jackal: The ranger becomes thin and hyperactive, his movements taking on a nervous spryness. While in



this form, the ranger can spend a move action to move up to $\frac{1}{2}$ his speed without provoking attacks of opportunity.

Form of the Otter: The ranger's hands and feet grow webs, and his body grows an oily fur that is water resistant. While in this form, the ranger gains a swim speed of 30 feet and a +8 bonus on Swim checks.

At 8th level and again every five levels thereafter, the ranger may select an additional form for his shifter's blessing and may use this ability one additional time per day. This is not a polymorph ability; a ranger with shifter's blessing in one of his shifted forms can be affected by a polymorph ability and retain his bonus and traits gained by the class feature. This ability replaces favored terrain.

Dual Form Shifter (Ex): At 12th level, when the shapeshifter takes on a shifter's blessing form, he can take on a hybrid of two of his forms. He gains the bonuses for both forms. This ability replaces camouflage.

Master Shifter (Su): At 20th level, the ranger's shifter's blessing forms improve, and he can take on true forms of beasts. The ranger can use dual form shifter with this ability, although he cannot use more than one polymorph effect at any one time. This ability replaces

master hunter. The ranger's forms from shifter's blessing improve to the following:

Form of the Bear: The ranger's muscles enlarge and tighten, and his facial features become more ursine. While in this form, the ranger gains a +8 enhancement bonus to Strength and he does not suffer any reduction of speed. Alternatively, the ranger can polymorph into the form of a bear as if the caster of *beast shape IV*.

Form of the Cat: The ranger's muscles become lean and defined, and his gait more deliberate and graceful. While in this form, the ranger increases his base speed by 20 feet and he gains a +10 bonus on Acrobatics and Climb checks. Alternatively, the ranger can polymorph into the form of a cat of any size as if the caster of *beast shape IV*.

Form of the Dragon: The ranger's skin becomes rough and scaly. While in this form, the ranger gains a +4 natural armor bonus to AC and a fly speed of 30 feet with average maneuverability. Alternately, the ranger can polymorph into the form of a dragon as if the caster of *form of the dragon I*.

Form of the Eagle: The ranger's skin stretches, his nose becomes hooked, and his eyes enlarge. While in this form, the ranger gains a +10 bonus on Perception checks and a fly speed of 40 feet with good maneuverability.

Alternatively, the ranger can polymorph into the form of an eagle or similar raptor as if the caster of *beast shape IV*.

Form of the Jackal: The ranger becomes thin and hyperactive, his movements taking on a nervous spryness. While in this form, the ranger does not provoke attacks of opportunity due to movement. Alternatively, the ranger can polymorph into the form of a jackal or other canine creature as if the caster of *beast shape IV*.

Form of the Otter: The ranger's hands and feet grow webs, and his body grows an oily fur that is water resistant. While in this form, the ranger gains a swim speed of 60 feet and a +5 bonus on Swim checks. Alternatively, the ranger can polymorph into the form of an otter or similar river mammal as if the caster of *beast shape IV*.

SKIRMISHER

Many rangers rely on spells, but there are some who eschew aid from divine powers for their own reasons. Skirmishers rely on their wits, their wisdom, and sometimes even instinct to aid in their quests. A skirmisher has the following class features.

Hunter's Tricks: At 5th level, a skirmisher ranger learns the use of hunter's tricks, which typically grant a boon or bonus to the ranger or a nearby ally. At 5th level, the ranger learns one trick, selected from the list below. At 7th level, and every two levels thereafter, he learns another trick. A ranger can use these tricks a total number of times per day equal to $1/2$ his ranger level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. A ranger cannot select an individual trick more than once. This ability replaces the ranger's spells class feature. Skirmishers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

The following is a list of hunter tricks and their effects.

Aiding Attack (Ex): The ranger can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the ranger's next turn gains a +2 circumstance bonus on that attack roll.

Bolster Companion (Ex): The ranger can use this trick as an immediate action when his animal companion is hit with an attack or a combat maneuver. The companion's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the animal companion only takes half damage (if any). The animal companion must be able to see and hear the ranger to benefit from this trick.

Catfall (Ex): The ranger can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage.

If the ranger takes no damage from the fall, he does not fall prone.

Chameleon Step (Ex): The ranger can move up to twice his speed as a move action. The ranger does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

Cunning Pantomime (Ex): As a standard action, the ranger can communicate with a single creature as if using the *tongues* spell for 10 minutes. Because the communication is slow and lacks subtlety, the ranger suffers a -4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

Defensive Bow Stance (Ex): The ranger can use this trick as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

Deft Stand (Ex): The ranger can spend a move action to stand up without provoking attacks of opportunity.

Distracting Attack (Ex): The ranger can use this trick as a free action before he makes an attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.

Hateful Attack (Ex): The ranger can use this trick as a free action when he makes an attack against one of his favored enemies. The ranger doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

Heel (Ex): The ranger can use this trick as an immediate action when his animal companion moves. When the companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The companion must end this movement in a square adjacent to the ranger. The animal companion must be able to see and hear the ranger to take this movement.

Hobbling Attack (Ex): The ranger can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by $1/2$ for 1d4 rounds.

Quick Climb (Ex): The ranger can climb at his full speed as a move action without penalty.

Quick Healing (Ex): As a swift action, the ranger can make a Heal check to administer first aid on an adjacent dying character. Alternatively, the ranger can administer a potion to an unconscious character as a move action.

Quick Swim (Ex): The ranger can swim at his full speed as a move action without penalty.

Ranger's Counsel (Ex): As a swift action, the ranger can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The ranger must have at least one rank in the chosen skill. This bonus lasts for 1 round.

Rattling Strike (Ex): The ranger can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

Second Chance Strike (Ex): When he misses with a melee attack, the ranger may reroll his attack at a –5 penalty. Using this ability is an immediate action.

Sic 'Em (Ex): The ranger can use this trick as a swift action. His animal companion makes one melee attack against an adjacent creature. The animal companion must be able to see and hear the ranger to make this attack.

Skill Sage (Ex): As a free action, the ranger can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Stag's Leap (Ex): As a free action, the ranger can attempt a running jump without moving 10 feet before the jump.

Surprise Shift (Ex): The ranger can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Tangling Attack (Ex): The ranger can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

Trick Shot (Ex): As a standard action, the ranger can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

Uncanny Senses (Ex): As an immediate action, the ranger gains a +10 insight bonus on Perception checks for 1 round.

Upending Strike (Ex): The ranger can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

Vengeance Strike (Ex): The ranger can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The ranger can make a single melee attack at his highest base attack bonus against the creature who attacked his ally.

SPIRIT RANGER

Some rangers nurture a connection with the spirits that reside in all things. By communing with these spirits, the spirit ranger can gain glimpses of things to come. A spirit ranger has the following class features.

Spirit Bond (Ex): At 4th level, instead of forming a bond with his hunting companions or an animal companion, the spirit ranger forms a bond with the spirits of nature themselves. Each day, as long as he is within one of his favored terrains, the ranger can cast *augury* (*Pathfinder RPG Core Rulebook* 245) as a spell-like ability with a caster level equal to his ranger level. In addition, he can call upon these spirits to cast any one ranger spell that he is capable of casting, without having to prepare the spell. At 8th level, and every four levels thereafter, he can cast an additional spell in this way. This replaces hunter's bond.

Wisdom of the Spirits (Sp): At 12th level, the spirit ranger can use his *augury* spell-like ability even when he is not in one of his favored terrains. If he is within one of his favored terrains, the ranger can cast *divination* (*Pathfinder RPG Core Rulebook* 273) instead. Like *augury*, the caster level

of the *divination* is equal to the ranger's level. This ability replaces camouflage.

URBAN RANGER

For the urban ranger, the streets and sewers of the city are just as dangerous as the barren wastelands or the deep forests. An urban ranger has the following class features.

Urban Ranger: At 1st level, an urban ranger adds Disable Device and Knowledge (local) to his list of class skills and removes Handle Animal and Knowledge (nature) from his list of class skills.

Favored Community (Ex): At 3rd level, the urban ranger forms a bond with a community. While inside the limits of this community, he gains a +2 bonus on initiative checks and Knowledge (local), Perception, Stealth, and Survival skill checks. An urban ranger traveling through his favored community leaves no trail and cannot be tracked (although he may leave a trail if he so desires).

At 8th level, and every five levels thereafter, an urban ranger may select an additional favored community. In addition, at each such interval, the skill bonus and initiative bonus in any one favored community (including the one just selected, if so desired) increases by +2.

For the purposes of this ability, a community is any settlement consisting of 100 or more individuals. The community may be larger than this minimum. Outlying farms, fields, and houses are not considered part of a community. This ability replaces favored terrain.

Trapfinding (Ex): At 3rd level, an urban ranger can find and disable traps, as the rogue class feature of the same name. This ability replaces endurance.

Push Through (Ex): At 7th level, an urban ranger is never slowed by difficult terrain in his favored communities. In addition, he can move through the space occupied by local citizens as if they were allies. This does not apply to creatures intent on harming the ranger. Areas that are enchanted or magically manipulated to impede motion, however, still affect him. This replaces woodland stride.

Blend In (Ex): An urban ranger of 12th level or higher can use his Stealth bonus in place of a Disguise skill check in any of his favored communities. This disguise does not take an action to don. He must make a check whenever someone attempts to pick him out from the local citizens. If his check is successful, he blends into the crowd. While not invisible, enemies do not notice his presence and take no actions against him unless they are taking actions against the local citizens in general. This replaces camouflage.

Invisibility Trick (Sp): At 17th level, the urban ranger can cast *greater invisibility* on himself as a wizard of his ranger level as a swift action. He can use this spell-like ability a number of times per day equal to his Wisdom modifier (minimum 1). This ability replaces hide in plain sight.

ROGUE

By their nature, rogues are varied and versatile. There are rogues who haunt the city, those who stalk the forest, and those who serve as agents of law. Wherever there is space for someone to make her mark with agility and wit, the rogue is there, using her wide range of skills and abilities to make a place for herself, whether openly or through cunning and subterfuge. And where a rogue's natural cunning and quick thinking aren't enough to win the day, well—there's always the option of a knife in the back.

The following rogue themes represent some of the most popular and effective roguish archetypes. Each archetype comes with one or more class features that must be taken. In addition, each archetype includes a number of new rogue talent suggestions that, while not mandatory, help to flesh out the character. Rogue talents and advanced rogue talents marked with an asterisk (*) in the archetype sections can be found in the *Pathfinder RPG Core Rulebook*.

Rogue Talents: The following new rogue talents can be taken by any rogue who meets the prerequisites. Note that rogue talents marked with a double asterisk (**) in this list 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 attack roll is made.

Assault Leader (Ex): Once per day, when the rogue misses with an attack on a flanked opponent, she can designate a single ally who is also flanking the target that her attack missed. That ally can make a single melee attack against the opponent as an immediate action.

Befuddling Strike (Ex):** When the rogue deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the rogue for 1d4 rounds.

Camouflage (Ex): Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Canny Observer (Ex): When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Charmer (Ex): Once per day, the rogue can roll two dice while making a Diplomacy check, and take the better

result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Coax Information (Ex): A rogue with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward her.

Combat Swipe: A rogue who selects this talent gains Improved Steal as a bonus feat.

Cunning Trigger (Ex): A rogue with this talent can use a swift action to set off any trap within 30 feet that she constructed.

Distracting Attack (Ex):** A rogue with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

Expert Leaper (Ex): When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Fast Fingers (Ex): Once per day, a rogue with this talent can roll two dice while making a Sleight of Hand check and take the better result. She must choose to use this talent before making the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Fast Getaway (Ex): After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Fast Picks (Ex): A rogue with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Follow Clues (Ex): A rogue with this talent can use Perception to follow tracks as per the Survival skill.

Guileful Polyglot (Ex): A rogue with this talent who has at least one rank in Linguistics gains four additional languages. A rogue with this talent who does not have any ranks in Linguistics gains two additional languages. If the rogue later gains ranks in Linguistics, she gains two additional languages, to a total of four additional languages above those granted by the Linguistics skill itself.

Hard to Fool (Ex): Once per day, a rogue with this talent can roll two dice while making a Sense Motive check, and take the better result. She must choose to use this talent before making the Sense Motive check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Honeyed Words (Ex): Once per day, the rogue can roll two dice while making a Bluff check, and take the better result. She must choose this talent before making the Bluff check. A rogue can use this ability one additional time per day for every five rogue levels she possesses.

Lasting Poison (Ex): A rogue with this talent can apply poison to a weapon in such a way that it is effective for two successful attacks instead of one. The poison has a reduced effect, however, and saves made against the poison receive a +2 circumstance bonus. Applying poison in this way requires a full-round action, or a standard action if the rogue has the swift poison talent.

Nimble Climber (Ex): When a rogue with this talent fails a Climb check by 5 or more, she can immediately make another Climb check at the surface's base DC +10. If successful, she stops her fall by clinging onto the surface. The rogue does not take falling damage when she stops her fall in this manner.

Offensive Defense (Ex):** When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled for 1 round.

Peerless Maneuver (Ex): Once per day, a rogue with this talent can roll two dice while making an Acrobatics check, and take the better result. She must choose to use this talent before making the Acrobatics check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Positioning Attack (Ex): Once per day, when a rogue with this talent hits a creature with a melee attack, she can move up to 30 feet without provoking attacks of opportunity. The movement must end in a space adjacent to the creature hit with the melee attack.

Powerful Sneak (Ex):** Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Quick Disguise (Ex): A rogue with this talent can use the items at hand and seemingly innocuous material hidden on her person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill.

The time needed for the rogue to alter her appearance in this manner is based on the complexity of the disguise, as noted on the following table. The times are cumulative, so if a female rogue wants to disguise herself as a male of a different race, that takes 2 minutes.

Disguise	Time
Minor details only	1 full-round action
Disguise as a different gender	1 minute
Disguise as a different race	1 minute
Disguise as a different age category	1 minute
Disguise as a different size category	1 minute

Quick Trapsmith (Ex): As a full-round action, a rogue with this talent can set a simple trap with a CR no greater than 1/2 her rogue level. To do this, she must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The type of trap that can be constructed in this way is subject to GM discretion.

Snap Shot (Ex): A rogue with this talent may treat her initiative roll as a 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more rogues possess this talent, their initiative determines the order in which they act, but they all go before any other creature. If a rogue is prevented from acting in the surprise round, this talent has no effect.

Sniper's Eye (Ex): A rogue with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

Strong Impression: A rogue who selects this talent gains Intimidating Prowess as a bonus feat.

Survivalist: A rogue with this talent adds Heal and Survival to her list of class skills.

Swift Poison (Ex): A rogue with this talent can apply poison to a weapon as a move action, instead of a standard action.

Advanced Rogue Talents: The following new advanced rogue talents can be selected by any rogue of 10th level or higher who meets the prerequisites.

Another Day (Ex): Once per day, when the rogue would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The rogue is staggered for 1 round on her next turn.

Deadly Cocktail (Ex): A rogue with this talent can apply two doses of poison to a weapon at once. These can be separate poisons, in which case they both affect the target individually, or two doses of the same toxin, in which case the poisons' frequency is extended by 50% and the save DC increases by +2. This talent is an exception to the rule that injury poisons can only be delivered one dose at a time.

Deadly Sneak (Ex):** Whenever a rogue with this talent uses the powerful sneak rogue talent, she treats all 1s and 2s on the sneak attack damage dice as 3s. A rogue must have the powerful sneak rogue talent before choosing this talent.

Entanglement of Blades (Ex):** When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the target cannot take a 5-foot step until the beginning of the rogue's next turn.

Fast Tumble (Ex): When a rogue with this talent uses Acrobatics to move at full speed through a threatened

square without provoking an attack of opportunity, the DC of the Acrobatics check does not increase by 10.

Frugal Trapsmith (Ex): When a rogue with this talent constructs a mechanical trap, she only pays 75% of the normal cost.

Hunter's Surprise (Ex): Once per day, a rogue with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not flanking it or it is not flat-footed.

Knock-Out Blow (Ex): Once per day, the rogue can forgo her sneak attack damage to attempt to knock out an opponent. She must declare the use of knock-out blow before she makes the attack. If the attack hits, it does normal damage, but instead of dealing sneak attack damage (and instead of any effect that triggers when the rogue deals sneak attack damage), the target falls unconscious for 1d4 rounds. A successful Fortitude save reduces this effect to staggered for 1 round. The DC of this save is equal to 10 + 1/2 the rogue's level + the rogue's Intelligence modifier.

Master of Disguise (Ex): Once per day, a rogue with this talent gains a +10 bonus on a single Disguise check.

Redirect Attack (Ex): Once per day, when a rogue with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit the rogue, and the creature that made the attack against the rogue must make a new attack roll against the new target.

Stealthy Sniper (Ex): When a rogue with this talent uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20.

Thoughtful Reexamining (Ex): Once per day, a rogue with this talent can reroll a Knowledge, Sense Motive, or Perception skill check to try to gain new or better information from the roll. This reroll can be made any time during the same day as the original check.

ACROBAT

Agility and daring are both excellent rogue traits, and their confluence can create spectacular feats of acrobatics. Whether they are daring thieves, infiltrating assassins, or intrepid spies, proper training in acrobatics is a valuable boon for rogues.

Expert Acrobat (Ex): At 1st level, an acrobat does not suffer any armor check penalties on Acrobatics, Climb, Fly, Sleight of Hand, or Stealth skill checks while wearing light armor. When she is not wearing armor, she gains a +2 competency bonus on Acrobatics and Fly skill checks. This ability replaces trapfinding.

Second Chance (Ex): At 3rd level, an acrobat can reroll any Acrobatics, Climb, or Fly skill check she has just made.

This reroll is made at a -5 penalty. She must take the second result, even if it is worse. An acrobat can use this ability only once on any given skill check. She can use this ability once per day at 3rd level, plus one additional time per day for every 3 levels beyond 3rd. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the acrobat archetype: expert leaper, ledge walker*, nimble climber, peerless maneuver, rogue crawl*, and stand up*.

Advanced Talents: The following advanced rogue talents complement the acrobat archetype: defensive roll*, fast getaway, fast tumble, and improved evasion*.

BURGLAR

Adept at infiltration, trap removal, and lock picking, burglars prey on the homes of the wealthy and forgotten tombs alike. Such riches are guarded with vicious traps and hazards, but the devious mind of the burglar allows her to find such dangers and avoid them.

Careful Disarm (Ex): At 4th level, whenever a burglar attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap sense bonus to avoid the trap. This ability replaces uncanny dodge.

Distraction (Ex): At 8th level, whenever a burglar is detected while using Stealth, she can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that spotted her. If this check succeeds, the target assumes that the noise was something innocent and disregards the detection. This only functions if the creature cannot see the rogue. This ability can only be used once during a given Stealth attempt. If the same creature detects the rogue's presence again, the ability has no effect. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the burglar archetype: fast picks, fast stealth*, nimble climber, quick disable*, and trap spotter*.

Advanced Talents: The following advanced rogue talents complement the burglar archetype: knock-out blow, skill mastery*, and thoughtful reexamining.

CUTPURSE

Everyone who lives in the city understands that a wealthy man stays wealthy by guarding his purse while wandering the streets and markets. Cutpurses are often trained by guilds to collect the guild's tax from local businesses on a daily basis, whether through intimidation or pickpocketing. Some find themselves taking up the mantle of adventurer, and their talents are generally appreciated in this role, but the cutpurse is still the first person her companions look to when an item goes missing.



Measure the Mark (Ex): When a cutpurse makes a Sleight of Hand check to take something from a creature, the target makes its Perception check before the rogue makes her Sleight of Hand check, and the rogue knows the Perception check result. She can decide whether or not to make the check based on the results of the target's Perception check. If the rogue elects not to make the check, she can make a Bluff check, opposed by the target's Sense Motive, to prevent the target from noticing the attempt. This ability replaces trapfinding.

Stab and Grab (Ex): At 3rd level, as a full-round action, a cutpurse can make an attack and also make a Sleight of Hand check to steal something from the target of the attack. If the attack deals sneak attack damage, the rogue can use Sleight of Hand to take an item from the creature during combat; otherwise this ability can only be used in a surprise round before the target has acted. If the attack is successful, the target takes a –5 penalty on the Perception check to notice the theft. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the cutpurse archetype: combat swipe, fast fingers, fast

getaway, hard to fool, minor magic*, slow reactions*, and surprise attack*.

Advanced Talents: The following advanced rogue talents complement the cutpurse archetype: crippling strike*, fast tumble, and skill mastery*.

INVESTIGATOR

Not all rogues work against the law. Investigators use their skills to serve the law, often in the employ of nobles or in the pursuit of noble causes. In some cities cabals of investigators work for rulers or bureaucracies, but often an investigator is a free agent who pursues whatever mysteries come across her path. Of course, not all investigators serve the law. Crime lords and guildmasters often have squads of investigators serving their own nefarious purposes.

Follow Up (Ex): An investigator can roll twice on any Diplomacy check made to gather information, and receives the information for both results. This takes the same amount of time as one check. If the lesser of the two checks reveals false information, the rogue is aware of it.

False information is not revealed in this way if the people she questioned do not know it to be false. This ability replaces trapfinding.

Rogue Talents: The following rogue talents complement the investigator archetype: coax information, fast picks, follow clues, hard to fool, and minor magic*.

Advanced Talents: The following advanced rogue talents complement the investigator archetype: hunter's surprise, slippery mind*, and thought reexamining.

POISONER

Some consider poisoning an evil act. The poisoner knows poison is just a tool toward an end, and is no different than any other weapon. Some poisoners see themselves as great equalizers, as they are able to craft weapons that the weakest of creatures can wield to devastating effect, but most have no lofty delusions about their work.

Poison Use (Ex): At 1st level, a poisoner is trained in the use of poison and cannot accidentally poison herself when applying poison to a blade. This ability replaces trapfinding.

Master Poisoner (Ex): At 3rd level, a poisoner can use Craft (alchemy) to change the type of a poison. This requires 1 hour of work with an alchemist's lab and a Craft (alchemy) skill check with a DC equal to the poison's DC. If successful, the poison's type changes to contact, ingested, inhaled, or injury. If the check fails, the poison is ruined. The poisoner also receives a bonus on Craft (alchemy) skill checks when working with poison equal to 1/2 her rogue level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the poisoner archetype: distracting attack, lasting poison, surprise attack*, swift poison, and weapon training*.

Advanced Talents: The following advanced rogue talents complement the poisoner archetype: deadly cocktail, hunter's surprise, and opportunist*.

RAKE

The rake is a rogue who is open about her skills and talents, often to the point of being boastful. Usually she has the protection of an important figure who finds her services useful, but sometimes her bravado is enough to keep enemies away. She is often used as a face for the group for diplomacy, gathering information, negotiations, or to gain the most lucrative contracts and quests from local authorities.

Bravado's Blade (Ex): When a rake hits an opponent and deals sneak attack damage, she can forgo 1d6 points of that damage and make a free Intimidate check to demoralize the foe. For every additional 1d6 points of sneak attack damage she forgoes, she receives a +5 circumstance bonus on this check. This ability replaces trapfinding.

Rake's Smile (Ex): At 3rd level, a rake gains a +1 morale bonus on Bluff and Diplomacy checks. This bonus increases by +1 for every 3 levels beyond 3rd. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the rake archetype: befuddling strike, charmer, honeyed words, and surprise attack*.

Advanced Talents: The following advanced rogue talents complement the rake archetype: another day, redirect attack, and skill mastery*.

SCOUT

Not all rogues live in the city. Scouts frequently roam the wilderness, often banding together as bandits, but sometimes serving as guides, as trailblazers, or as companions to a ranger or barbarian warrior. More comfortable with sneaking and hiding outdoors, the scout is still effective in the city and the dungeon.

Scout's Charge (Ex): At 4th level, whenever a scout makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability. This ability replaces uncanny dodge.

Skirmisher (Ex): At 8th level, whenever a scout moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If the scout makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the scout archetype: assault leader, camouflage, cunning trigger, survivalist, and trap spotter*.

Advanced Talents: The following advanced rogue talents complement the scout archetype: hunter's surprise, skill mastery*, and stealthy sniper.

SNIPER

Some say that the sniper is the worst kind of assassin: a killer who waits silently in the shadows and then strikes from a distance without remorse. Snipers, of course, understand that such protestations about "cowardice" and "honor" regarding their profession are in fact merely the bleatings of sheep fearing the slaughter and pay them no heed. Most snipers take pride in their formidable abilities, which allow them to take life quickly, quietly, and efficiently, then disappear into their surroundings without a trace.

Accuracy (Ex): At 1st level, a sniper halves all range increment penalties when making ranged attacks with a bow or crossbow. This ability replaces trapfinding.

Deadly Range (Ex): At 3rd level, a sniper increases the range at which she can apply her sneak attack damage by 10 feet.

This range increases by 10 feet for every 3 levels after 3rd. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the sniper archetype: camouflage, snap shot, sniper's eye, and weapon training*.

Advanced Talents: The following advanced rogue talents complement the sniper archetype: defensive roll*, master of disguise, and stealthy sniper.

SPY

The best spies are like chameleons, but not only can they change their appearances to fit the situation, they can also change their personalities, allegiances, and even loves if that's what it takes to achieve their clandestine goals. Spies are the ultimate manipulators, and even those who commission their services sometimes find that they've merely served the spies' own interests.

Skilled Liar (Ex): Whenever a spy uses Bluff to attempt to deceive someone, she gains a bonus on the opposed roll equal to 1/2 her rogue level (minimum +1). This bonus does not apply to feint attempts or attempts to pass secret messages. This ability replaces trapfinding.

Poison Use (Ex): At 3rd level, a spy is trained in the use of poison and cannot accidentally poison herself when applying poison to a blade. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the spy archetype: canny observer, guileful polyglot, honeyed words, major magic*, minor magic*, and quick disguise.

Advanced Talents: The following advanced rogue talents complement the spy archetype: crippling strike*, master of disguise, and stealthy sniper.

SWASHBUCKLER

A paragon of mobile swordplay, the swashbuckler is a rogue who focuses almost exclusively on honing her skill at arms and perfecting daring acrobatic moves and elaborate flourishes that border on performance.

Martial Training (Ex): At 1st level, the swashbuckler may select one martial weapon to add to her list of weapon proficiencies. In addition, she may take the combat trick rogue talent up to two times. This ability replaces trapfinding.

Daring (Ex): At 3rd level, a swashbuckler gains a +1 morale bonus on Acrobatics checks and saving throws against fear. This bonus increases by +1 for every 3 levels beyond 3rd. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the swashbuckler archetype: offensive defense, positioning attack, powerful sneak, and weapon training*.

Advanced Talents: The following advanced rogue talents complement the swashbuckler archetype: crippling strike*, entanglement of blades, and redirect attack.

THUG

Some criminals steal with finesse, their victims only discovering the crime when the rogue is long gone and the coin already spent. A thug, on the other hand, cares nothing for finesse. Through both threat and violence, the thug gets what she wants by the promise of force, and has no problem making good on that promise as needed.

Frightening (Ex): Whenever a thug successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the thug can instead decide to make the target frightened for 1 round. This ability replaces trapfinding.

Brutal Beating (Ex): At 3rd level, whenever a thug deals sneak attack damage, she can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to 1/2 her rogue level. This ability does not stack with itself—only the most recent duration applies. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the thug archetype: offensive defense, powerful sneak, strong impression, and weapon training*.

Advanced Talents: The following advanced rogue talents complement the thug archetype: crippling strike*, deadly sneak, and knock-out blow.

TRAPSMITH

Some rogues are not content with just disabling traps—they love to build them, finding a captivating beauty in the turning of gears and the slither of ropes over pulleys. The trapsmith may have started out putting together traps in order to better understand how to disable them, but for most, it's long since gone beyond that—they now relish the challenge of creating the perfect combat machine.

Careful Disarm (Ex): At 4th level, whenever a trapsmith attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap sense bonus to avoid the trap. This ability replaces uncanny dodge.

Trap Master (Ex): At 8th level, whenever a trapsmith disarms a trap using Disable Device, she can bypass it even if her check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, she can modify which creatures it allows to pass, adding her allies and restricting enemies if she desires. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the trapsmith archetype: befuddling strike, cunning trigger, quick disable*, and quick trapsmith.

Advanced Talents: The following advanced rogue talents complement the trapsmith archetype: another day, frugal trapsmith, and skill mastery*.

SORCERER

Filled with magical power that screams for release, sorcery is not so much a calling as a blessing—or a curse. For some sorcerers, this arcane birthright manifests in subtle and carefully controlled ways, assisting in their manipulation of others or the pursuit of lofty goals. For others, it is wild and unpredictable, the primal and explosive lashing out of a power greater than themselves. Presented below are a number of new bloodlines representing the mysterious origin of your sorcerer's abilities.

New spells presented in Chapter 5 are marked here with asterisks (*).

AQUATIC

Your family traces its heritage back to the ocean depths, whether scions of undersea empires left in the wake of nomadic sea-tribes, or the spawn of creeping ichthyic infiltrators into remote seaside villages. The song of the sea hums in your blood, calling the waves and all those within to your command.

Class Skill: Swim.

Bonus Spells: *hydraulic push** (3rd), *slipstream** (5th), *aqueous orb** (7th), *geyser** (9th), *control water* (11th), *beast shape IV* (13th), *summon monster VII* (15th), *seamantle** (17th), *world wave** (19th).

Bonus Feats: Athletic, Brew Potion, Defensive Combat Training, Dodge, Mobility, Silent Spell, Skill Focus (Swim), Toughness.

Bloodline Arcana: Whenever you cast a spell of the water type, your effective caster level is increased by one, and summoned creatures with a swim speed or the aquatic or water type gain a +1 morale bonus on attack and damage rolls.

Bloodline Powers: Your seaborne magical talents awaken changes in you, both mystical and physical, as you develop your powers.

Dehydrating Touch (Sp): Starting at 1st level, you can make a melee touch attack as a standard action that inflicts 1d6 points of nonlethal damage + 1 for every two sorcerer levels you possess and sickens the target for 1 round. Oozes, plants, and creatures with the aquatic or water subtypes suffer lethal damage instead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Aquatic Adaptation (Ex): At 3rd level, you gain a swim speed of 30 feet. At 9th level, you gain the amphibious special quality and develop a fat layer that grants a +1 natural armor bonus and resist cold 5. When immersed in water, you gain blindsense 30 feet. At 15th level, you gain a swim speed of 60 feet and blindsense of 60 feet in water.

Aquatic Telepathy (Su): At 9th level, you gain telepathy (100 feet) and can communicate with creatures with a swim speed or the aquatic or water types regardless of intelligence. You may cast *suggestion* on such creatures a number of times per day equal to your Charisma modifier. This ability is telepathic and does not require audible or visual components. At 15th level, once per day you can telepathically call and request a service from an aquatic, water, or swimming creature as if using *demand* or *greater planar ally*.

Raise the Deep (Sp): At 15th level, you raise water as per *control water*, but no water need be present. This created water is stationary and does not flow out of the area where you create it; it lasts 1 round per sorcerer level and then disappears. At 20th level, the dimensions of the effect are doubled. You may use this ability once per day.

Deep One (Ex): At 20th level, you gain blindsense 60 feet and your body is covered with fine, slippery scales granting DR 10/piercing, resist cold 20, and continuous *freedom of movement*. Underwater, you gain evasion and blindsight 120 feet, and you are immune to pressure damage from deep water.

BOREAL

Descended from inhabitants of the lands of ice and snow, you count among your ancestors giant-kin, troll-born, and frost-rimed spirits. Their savage and raw energies flow down through generations to infuse you to the marrow with the chill of the polar wind, crackling auroras, and the long winter's night.

Class Skill: Survival.

Bonus Spells: *enlarge person* (3rd), *rage* (5th), *elemental aura** (cold only) (7th), *wall of ice* (9th), *cone of cold* (11th), *transformation* (13th), *giant form I* (15th), *polar ray* (17th), *meteor swarm* (dealing cold damage) (19th).

Bonus Feats: Arcane Strike, Diehard, Empower Spell, Endurance, Exotic Weapon Proficiency, Power Attack, Skill Focus (Intimidate), Toughness.

Bloodline Arcana: Whenever you cast a spell with the cold descriptor, increase the spell's save DC by 1.

Bloodline Powers: Your connection to primeval winters grants you a mastery of cold magic that few can match, and a savagery that fewer still can withstand.

Cold Steel (Sp): At 1st level, you can touch a weapon or up to 50 pieces of ammunition as a standard action, giving it the *frost* property for a number of rounds equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the *icy burst* property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Icewalker (Ex): At 3rd level, you gain resist cold 5 and can move across snow and icy surfaces without penalty and

without leaving tracks. At 9th level, you gain resist cold 10 and can climb icy surfaces as if using *spider climb*.

Snow Shroud (Su): At 9th level, you ignore concealment and Perception penalties in natural or magical snow, ice, fog, and similar weather conditions. In addition, you can surround yourself with a cloak of swirling snow for a number of rounds per day equal to your sorcerer level. This power acts and deals damage as a *fire shield* (*chill shield*) that sheds no light. It provides a 20% miss chance on attacks made against you and grants a bonus on Stealth checks equal to 1/2 your sorcerer level in snowy or icy areas. You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th.

Blizzard (Sp): At 15th level, you can create a savage winter storm centered on you. This power acts as *control winds*, but in addition the entire area (not including the “eye” at the center of the storm) is affected as a *sleet storm* and all in the area are exposed to extreme cold (*Pathfinder RPG Core Rulebook* 442). You may use this ability once per day.

Child of Ancient Winters (Su): At 20th level, you gain the cold subtype and you become immune to fatigue and exhaustion. In addition, you gain immunity to sneak attacks and critical hits. This power causes you to gain vulnerability to fire.

DEEP EARTH

The echoing cave-songs and the rumble and creak of primal spirits deep below the ground thrum in your soul and in all your family line. You are likely slow, steady, and stable in your thinking, little prone to wandering and preferring to instead find depth in contemplation.

Class Skill: Knowledge (dungeoneering).

Bonus Spells: *expeditious excavation** (3rd), *darkvision* (5th), *shifting sand** (7th), *stoneskin* (9th), *spike stones* (11th), *stone tell* (13th), *repel metal or stone* (15th), *earthquake* (17th), *clashing rocks** (19th).

Bonus Feats: Acrobatic Steps, Alertness, Blind-Fight, Forge Ring, Nimble Moves, Skill Focus (Perception), Stealthy, Still Spell.

Bloodline Arcana: Whenever you and the target of your spell are both underground, increase the spell’s save DC by +1.

Bloodline Powers: The powers of the living rock are within you, and your communion with the strength of stone is refined and enhanced as your power grows.

Tremor (Sp): At 1st level, as a standard action, you can cause the ground to shake beneath a single creature within 30 feet, functioning as a trip maneuver using your sorcerer level plus your Charisma modifier in place of your CMB. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Rockseer (Su): At 3rd level, you gain the stonecunning trait as a dwarf; if already a dwarf, your bonus improves to

+4. At 9th level, you gain tremorsense 30 feet. At 15th level, you can see through solid objects as if using a *ring of x-ray vision* for a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.

Crystal Shard (Sp): At 9th level, you can touch a metal or stone weapon (or up to 50 pieces of ammunition) as a standard action, giving it the *bane* property against any creature with the earth subtype, oozes, or constructs made of stone or metal, for 1 minute. You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th.

Earth Glide (Ex): At 15th level, you can glide through any sort of natural earth or stone as easily as a fish swims through water, with a burrow speed equal to half your normal speed. You do not leave a tunnel or trace of your passage. You can use this ability for 1 minute per sorcerer level each day. The duration need not be continuous, but it must be used in 1-minute increments.

Strength of Stone (Su): At 20th level, your flesh becomes as hard as stone, giving you DR 10/adamantine, and you become immune to petrification. You suffer no penalties while squeezing through tight spaces and are immune to bull rush, drag, grapple, reposition, and trip maneuvers, and to push and pull effects as long as you are standing on the ground.

DREAMSPUN

Your family is a long line of dreamers, who dream not as ordinary mortals do but rather as those who reach through and touch the supernal realm of dreams and the farthest shores of night. Whether it is a gift or curse is not always clear, but your visions of the past and future call you ineluctably to a life of adventure.

Class Skill: Sense Motive.

Bonus Spells: *sleep* (3rd), *augury* (5th), *deep slumber* (7th), *divination* (9th), *dream* (11th), *shadow walk* (13th), *vision* (15th), *moment of prescience* (17th), *astral projection* (19th).

Bonus Feats: Alertness, Blind-Fight, Combat Expertise, Deceitful, Heighten Spell, Improved Feint, Persuasive, Skill Focus (Sense Motive).

Bloodline Arcana: Whenever you target a single creature with a spell, you gain an insight bonus equal to half the spell’s level (minimum +1) for 1 round to your AC and saving throws against any spell or attack made by that creature.

Bloodline Powers: You reach out into and through the world of dreams to touch the minds and destinies of those around you.

Lullaby (Sp): At 1st level, you can use *lullaby* as a spell-like ability a number of times per day equal to 3 + your Charisma modifier. This effect lasts for 1 minute and does not require concentration. The penalty on saves versus sleep effects increases to -4.

Combat Precognition (Su): Your insight into the future grants you an advantage in combat. At 3rd level and every 4 levels thereafter, you gain a +1 insight bonus on initiative checks.

Dreamshaper (Sp): At 9th level, you can manipulate the dreamscape of others, drawing forth or tampering with their subconscious minds. This power allows you to tamper with the target's memories as if using *modify memory*, or you may ask questions as if using *speak with dead* upon a corpse. A successful Will save negates the effect. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier, with further modifiers as the *nightmare* spell. You can use this ability once per day at 9th level. At 17th level you can use this ability twice per day, and at 20th, three times per day.

Eye of Somnus (Sp): At 15th level, you can project your consciousness as if using *arcane eye*. In addition, at any point you can cause the *arcane eye* to become visible. The eye can no longer be moved, but it acts as a *symbol of sleep* to all who see it. You may use this power once per day.

Solipsism (Ex): At 20th level, you can drift into the dream world, fading from the world around you. You can become incorporeal for 1 minute per sorcerer level. You gain the incorporeal subtype and take only half damage from corporeal magical attacks (you take no damage from nonmagical weapons and objects). Your spells deal only half damage to corporeal creatures, but spells and abilities that do not deal damage function normally. The duration need not be continuous, but it must be used in 1-minute increments.

PROTEAN

You have in your veins the ever-changing wildness of primal chaos, the raw essence of unbound creation. Your mind and spirit burst with the constant inspiration of consummate freedom, though you have difficulty following through on a task when another, new and exciting, catches your interest.

Class Skill: Knowledge (planes).

Bonus Spells: *entropic shield* (3rd), *blur* (5th), *gaseous form* (7th), *confusion* (9th), *major creation* (11th), *disintegrate* (13th), *greater polymorph* (15th), *polymorph any object* (17th), *shapechange* (19th).

Bonus Feats: Agile Maneuvers, Defensive Combat Training, Enlarge Spell, Great Fortitude, Improved Great Fortitude, Skill Focus (Craft [any]), Spell Focus, Toughness.

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Powers: Your ancestral immersion in primordial chaos begets your curiously warped magical talents.

Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Reality Wrinkle (Sp): At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to *solid fog* but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

Spatial Tear (Sp): At 15th level, once per day, you can unravel the fibers of reality and ride along them as they snap back into place. This power functions as *dimension door*, while also creating a mass of *black tentacles* centered on your former location. Both of these effects use your sorcerer level as the caster level. At 20th level, you can use this ability twice per day.

Avatar of Chaos (Ex): At 20th level, you are infused with the essence of raw chaos. You gain immunity to acid, petrification, and polymorph effects (except when cast on self), as well as a +2 bonus to save DCs and on checks to overcome spell penetration against creatures with the lawful subtype.

SERPENTINE

Your bloodline carries the lingering stain of ancient serpent races that ruled when the world was young; your forebears were likely favored slaves anointed by their reptilian masters and gifted with their cold cunning and subtle manipulation. While deception and a mesmeric charm are your birthright, you may struggle for truth in spite of your heritage.

Class Skill: Diplomacy.

Bonus Spells: *hypnotism* (3rd), *delay poison* (5th), *summon monster III* (reptiles only) (7th), *poison* (9th), *hold monster* (11th), *mass suggestion* (13th), *summon monster VII* (reptiles only) (15th), *irresistible dance* (17th), *dominate monster* (19th).

Bonus Feats: Combat Casting, Combat Reflexes, Deceitful, Deft Hands, Persuasive, Silent Spell, Skill Focus (Bluff), Stealthy.

Bloodline Arcana: Your powers of compulsion can affect even bestial creatures. Whenever you cast a mind-affecting



or language-dependent spell, it affects animals, magical beasts, and monstrous humanoids as if they were humanoids who understood your language.

Bloodline Powers: The treacherous and yet hypnotic serpent's blood that flows through you taints your magic with a sinuous and seductive grace.

Serpent's Fang (Ex): At 1st level, you can grow fangs as a free action. These fangs are treated as a natural weapon inflicting 1d4 points of damage plus your Strength modifier (1d3 if you are Small) plus poison (Bite—*injury*; *save* Fort DC 10 + 1/2 your sorcerer level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1 Con damage; *cure* 1 save). At 5th level, these fangs are considered magical for the purpose of overcoming DR and the poison damage increases to 1d2 Con. At 7th level, your poison requires 2 successful saves to cure. At 11th level, your poison damage increases to 1d4 Con. You can use your fangs for a number of rounds per day equal to 3 + your Charisma modifier.

Serpentfriend (Ex): At 3rd level, you can use *speaking with animals* at will with reptilian animals (including various

forms of dinosaurs, lizards, and other cold-blooded creatures), and you gain a viper familiar using your sorcerer level –2 as your effective wizard level.

Snakeskin (Ex): At 9th level, you gain a +1 bonus to natural armor, a +2 racial bonus on saves against poison, and a +2 bonus on Escape Artist checks. At 13th level and 17th level, these bonuses increase by +1.

Den of Vipers (Sp): At 15th level, you may summon a host of writhing serpents. This power acts as *creeping doom*, but the swarms' poison inflicts Con damage and any creature other than you sharing a space with a swarm is entangled. You may use this ability once per day.

Scaled Soul (Su): At 20th level, you gain the shapechanger subtype, and you can assume the form of a reptilian humanoid (as *alter self*) or snake of Diminutive to Huge size (as *beast shape III*) at will. You retain the power of speech and the ability to use somatic spell components when transformed. You also become immune to poison and paralysis. You may use serpent's fang as often as desired, and you may choose to inflict damage to any ability score.

SHADOW

Spirits from the shadow plane dally at times in the world of light, and such as these lay with your ancestors once upon a time, imparting the mystery of shadow-stuff into your lineage. You are often sullen and withdrawn, preferring to skulk at the fringes of social circles and keep to yourself, cultivating an air of mystery and majesty that is all your own.

Class Skill: Stealth.

Bonus Spells: *ray of enfeeblement* (3rd), *darkvision* (5th), *deeper darkness* (7th), *shadow conjuration* (9th), *shadow evocation* (11th), *shadow walk* (13th), *power word blind* (15th), *greater shadow evocation* (17th), *shades* (19th).

Bonus Feats: Acrobatic, Blind-Fight, Dodge, Quick Draw, Silent Spell, Skill Focus (Stealth), Stealthy, Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell with the darkness descriptor or the shadow subschool, you gain a circumstance bonus on Stealth checks equal to the spell's level for 1d4 rounds.

Bloodline Powers: Your benighted heritage infuses your mastery of magic with the essence of shadowstuff.

Shadowstrike (Sp): At 1st level, you can make a melee touch attack as a standard action that inflicts 1d4 points of nonlethal damage + 1 for every two sorcerer levels you possess. In addition, the target is dazzled for 1 minute. Creatures with low-light vision or darkvision are not dazzled by this ability. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Nighteye (Ex): At 3rd level, you gain darkvision 30 feet. At 9th level, you gain darkvision 60 feet. If you already possess darkvision, its range is increased by these amounts.

Shadow Well (Sp): At 9th level, you can use the Stealth skill even while being observed and without cover or concealment, as long as you are within 10 feet of a shadow other than your own. In addition, when within an area of darkness or dim light, as a standard action you may choose to switch places with a willing ally within 60 feet, who must also be in darkness or dim light. At 13th level, you can instead switch the positions of two willing allies, each of whom must be within 60 feet of you. Unless otherwise noted, this travel is identical to *dimension door*. You may use the ability to switch places once per day at 9th level, plus one additional time per day at 17th level and 20th level.

Enveloping Darkness (Sp): At 15th level, you may create an area of *deeper darkness* that you can see through without penalty. All creatures except you are entangled within this darkness unless using *freedom of movement* or a similar effect. You may use this ability once per day.

Shadow Master (Su): At 20th level, you can see perfectly in natural or magical darkness. When you use *shadow conjuration* or *shadow evocation* spells, your creations are 20% more real, and any creatures you create gain the benefits of the Augment Summoning feat.

STARSOUL

You come from a line of stargazers and explorers who delved deeply into the darkness beyond the stars. In touching the void, the void touched them, and your mind, spirit, and body yearn to span the gulf between worlds.

Class Skill: Knowledge (nature).

Bonus Spells: *unseen servant* (3rd), *glitterdust* (5th), *blink* (7th), *call lightning storm* (9th; dealing fire damage, damage increased outdoors at night), *overland flight* (11th), *repulsion* (13th), *reverse gravity* (15th), *greater prying eyes* (17th), *meteor swarm* (19th).

Bonus Feats: Blind-Fight, Craft Rod, Dodge, Endurance, Improved Counterspell, Improved Iron Will, Iron Will, Quicken Spell, Skill Focus (Perception), Toughness.

Bloodline Arcana: Whenever you cast an evocation spell, targets that fail their saves are dazzled by tiny sparkling starlights for 1 round per level of the spell.

Bloodline Powers: Your skyward gaze and communion with the heavens focus and enhance your magical talents.

Minute Meteors (Sp): At 1st level, you can summon a rain of tiny meteorites as a standard action to fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors inflict 1d4 points of fire damage + 1 per 2 sorcerer levels. A Reflex save negates this damage. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Voidwalker (Ex): At 3rd level, you gain low-light vision and resist cold and fire 5. At 9th level, you no longer need to breathe, as if wearing a *necklace of adaptation*.

Aurora Borealis (Sp): At 9th level, you can create a sheet of cascading colors. This power acts as a *wall of fire*, but it inflicts cold damage and does not radiate heat. However, one side of the aurora designated by you fascinates creatures within 10 feet, up to a maximum of 2 HD of creatures per sorcerer level. A Will save negates this fascinate effect. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may use this ability for a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.

Breaching the Gulf (Sp): At 15th level, your caster level is increased by 3 when casting spells of the teleportation subschool. In addition, once per day you can teleport a single creature within 30 feet into the void of space if it fails a Will save. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The target can attempt a new saving throw as a full-round action each round to return. While trapped in the airless void, the target takes 6d6 points of cold damage per round and must hold its breath or begin to suffocate.

Starborn (Ex): At 20th level, you gain immunity to cold and blindness, and you can see perfectly in natural or magical darkness. In addition, you gain fast healing 1 when you are outdoors at night.

STORMBORN

You trace your heritage to fierce and proud spirits of storm and sky, and living lightning sings in your veins.

Class Skill: Knowledge (nature).

Bonus Spells: *shocking grasp* (3rd), *gust of wind* (5th), *lightning bolt* (7th), *shout* (9th), *overland flight* (11th), *chain lightning* (13th), *control weather* (15th), *whirlwind* (17th), *storm of vengeance* (19th).

Bonus Feats: Deadly Aim, Dodge, Enlarge Spell, Far Shot, Great Fortitude, Point Blank Shot, Skill Focus (Fly), Wind Stance.

Bloodline Arcana: Whenever you cast a spell with the electricity or sonic descriptor, increase the save DC by 1.

Bloodline Powers: Your mastery of the storm is reflected in the unique panoply of powers you manifest.

Thunderstaff (Sp): At 1st level, you can touch a weapon as a standard action, giving it the *shock* property for a number of rounds equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the *shocking burst* property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Stormchild (Ex): At 3rd level, you gain resist electricity 5 and resist sonic 5, and treat wind effects as being one step less severe. At 9th level, you treat wind effects as being two steps less severe and gain blindsense 60 feet against concealment from natural or magical fog, mist, or weather effects.

Thunderbolt (Sp): At 9th level, you can command a stroke of lightning to strike from above in a 5-foot-radius cylinder 60 feet high. The thunderbolt inflicts 1d6 points of damage per sorcerer level; half of this damage is electricity and half is sonic. A Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) halves this damage. Creatures failing their saves are deafened for 1 round. At 9th level, you can use this ability once per day, at 17th twice per day, and at 20th three times per day. This power has a range of 120 feet.

Ride the Lightning (Sp): At 15th level, as a full-round action you can become a living lightning bolt and move in a straight line up to 10 times your speed. You do not provoke attacks of opportunity while moving in this way. Creatures or objects in your path are affected as by your thunderbolt power. Creatures do not block your movement but solid barriers do unless they are reduced to 0 hit points. You can use this power once per day for a number of rounds equal to your sorcerer level.

Storm Lord (Ex): At 20th level, you are one with the storm. You gain immunity to deafness, stunning, and wind effects and gain blindsight 120 feet against concealment from natural or magical fog, mist, or weather. Once per day, when attacked with an electricity or sonic effect, you may forgo your saving throw and absorb the energies of the attack, healing 1 point of damage for every 3 points of damage the attack would otherwise have dealt.

VERDANT

Your progenitors infused themselves with raw plant life, binding it into their own tissue and passing it down to their literal seed, giving you innate communion with nature.

Class Skill: Knowledge (nature).

Bonus Spells: *entangle* (3rd), *barkskin* (5th), *speak with plants* (7th), *command plants* (9th), *wall of thorns* (11th), *transport via plants* (13th), *plant shape III* (15th), *animate plants* (17th), *shambler* (19th).

Bonus Feats: Acrobatic Steps, Craft Staff, Endurance, Extend Spell, Fleet, Nimble Moves, Skill Focus (Knowledge [nature]), Toughness.

Bloodline Arcana: Whenever you cast a spell with a range of personal, your skin toughens, granting you a natural armor bonus equal to the spell's level for 1d4 rounds. This bonus does not stack with any other natural armor bonuses you might have.

Bloodline Powers: The power of living things infuses every aspect of your magic, as you draw power from nature and its life energies flow through you.

Tanglevine (Sp): At 1st level, as a standard action, you can create a 15-foot-long, animated vine that springs from your hand. This vine lasts for 1 round and can be used to make a single disarm, steal, or trip combat maneuver, using your sorcerer level plus your Charisma modifier in place of your normal CMB. You can use this power a number of times per day equal to 3 + your Charisma modifier.

Photosynthesis (Ex): At 3rd level, you feed upon nature's raw essence. Your need to eat and sleep is reduced as if wearing a *ring of sustenance*, and you gain a +2 racial bonus on saving throws made against poison and sleep effects. At 9th level, these bonuses increase to +4.

Massmorph (Sp): At 9th level, as a full-round action, you can alter the size and health of plant life, as if using *plant growth* or *diminish plants*. Alternatively, you can transform one willing non-plant creature per sorcerer level (no two of which can be more than 30 feet apart) as *tree shape*. You may transform creatures as *plant shape I* at 15th level, or *plant shape II* at 20th level. You can transform non-plant creatures using this power once per day.

Rooting (Ex): At 15th level, as a move action, you can extend roots into the ground. Your speed is reduced to 5 feet, but you gain a +4 bonus to natural armor and a +10 bonus to CMD against bull rush, overrun, reposition, and trip maneuvers. You also gain tremorsense 30 feet and fast healing 1. You can use this power for a number of minutes per day equal to your sorcerer level. This duration need not be consecutive, but it must be used in 1-minute increments.

Shepherd of the Trees (Su): At 20th level, your verdant heritage fully manifests. You gain a +4 natural armor bonus. You gain immunity to paralysis, poison, polymorph, sleep, and stunning, and you gain tremorsense 30 feet even when not rooted.

WIZARD

Bending reality to their will through careful study, wizards are the embodiment of the phrase “mind over matter,” changing whole worlds with nothing but their keen intellects and ancient lore. In their quest to unravel and repurpose the fundamental laws of existence, many wizards come to appreciate the benefits of narrowly focusing their study. Presented below are several new schools of magic to help you customize your wizard’s arcane pursuits.

ELEMENTAL ARCANE SCHOOLS

Instead of specializing in one of the standard eight schools of magic, a wizard can choose to specialize in one of the four elemental schools of magic. Like a normal arcane school, an elemental school grants a number of school powers and one bonus spell slot of each level the wizard can cast, from 1st on up. This bonus spell slot must be used to prepare a spell from the elemental school’s spell list (see Chapter 5). Unlike a normal arcane school, each elemental school requires the wizard to select his opposed element as his opposition school (air opposes earth, fire opposes water). He does not need to select a second opposition school. He must expend two spell slots to prepare a spell from his opposed elemental school as normal.

Air School

The air elemental uses the forces of the wind, sky, clouds, and lightning to confuse and destroy his foes, all while flying through the air with ease.

Air Supremacy (Su): You gain a +2 enhancement bonus on Fly skill checks. This bonus increases by +1 for every five wizard levels you possess. In addition, you can cast *feather fall* on yourself at will. At 5th level, you can cast *levitate* on yourself at will. At 10th level, you can cast *fly* on yourself at will. At 20th level, whenever you make a Fly skill check, assume the roll resulted in a natural 20.

Lightning Flash (Su): As a standard action, you can unleash a flash of electricity. This flash deals 1d6 points of electricity damage + 1 point for every two wizard levels you possess to all creatures within 5 feet of you and dazzles them for 1d4 rounds. A successful Reflex save negates the dazzled effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Cyclone (Su): At 8th level, you can create a vortex of turbulent wind around yourself as a standard action. This vortex has a radius of up to 10 feet and a maximum height of 10 feet per wizard level you possess. Any ranged attack passing through this vortex automatically misses. Any flying creature moving through the vortex must make a Fly skill

check or immediately fall from the sky, taking falling damage (the creature cannot make a Fly check to reduce or negate this damage). Creatures on the ground cannot pass through the vortex without first making a Strength check. The DC of this check is equal to 10 + your caster level. The vortex is faintly visible and can be spotted with a DC 15 Perception skill check. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

Earth School

The earth elemental draws power from the stone around him, shaping it, shattering it, and bending it to his will. He can use it to defend himself or cause it to rise up and crush his foes.

Earth Supremacy (Su): You gain a +2 enhancement bonus to your CMD to resist bull rush, drag, reposition, trip, and overrun attempts as long as you are touching the ground. This bonus increases by +1 for every five wizard levels you possess. In addition, you gain a +1 insight bonus on melee attack and damage rolls whenever both you and your foe are touching the ground. At 20th level, earth and stone do not block the line of effect of your spells, although they do still block your line of sight.

Acid Cloud (Su): As a standard action, you can create a 5-foot-radius cloud of acid vapor within 30 feet that lasts for 1 round. This cloud deals 1d6 points of acid damage + 1 point for every two wizard levels you possess to all creatures in the cloud and sickens them for 1 round. A successful Fortitude save negates the sickened effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. Creatures that begin their turn inside the cloud can move out that turn without penalty, but those that enter the cloud are affected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Earth Glide (Su): At 8th level, you gain the ability to move through earth, dirt, and stone for a number of rounds per day equal to your wizard level. You cannot move through worked earth or stone; only natural substances can be traversed. If your total duration expires before you exit the earth, you are flung back to the point where you entered the stone, take 4d6 points of damage, and are stunned for 1 round. Your burrowing does not leave a hole, nor does it give any sign of your presence (although you can be detected by creatures with tremorsense). These rounds do not need to be consecutive.

Fire School

The fire elemental sees a world around him that is made to burn, and he can bring that fire to consume his foes. He has also learned that fire can purify and protect, if properly controlled.

Fire Supremacy (Su): You gain resistance 5 to fire. At 10th level, this resistance increases to 10. At 20th level, you gain immunity to fire damage. In addition, whenever you are within 5 feet of a source of flame at least as large as a campfire, you can draw the fire around you for 1 round as a swift action. Anyone striking you with a melee weapon or unarmed strike takes an amount of fire damage equal to $1/2$ your wizard level (minimum 1). Weapons with reach avoid this damage.

Fire Jet (Su): As a standard action, you can send forth a 20-foot line of fire. Anyone in this line takes 1d6 points of fire damage + 1 point for every two wizard levels you possess. A successful Reflex save halves this damage. The DC of this save is equal to $10 + 1/2$ your wizard level + your Intelligence modifier. Creatures that fail their saving throw catch fire and take 1d6 points of fire damage on the following round. Creatures that catch fire can avoid this damage by taking a full-round action to extinguish the flames by making a DC 15 Reflex save. Rolling on the ground gives a +2 circumstance bonus on the save. Dousing the creature with water automatically extinguishes the flame. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Dancing Flame (Su): At 8th level, as a standard action, you can sculpt fire to suit your desires. With one use of this ability you can move any nonmagical fire up to 30 feet. Alternatively you can use this ability to alter any fire spell that you cast with a duration of instantaneous by removing any number of squares from its area of affect. If the fire spell has a duration, you can use this ability to reposition the spell, within its original range (treat this as if you had just cast the spell, even though the duration is unchanged). You cannot use this ability on a fire spell that you did not cast. If you move a nonmagical flame, it must have a new source of fuel. If it does not, it is extinguished in one round. You can use this ability a number of times per day equal to $1/2$ your wizard level.

Water School

The water elemental draws magic from the ocean depths. His power is fluid as well, crushing foes in mighty waves or wearing them down through timeless erosion.

Water Supremacy (Su): You gain a +2 enhancement bonus on Swim skill checks. This bonus increases by +1 for every five wizard levels you possess. In addition, you can hold your breath for a number of rounds equal to four times your Constitution score before you must start making checks to avoid drowning. At 10th level, you gain a swim speed equal to your base speed. At 20th level, whenever you make a Swim skill check, assume the roll resulted in a natural 20.

Cold Blast (Su): As a standard action, you can unleash a blast of freezing cold. This blast deals 1d6 points of cold damage + 1 point for every two wizard levels you possess

to all creatures within 5 feet of you and staggers them for 1 round. A successful Reflex save negates the staggered effect and halves the damage. The DC of this save is equal to $10 + 1/2$ your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Wave (Su): At 8th level, you can create a wave of water that starts at your location and moves 30 feet per round away from you in a direction of your choosing. Creatures struck by the wave might be knocked down and pushed away. Make a caster level check against the CMD of each creature struck. If you succeed, the creature is knocked prone. If your check exceeds the CMD of the creature by 5 or more, it is carried with the wave during the wave's movement this round. You receive a +5 bonus on this check if the creature shares its space with the wave at the start of your turn (when the wave moves). Creatures carried in this way can move out of the wave on their turn if they succeed on a Strength check (DC = $10 + 1/2$ your caster level + your Intelligence modifier), but they cannot breathe while sharing space with the wave. The wave is up to 20 feet high and up to 5 feet long for each wizard level you possess. Nonmagical fires hit by the wave are automatically extinguished. Magical fire effects are unaffected. You can use this ability for a number of rounds per day equal to $1/2$ your wizard level.

FOCUSED ARCANESCHOOLS

Wizards that specialize in one of the schools of magic can instead chose to focus their studies still further. Wizards who choose a focused arcane school retain the bonus spells from their school and must select two prohibited schools as normal, but the focused school changes one or more of the powers granted by their arcane school. A wizard must take all of the replacement powers associated with his focused arcane school. Once a focused arcane school is chosen, it cannot be changed.

Admixture School

Associated School: Evocation.

Replacement Powers: The following school powers replace the force missile and elemental wall powers of the evocation school.

Versatile Evocation (Su): When you cast an evocation spell that does acid, cold, electricity, or fire damage, you may change the damage dealt to one of the other four energy types. This changes the descriptor of the spell to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them (an *ice storm* that deals fire damage might still provide a penalty on Perception checks due to smoke, but it would not create difficult terrain). Such effects are subject to GM discretion. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Elemental Manipulation (Su): At 8th level, you can emit a 30-foot aura that transforms magical energy. Choose an energy type from acid, cold, electricity, and fire, and a second type to transform it into. Any magical source of energy of this type with a caster level equal to or less than your wizard level is altered to the chosen energy type. This includes supernatural effects from creatures with Hit Dice no greater than your caster level. For example, you could transform a white dragon's frigid breath weapon (a supernatural ability), but not a fire elemental's fiery touch (an extraordinary ability). If an effect lies only partially within your aura, only the portions within the aura are transformed. You can use this ability for a number of rounds per day equal to your wizard level. The rounds do not need to be consecutive.

Banishment School

Associated School: Abjuration.

Replacement Powers: The following school powers replace the energy absorption power and the protective ward power of the abjuration school.

Unstable Bonds (Su): At 1st level, your touch can disrupt the bonds that hold a summoned or called creature on this plane. As a melee touch attack, you can cause a summoned or called creature to become shaken and staggered for a number of rounds equal to $\frac{1}{2}$ your wizard level (minimum 1). You can use this ability a number of times per day equal to $3 +$ your Intelligence modifier.

Aura of Banishment (Su): At 8th level, you can emit a 30-foot aura of banishment for a number of rounds per day equal to your wizard level. Any summoned or called creature in the area must make a Will save each round. Once the creature fails a Will saving throw, it is staggered as long as it remains inside the aura. If it fails a second Will saving throw, it is immediately sent back to its home plane and the spell that summoned it immediately ends. If that spell summoned more than one creature, only the creature that failed its saving throws is affected. These rounds do not need to be consecutive.

Controller School

Associated School: Enchantment.

Replacement Powers: The following school powers replace the enchanting smile and aura of despair powers of the enchantment school.

Force of Will (Su): You can send thoughts and instructions telepathically to any creature within 60 feet that you have charmed or dominated as though you shared a common language. At 11th level, affected creatures can communicate back to you via the telepathic link as well. At 20th level, any creature that succeeds at a saving throw against an enchantment spell you have just cast is still affected for 1 round if the spell has a duration greater than 1 round.

Irresistible Demand (Sp): At 8th level, you can force others to do your bidding. As a standard action, you attempt to dominate a creature as though using the *dominate monster* spell, except that the creature must have a number of Hit Dice equal to or less than your wizard level. The targeted creature receives a Will saving throw each round to negate the effect. The DC is equal to $10 + \frac{1}{2}$ your wizard level + your Intelligence modifier. You can dominate creatures for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. You must concentrate as a standard action to maintain control over a dominated creature.

Counterspell School

Associated School: Abjuration.

Replacement Powers: The following school powers replace the protective ward power and the energy absorption power of the abjuration school.

Disruption (Su): At 1st level, you gain the ability to disrupt spellcasting with a touch. As a melee touch attack, you can place a disruptive field around the target. While the field is in place, the target must make a concentration check to cast any spell or to use a spell-like ability in addition to any other required concentration checks. The DC of this check is equal to $15 +$ twice the spell's level. If the check is failed, the target's spell is wasted. This field lasts for a number of rounds equal to $\frac{1}{2}$ your wizard level (minimum 1). You can use this ability a number of times per day equal to $3 +$ your Intelligence modifier.

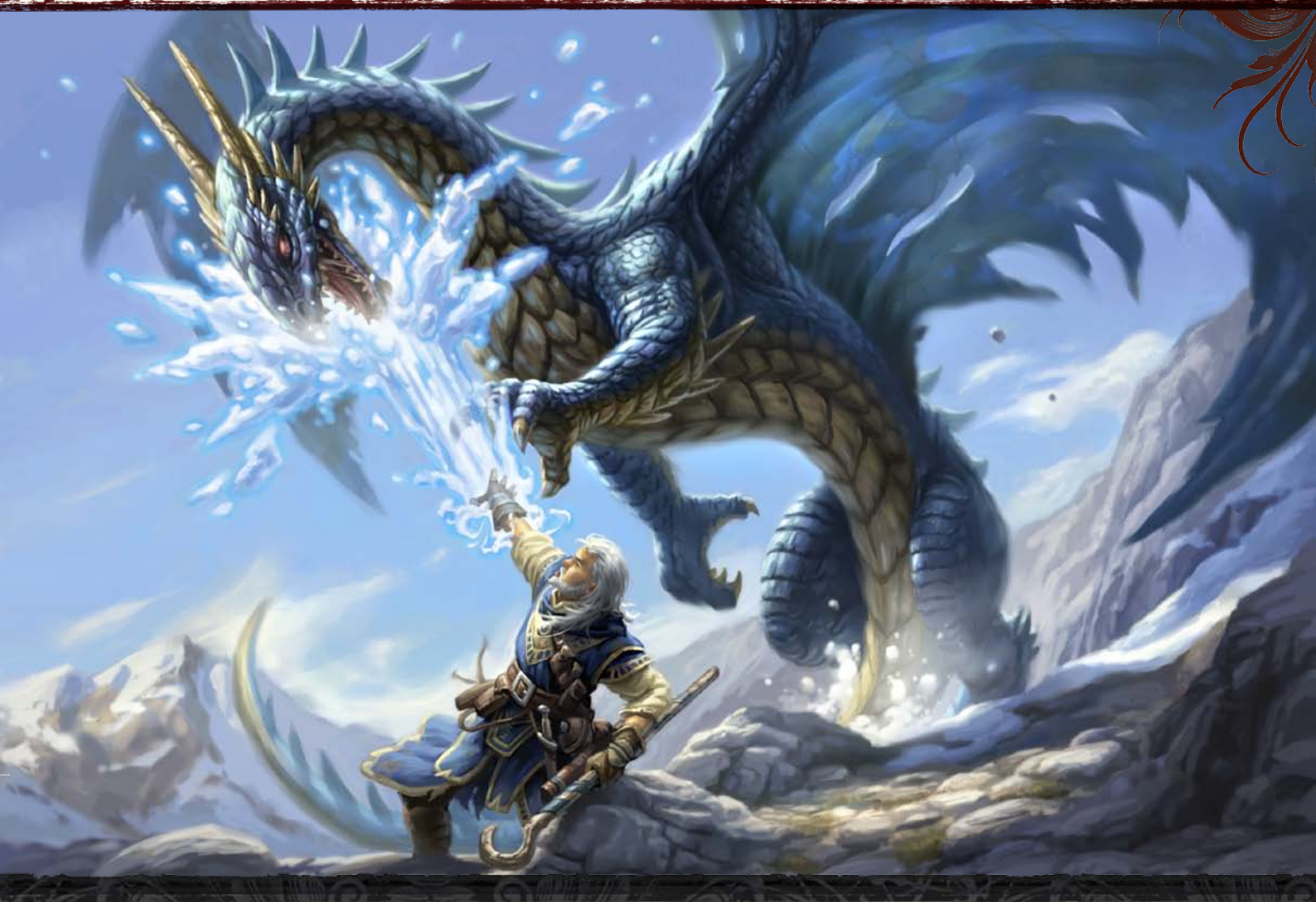
Counterspell Mastery (Su): At 6th level, you gain Improved Counterspell as a bonus feat. You may attempt to counterspell an opponent's spell once per day as an immediate action (instead of a readied action). You must use a spell at least one level higher than the spell being countered to use this ability. You can use this ability once per day at 6th level, plus one additional time per day for every 4 levels beyond 6th.

Creation School

Associated School: Conjunction.

Replacement Powers: The following school powers replace the acid dart power and the dimensional steps power of the conjunction school.

Create Gear (Su): At 1st level, you can create any object that weighs no more than 1 pound per wizard level you possess. Creating an object in this way is a standard action. The item remains for 1 minute before fading away, although it disappears after one round if it leaves your possession. Creating an item to an exact specification might require a Craft skill check, subject to GM discretion. The object must be made of simple materials, such as wood, stone, glass, or metal, and cannot contain any moving parts. You could use this ability to create



a dagger, but not a vial of alchemist's fire. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Creator's Will (Sp): At 8th level, you can cast *minor creation* as a spell-like ability. You can have no more than one *minor creation* active at a time. If you cast the spell again, the previous casting immediately ends. At 12th level, this ability improves to *major creation*. You can use this ability a number of times per day equal to 1/2 your wizard level.

Enhancement School

Associated School: Transmutation.

Replacement Powers: The following school powers replace the telekinetic fist and change shape powers of the transmutation school.

Augment (Sp): As a standard action, you can touch a creature and grant it either a +2 enhancement bonus to a single ability score of your choice or a +1 bonus to natural armor that stacks with any natural armor the creature might possess. At 10th level, the enhancement bonus to

one ability score increases to +4. The natural armor bonus increases by +1 for every five wizard levels you possess, to a maximum of +5 at 20th level. This augmentation lasts a number of rounds equal to 1/2 your wizard level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Perfection of Self (Su): At 8th level, as a swift action you can grant yourself an enhancement bonus to a single ability score equal to 1/2 your wizard level (maximum +10) for one round. You may use this ability for a number of times per day equal to your wizard level.

Foresight School

Associated School: Divination.

Replacement Powers: The following school powers replace the diviner's fortune and scrying adept powers of the divination school.

Precience (Su): At the beginning of your turn, you may, as a free action, roll a single d20. At any point before your next turn, you may use the result of this roll as the result of any d20 roll you are required to make. If you do

not use the d20 result before your next turn, it is lost. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Foretell (Su): At 8th level, you can utter a prediction of the immediate future. While your foretelling is in effect, you emit a 30-foot aura of fortune that aids your allies or hinders your enemies, as chosen by you at the time of prediction. If you choose to aid, you and your allies gain a +2 luck bonus on ability checks, attack rolls, caster level checks, saving throws, and skill checks. If you choose to hinder, your enemies take a -2 penalty on those rolls instead. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

Generation School

Associated School: Evocation.

Replacement Powers: The following school powers replace the intense spells and force missile powers of the evocation school.

Lingering Evocations (Su): Any evocation spell you cast with a duration greater than instantaneous lasts an additional number of rounds equal to 1/2 your wizard level (minimum +1). At 20th level, any dispel checks made against your evocation spells must be rolled twice, and your opponent must use the less favorable result.

Wind Servant (Sp): As a standard action, you can generate a blast of air that hurls an unattended object (or objects) or an object in your possession up to 30 feet in a straight line. If you have a free hand, you can catch an object hurled toward yourself. You can move objects weighing up to 1 pound per wizard level. Objects are not thrown with enough force to cause damage, although fragile objects like alchemical weapons shatter on contact with a creature or hard surface. To hit a creature with an object, you must succeed at a ranged touch attack. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Life School

Associated School: Necromancy.

Replacement Powers: The following school powers replace the power over undead and grave touch powers of the necromancy school.

Healing Grace (Su): Whenever you cast a spell that has targets, affects creatures in an area, or requires an attack roll, you may heal creatures affected by the spell a total of 1 point of damage per level of the spell. This healing may be spread out between the targets of the spell in any way you choose. If you assign any of the healing to an undead creature, it instead takes 1 point of damage for each point assigned. At 11th level, the amount of damage cured increases to 2 points of damage per level of the spell. This healing occurs when the spell is cast and has no effect

on creatures that enter its area after the spell is in place. At 20th level, the amount of damage cured increases to 3 points of damage per level of the spell.

Share Essence (Sp): As a standard action, you can share your vital energy with a living creature that you touch. You take 1d6 points of nonlethal damage + 1 for every two wizard levels you possess. You cannot take an amount of nonlethal damage equal to or greater than your current hit point total; any excess is prevented. The recipient gains a number of temporary hit points equal to the amount of damage you received (prevented damage is not counted). These temporary hit points disappear 1 hour later. You may not use this ability to grant yourself temporary hit points. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This ability has no effect if you are immune to nonlethal damage.

Manipulator School

Associated School: Enchantment.

Replacement Powers: The following school powers replace the dazing touch and aura of despair powers of the enchantment school.

Beguiling Touch (Sp): You can charm a living creature by touching it. Creatures with more Hit Dice than your wizard level are unaffected, as are creatures in combat and those with an attitude of hostile toward you. Creatures receive a Will saving throw to negate the effect. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. Creatures that fail their save are affected by *charm monster* for a number of rounds equal to 1/2 your wizard level (minimum 1). This is a mind-affecting effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Shape Emotions (Su): At 8th level, you can emit a 30-foot aura to either ward off or welcome emotional influence for a number of rounds per day equal to your wizard level. If you choose to ward, you and your allies within this aura receive a +4 morale bonus on saves against mind-affecting spells and effects, and any fear effects targeting you or your allies are reduced by one step (shaken has no effect, frightened becomes shaken, and panicked becomes frightened). If you chose to enhance emotional influence, enemies within the aura receive a -2 penalty on saves against mind-affecting spells and effects. These rounds do not need to be consecutive.

Phantasm School

Associated School: Illusion.

Replacement Powers: The following school powers replace the blinding ray and invisibility field powers of the illusion school.

Terror (Su): As a standard action, you can make a melee touch attack that causes a creature to be assailed by nightmares only it can see. The creature provokes an

attack of opportunity from you or an ally of your choice. Creatures with more Hit Dice than your wizard level are unaffected. This is a mind-affecting fear effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Bedeviling Aura (Su): At 8th level, you can emit a 30-foot aura that bedevils your enemies with phantasmal assailants. Enemies within this aura move at half speed, are unable to take attacks of opportunity, and are considered to be flanked. This is a mind-affecting effect. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

Scryer School

Associated School: Divination.

Replacement Power: The following school power replaces the diviner's fortune power of the divination school.

Send Senses (Sp): As a standard action, you place a scrying sensor at a point within medium range (100 feet + 10 feet/wizard level) that you can see and have line of effect to. You can see or hear (not both) through this sensor for number of rounds equal to 1/2 your wizard level (minimum 1). The sensor otherwise functions as a *clairaudience/clairvoyance* spell with a caster level equal to your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Shadow School

Associated School: Illusion.

Replacement Powers: The following school powers replace the blinding ray and invisibility field powers of the illusion school.

Binding Darkness (Sp): As a standard action, you cast a weave of shadows at any foe within 30 feet as a ranged touch attack. The shadows entangle your foe for 1 round plus 1 additional round for every five wizard levels you possess. In conditions of bright light, this duration is halved (minimum 1 round). A creature entangled by your shadows has concealment from those without darkvision or the ability to see in darkness, and other creatures likewise have concealment relative to it. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Shadow Step (Sp): At 8th level, you can use this ability to walk through the Shadow Plane and reappear as a standard action. You can travel up to 30 feet per wizard level per day in this fashion, either in a single round or broken up across multiple shadow steps. This movement must be used in 5-foot increments and does not provoke an attack of opportunity. Travel through the Shadow Plane is imprecise; when you arrive, you re-enter 1 square off target, as per the rules for thrown splash weapons (see page 202 of the *Pathfinder RPG Core Rulebook*). If this

would place you in an occupied square, you instead arrive in the nearest safe location. When you arrive, you are cloaked in shadow and gain concealment as the *blur* spell for 1 round. You may bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you. They likewise re-enter off target (roll location for each creature) and are cloaked in shadow for 1 round.

Shapechange School

Associated School: Transmutation.

Replacement Power: The following school power replaces the telekinetic fist power of the transmutation school.

Battleshaping (Su): As a swift action, you grow a single natural weapon. The natural weapon lasts for 1 round and has a +1 enhancement bonus on attack and damage rolls for every four wizard levels you possess. You can grow a claw, a bite, or a gore attack. These attacks deal the normal damage for a creature of your size (see page 302 of the *Pathfinder RPG Bestiary*). At 11th level, you can shape two natural weapons. You may not grow additional limbs or a tail with this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Teleportation School

Associated School: Conjunction.

Replacement Power: The following school power replaces the acid dart power of the conjunction school.

Shift (Su): At 1st level, you can teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Undead School

Associated School: Necromancy.

Replacement Power: The following school power replaces the grave touch power of the necromancy school.

Bolster (Sp): As a standard action, you can touch an undead creature and infuse it with negative energy. It gains a +1 profane bonus on all attack rolls and saving throws, as well as 1 temporary hit point per Hit Die and a +2 bonus to its turn resistance. The bonus on attack rolls and saving throws increases by +1 for every 5 wizard levels you possess. These bonuses last for a number of rounds equal to 1/2 your wizard level (minimum 1 round). The bonuses and temporary hit points are immediately dispelled if the creature is within the area of a *consecrate* spell. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.